

Name **Eugenia Urbright-Wafterson** Player Point Total **100**  
 Ht **5'8"** Wt **140 lbs.** Size Modifier **0** Age **32** Unspent Points **0**  
 Notes **A rather geeky young woman of aristocratic birth who went into the priesthood because it was better than her other options.**

|           |           |        |             |           |         |       |           |         |  |         |     |
|-----------|-----------|--------|-------------|-----------|---------|-------|-----------|---------|--|---------|-----|
| <b>ST</b> | <b>10</b> | [ 0 ]  | <b>HP</b>   | <b>10</b> | CURRENT | [ 0 ] | <b>MP</b> | CURRENT |  | Magery: | [ ] |
|           |           |        |             |           |         |       |           |         |  | Staff:  | [ ] |
| <b>DX</b> | <b>10</b> | [ 0 ]  | <b>Will</b> | <b>12</b> |         | [ 0 ] |           |         |  |         |     |
| <b>IQ</b> | <b>12</b> | [ 40 ] | <b>Per</b>  | <b>12</b> |         | [ 0 ] |           |         |  |         |     |
| <b>HT</b> | <b>10</b> | [ 0 ]  | <b>FP</b>   | <b>10</b> | CURRENT | [ 0 ] |           |         |  |         |     |

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 5 [ 0 ] BASIC MOVE 5 [ 0 ]

| ENCUMBRANCE               |           | MOVE            |          | DODGE            |              |
|---------------------------|-----------|-----------------|----------|------------------|--------------|
| None (0) = BL             | 20        | BM x 1          | 5        | Dodge            | 8(+2)        |
| <b>Light (1) = 2 x BL</b> | <b>40</b> | <b>BM x 0.8</b> | <b>4</b> | <b>Dodge - 1</b> | <b>7(+2)</b> |
| Medium (2) = 3 x BL       | 60        | BM x 0.6        | 3        | Dodge - 2        | 6(+2)        |
| Heavy (3) = 6 x BL        | 120       | BM x 0.4        | 2        | Dodge - 3        | 5(+2)        |
| X-Heavy (4) = 10 x BL     | 200       | BM x 0.2        | 1        | Dodge - 4        | 4(+2)        |

#### ADVANTAGES AND PERKS

|   |        |
|---|--------|
| Charisma 1  | [ 5 ]  |
| Clerical Investment   | [ 5 ]  |
| Religious Rank 2  | [ 10 ] |
| Status (+2)   | [ 5 ]  |
| Tenure (Family donates far too much to the Temple for them to get rid of her) | [ 5 ]  |
| Voice   | [ 10 ] |
| Wealth (Wealthy)  | [ 20 ] |

#### DISADVANTAGES AND QUIRKS

|  |         |
|--|---------|
| Bad Sight (Nearsighted) (Glasses)              | [ -10 ] |
| Clueless                                       | [ -10 ] |
| Combat Paralysis                               | [ -15 ] |
| Duty (To the Faith) (9 or less (fairly often)) | [ -5 ]  |
| Squeamish (12 or less)                         | [ -10 ] |
| Code of Honor (Academic)                       | [ -1 ]  |
| Nosy   | [ -1 ]  |

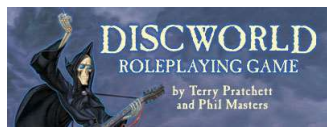
| Languages                    | Spoken   | Written          |
|------------------------------|----------|------------------|
| Latatian                     |          | (Semi-Lite [ 1 ] |
| Morporkian (Native Language) | (Native) | (Native) [ 0 ]   |

|          |   |
|----------|---|
| DR       | <b>TL: 4</b> [ 0 ]  |
| <b>1</b> | <b>Cultural Familiarities</b><br>Sto Plains/Uberwald (Native) [ 0 ] |

|                             |   |
|-----------------------------|---|
| PARRY<br>7U+2<br>(Numknuts) | <b>Reaction Modifiers</b>   |
| BLOCK<br>9+2<br>(Shield)    | <b>Appearance:</b><br><b>Status:</b> +2; <i>Includes:</i> +2 from 'Status'<br><b>Other:</b> -1; <i>Includes:</i> -2 from 'Clueless', +1 from 'Charisma'<br>Conditional: +1 from 'Clerical Investment', +2 from 'Voice' when your voice can be heard |

#### SKILLS

| Name  | Level | Relative Level |
|---|-------|----------------|
| Administration  | 12    | IQ+0 [ 2 ]     |
| Dancing   | 9     | DX-1 [ 1 ]     |
| Diplomacy   | 12    | IQ+0 [ 1 ]     |
| <i>Includes:</i> +2 from 'Voice'                            |       |                |
| Conditional: +1 from 'Charisma' when making Influence rolls |       |                |
| Flail   | 9     | DX-1 [ 2 ]     |
| Parry: 7  |       |                |
| Conditional: -2 from 'Bad Sight (Nearsighted)'              |       |                |
| Games (Chess)   | 13    | IQ+1 [ 2 ]     |
| Heraldry  | 12    | IQ+0 [ 1 ]     |
| History (Cults of the Small Gods)                           | 10    | IQ-2 [ 1 ]     |
| Intelligence Analysis/TL4                                   | 10    | IQ-2 [ 1 ]     |
| Leadership  | 12    | IQ+0 [ 1 ]     |
| <i>Includes:</i> +1 from 'Charisma'                         |       |                |
| Occultism   | 11    | IQ-1 [ 1 ]     |
| Public Speaking   | 15    | IQ+3 [ 2 ]     |
| <i>Includes:</i> +2 from 'Voice', +1 from 'Charisma'        |       |                |
| Religious Ritual (Ceremonies of the Small Gods)             | 13    | IQ+1 [ 8 ]     |
| Research/TL4  | 12    | IQ+0 [ 2 ]     |
| Riding (Equines)  | 12    | DX+2 [ 8 ]     |
| Sacred Texts  | 12    | IQ+0 [ 2 ]     |
| Savoir-Faire (High Society)                                 | 10    | IQ-2 [ 4 ]     |
| <i>Includes:</i> -4 from 'Clueless'                         |       |                |
| Conditional: +1 from 'Charisma' when making Influence rolls |       |                |
| Shield (Shield)   | 12    | DX+2 [ 4 ]     |
| Block: 9  |       |                |
| Conditional: -2 from 'Bad Sight (Nearsighted)'              |       |                |
| Theology (Small Gods)                                       | 13    | IQ+1 [ 8 ]     |



Eugenia Urbright-Wafterson

**HAND WEAPONS**

| Qty | Weapon           | Damage    | Reach | Lvl(Pry) | ST | Notes   | Cost | Weight |
|-----|------------------|-----------|-------|----------|----|---------|------|--------|
| 1   | Agatean Numknuts | 1d+1 cr   | 1     | 9 (7U)   | 7  | [6]     | 20   | 2      |
|     | Bite             | 1d-3 cr   | C     | 10 (No)  |    |         |      |        |
|     | Kick             | 1d-2 cr   | C,1   | 8 (No)   |    |         |      |        |
| 1   | Medium Shield    |           |       |          |    |         | 60   | 15     |
|     | Bash             | 1d-2 cr   | 1     | 12 (No)  |    | [2,3,4] |      |        |
|     | Rush             | slam+2 cr | 1     | 12 (No)  |    | [2,3,4] |      |        |
|     | Punch            | 1d-3 cr   | C     | 10 (8)   |    |         |      |        |
| 1   | Small Knife      |           |       |          |    |         | 30   | .5     |
|     | Swing            | 1d-3 cut  | C,1   | 6 (5)    | 5  |         |      |        |
|     | Thrust           | 1d-3 imp  | C     | 6 (5)    | 5  | [1]     |      |        |

**RANGED WEAPONS**

| Qty | Weapon      | Damage   | Acc | Range  | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | No | Cost | Weight |
|-----|-------------|----------|-----|--------|-----|-------|-----|----|------|-----|----|----|------|--------|
| 1   | Small Knife | 1d-3 imp | 0   | 5 / 10 | 1   | T(1)  | 6   | 5  | -1   |     | 4  |    | 30   | .5     |

**SPEED/RANGE TABLE**

For complete table, see p. 550.

| Speed/<br>Range<br>Modifier | Linear<br>Measurement<br>(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   | Clockwork Pocket-Watch                         |          | 50   | .25    |
| 1   | Ordinary Clothes (free to starting characters) |          | 0    | 2      |
| 1   | Personal Basics                                |          | 5    | 1      |
| 1   | Pouch  |          | 10   | 0      |
| 1   | Scribe's Kit                                   |          | 50   | 2      |
| 1   | Very Light Armour                              | all      | 150  | 9      |

**APPEARANCE**

A well-dressed, well-spoken, stocky, bespectacled, rather vague woman, who sometimes wears light armour, and who huddles behind a shield if things get violent.

**POINTS SUMMARY**

|  |   |     |   |
|--|---|-----|---|
| Attributes/Secondary Characteristics                   | [ | 40  | ] |
| Advantages/Perks/TL/Languages/<br>Cultural Familiarity | [ | 61  | ] |
| Disadvantages/Quirks                                   | [ | -52 | ] |
| Skills/Standardised Spells                             | [ | 51  | ] |
| Other  | [ |     | ] |

## DESCRIPTION

Your family are at the well-off end of the scale in Ankh-Morpork - let's be honest, low-end aristocracy - but as a third child and second daughter, you became painfully aware early on that your options were limited, and would probably involve marriage to some chinless idiot, for reasons that you'd never quite be able to fathom. You're moderately bright, but being female and possessing no detectable magical talent, you knew that wouldn't make much difference. You're also not very good *at all* at the complexities of social interaction, although you've learned to compensate a bit by being very polite in a general sort of way. Your parents kept saying that they didn't know what to do with you.

Except that the Urbright-Waftersons have been generous sponsors of the Temple of the Small Gods for several generations, your parents were quite devout, and daddy looked rather to begrudge providing you with a dowry if you didn't even *want* to get hitched. You're not sure whose idea it was for you to go into the priesthood, originally, but after some thought, you had to agree it might work. And the Small Gods will take practically anybody; that's rather the point with them. In fact, you didn't even have to become a priestess of any deity in particular; you work for the temple in general.

With a bit of training, you turned into a passable theologian and preacher (you have a good voice - childhood singing lessons seem to have helped), although you aren't really a people person; you do best when you don't have to listen to them or deal with them too personally, just tell them what to do. You worked your way up the hierarchy a little, without setting out to use your family name, taking charge of assorted tasks and learning how to make teams work. Not that the people in those teams always seem to respect you much. It's hard to tell.

Which may, come to think of it, be something to do with why you got given this new job. The Temple needs some people to clear up theological messes and so forth, and somehow, you got put in charge. You're not sure about this; it might involve violence or getting dirty, both of which you absolutely *hate*. (You tried studying combat skills - it didn't help much - though you've got into the habit of taking some basic exercise.) But you've been given a team of people borrowed from other temples and congregations, so perhaps you can make this work.

## NOTES

A rather geeky young woman of aristocratic birth who went into the priesthood because it was better than her other options.