

Name **Lance-Corporal Clovis** Player
 Ht **5'9"** Wt **165 lbs.** Size Modifier **0** Age **31**
 Notes *A slightly jaded Watch patrol leader.*

Point Total **100**
 Unspent Points **0**

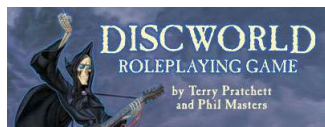
ST	11	[10]	HP	11	[0]	MP	[]	[]	Magery: Staff: []												
DX	11	[20]	Will	12	[5]	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="text-align: left;">Languages</th> <th style="text-align: left;">Spoken</th> <th style="text-align: left;">Written</th> </tr> <tr> <td>Morporkian (Native Language)</td> <td>(Native)</td> <td>(Native) [0]</td> </tr> </table>				Languages	Spoken	Written	Morporkian (Native Language)	(Native)	(Native) [0]						
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IQ	11	[20]	Per	14	[15]																
HT	11	[10]	FP	11	[0]	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: center;">DR</td> <td style="width: 10%; text-align: center;">3</td> <td style="width: 10%; text-align: center;">TL: 4</td> <td style="width: 10%; text-align: center;">[0]</td> </tr> <tr> <td colspan="2"></td> <td style="text-align: left;">Cultural Familiarities</td> <td></td> </tr> <tr> <td colspan="2"></td> <td>Sto Plains/Uberwald (Native)</td> <td>[0]</td> </tr> </table>				DR	3	TL: 4	[0]			Cultural Familiarities				Sto Plains/Uberwald (Native)	[0]
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BASIC LIFT	24	DAMAGE Thr	1d-1	Sw	1d+1
BASIC SPEED	5.5 [0]	BASIC MOVE	5		[0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 5	Dodge 9
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS	
Acute Hearing 2	[4]
Combat Reflexes	[15]
Legal Enforcement Powers 1	[5]
Watch Rank 1	[5]
Fearsome Stare	[1]
DISADVANTAGES AND QUIRKS	
Duty (Watchman) (12 or less (quite often))	[-10]
Ham-Fisted -1	[-5]
No Sense of Humor	[-10]
Sense of Duty (Squad Mates) (Small Group)	[-5]
Attentive (+1 to long tasks, but -3 to notice important interruptions)	[-1]
Usually thinks the worst of people	[-1]

SKILLS		
Name	Level	Relative Level
Area Knowledge (Ankh-Morpork)	13	IQ+2 [4]
Brawling	12	DX+1 [2]
Criminology/TL4	11	IQ+0 [2]
Crossbow	12	DX+1 [2]
Detect Lies	13	Per-1 [2]
Intimidation	12	Will+0 [2]
Law (Ankh-Morpork Police)	9	IQ-2 [1]
Leadership	11	IQ+0 [2]
Observation	13	Per-1 [1]
Search	13	Per-1 [1]
Shortsword	11	DX+0 [2]
Streetwise	10	IQ-1 [1]



Lance-Corporal Clovis

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d-2 cr	C	12	(10)			
	Bite	1d-2 cr	C	12	(No)			
	Kick	1d-1 cr	C,1	10	(No)			
1	Shortsword						20	2
	Swing	1d+1 cut	1	11	(9)	8		
	Thrust	1d-1 imp	1	11	(9)	8		
1	Small Truncheon						1	1
	Swing	1d+1 cr	1	11	(9)	6		
	Thrust	1d-1 cr	1	11	(9)	6		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Crossbow (ST 11)	1d+3 imp	4	220 / 275	1	1(4)	12	7+	-6		4	[3]	7.5	6

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	Clockwork Pocket-Watch		2.5	.25
12	Crossbow Bolt		1.2	.72
1	Medium Armour	all	26	30
1	Shoulder Quiver		.5	.5
1	Watchman's Hand-Bell		2	2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[30]
Disadvantages/Quirks	[-32]
Skills/Standardised Spells	[22]
Other	[]