Name **Barry Turnling**

Player

Point Total **50**Ht **6'4"**Wt **200 lbs.**Size Modifier **-5** Age **22**Unspent Points **0**Notes **A big, good-looking, fairly amiable FourEcksian wanderer, who can mostly get by as a bartender or a bouncer.**

ST	14	[40]	HP	14	CURRENT	[0]	MP	CURRENT	Magery:	[]
									Staff:	[]
DX	10	[0]	Will	10		[0]				
IQ	10	[0]	Per	10		[0]				
HT	11	[10]	FP	11	CURRENT	[0]				

BASIC LIFT **39** DAMAGE Thr **1d** Sw **2d**
 BASIC SPEED **5.25** [**0**] BASIC MOVE **5** [**0**]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	39	BM x 1	5	Dodge	8
Light (1) = 2 x BL	78	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	117	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	234	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	390	BM x 0.2	1	Dodge - 4	4

ADVANTAGES AND PERKS

Appearance (Attractive)	[4]
Good with (Horses)	[1]
No Hangover	[1]

DISADVANTAGES AND QUIRKS

Compulsive Carousing (12 or less)	[-5]
Impulsiveness (15 or less)	[-5]
Status -1	[-5]
Wealth (Struggling)	[-10]
Code of Honour ("Try not to start fights, but do finish them")	[-1]
Likes Wine	[-1]

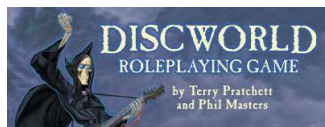
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [0]

DR	TL: 4 [0]
0	Cultural Familiarities Sto Plains/Uberwald (Native) [0]

PARRY	Reaction Modifiers
8	Appearance: +1/+1 <i>Unappealing Includes:</i> +1 from 'Appearance' <i>Appealing Includes:</i> +1 from 'Appearance' Status: -1; <i>Includes:</i> -1 from 'Status'
DX	Other: +0 Conditional: -1 from 'Compulsive Carousing' when from people who disapprove, -1 from 'Impulsiveness' when from sensible people, when impulsiveness is observed
BLOCK	
6	
DX	

SKILLS

Name	Level	Relative Level
Brawling	12	DX+2 [4]
Parry: 9		
Carousing	13	HT+2 [4]
Gesture	10	IQ+0 [1]
Hiking	12	HT+1 [4]
Navigation/TL4 (Land)	10	IQ+0 [2]
Conditional: +1 from 'Compass (TL3+)'		
Professional Skill (Bartender)	10	IQ+0 [2]
Scrounging	11	Per+1 [2]
Teamster (Equines)	10	IQ+0 [2]



Barry Turnling

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Boots	1d+1 cr	C,1	10	(No)		4	3
	Brawling							
	Punch	1d cr	C	12	(9)			
	Bite	1d cr	C	12	(No)			
	Kick	1d+1 cr	C,1	10	(No)			
1	Large Knife						2	1
	Swing	2d-2 cut	C,1	6	(5)	6		
	Thrust	1d imp	C	6	(5)	6 [1]		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Large Knife	1d imp	0	0 / 0	1	T(1)	6	6	-2				2	1

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Backpack, Small		3.25	4
1	Compass (TL3+)		2.5	1
1	Ordinary Clothes (Free to starting character)		0	2
1	Personal Basics		.25	1
1	Pouch		41	1
1	Spare Cash		38	0

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[50]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[6]
Disadvantages/Quirks	[-27]
Skills/Standardised Spells	[21]
Other	[]