

Name **Constable Ingarsson**
 Ht **4'** Wt **130 lbs.**
 Notes *A solid dwarf copper.*

Player
 Size Modifier **-1** Age **30**

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

| | | | | | | |
|-----------|-----------|--------|-------------|-----------|---------|-------|
| ST | 12 | [10] | HP | 14 | CURRENT | [0] |
| DX | 11 | [20] | Will | 10 | | [0] |
| IQ | 10 | [0] | Per | 10 | | [0] |
| HT | 12 | [10] | FP | 12 | CURRENT | [0] |

BASIC LIFT **45** DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED **6** [5] BASIC MOVE **6** [0]

| ENCUMBRANCE | MOVE | DODGE |
|---------------------------|-----------------|-----------------|
| None (0) = BL 45 | BM x 1 6 | Dodge 10 |
| Light (1) = 2 x BL 90 | BM x 0.8 4 | Dodge - 1 9 |
| Medium (2) = 3 x BL 135 | BM x 0.6 3 | Dodge - 2 8 |
| Heavy (3) = 6 x BL 270 | BM x 0.4 2 | Dodge - 3 7 |
| X-Heavy (4) = 10 x BL 450 | BM x 0.2 1 | Dodge - 4 6 |

TEMPLATES AND METATRAITS

Dwarf [27]
 Dwarf ST Bonus 1 [10]; Dwarf HT Bonus 1 [10]; Dwarf Hit Points Bonus 2 [4]; Dwarf SM Penalty -1 [0]; Longevity [1]; Lifting ST 3 [9]; Metalwork 1 [10]; Can't Run Long Distances (Halve time intervals for FP loss when running) [-1]; Considers Dwarf Gender a Very Private Matter [-1]; Personality Change (Gains Bad Temper when drinking) [-1]; Touchy About Height and Beard [-1]; Greed (May be Dwarfish version) (12 or less) [-15]; Racial Skill Point Bonus (Axe/Mace) 2 [2].

ADVANTAGES AND PERKS

Absolute Direction [5]
 Combat Reflexes [15]
 Fearlessness 1 [2]
 Legal Enforcement Powers 1 [5]
 Night Vision 4 [4]
 Watch Rank 0 [0]
 Cold Resistance [1]

DISADVANTAGES AND QUIRKS

Duty (Watchman) (12 or less (quite often)) [-10]
 Hidebound [-5]
 Honesty (12 or less) [-10]
 Sense of Duty (Squad Mates) (Small Group) [-5]
 Distinctive Feature (Dead white hair) [-1]
 Habit (Salutes by wielding his axe and yelling "For the honour of the mine!") [-1]
 Suspicious of People Who Say Little [-1]

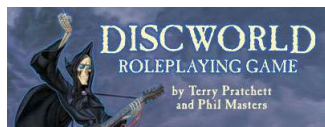
| | | |
|-----------|---------|---------------------------|
| MP | CURRENT | Magery: [] Staff: [] |
|-----------|---------|---------------------------|

| Languages | Spoken | Written |
|----------------------------|----------|----------------|
| Dwarfish (Native Language) | (Native) | (Native) [0] |
| Morporkian | (Native) | (Native) [6] |

| | |
|-----------|-------------------------------|
| DR | TL: 4 [0] |
| 3 | Cultural Familiarities |
| | Dwarf Culture (Native) [0] |
| | Sto Plains/Uberwald [1] |

| | |
|-----------------|---|
| PARRY | Reaction Modifiers |
| 10 | Appearance: |
| Axe/Mace | Status: +0 |
| BLOCK | Other: +0 |
| 7 | Conditional: +1 from 'Metalwork' when recognised by other skilled metalworkers, +2 from 'Sense of Duty (Squad Mates)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved |
| DX | |

| Name | Level | Relative Level |
|--|-----------|-------------------|
| Area Knowledge (Ankh-Morpork) | 11 | IQ+1 [2] |
| Armoury/TL4 (Body Armor) | 11 | IQ+1 [2] |
| Includes: +1 from 'Metalwork' | | |
| Armoury/TL4 (Melee Weapons) | 11 | IQ+1 [2] |
| Includes: +1 from 'Metalwork' | | |
| Axe/Mace | 12 | DX+1 [2] |
| Includes: +2pts from 'Racial Skill Point Bonus (Axe/Mace)' | | |
| Brawling | 13 | DX+2 [4] |
| Crossbow | 12 | DX+1 [2] |
| Current Affairs/TL4 (Ankh-Morpork) | 10 | IQ+0 [1] |
| Diplomacy | 9 | IQ-1 [2] |
| Forced Entry | 11 | DX+0 [1] |
| Interrogation | 9 | IQ-1 [1] |
| Knot-Tying | 11 | DX+0 [1] |
| Law (Ankh-Morpork Police) | 8 | IQ-2 [1] |
| Shouting at Foreigners | 10 | IQ+0 [1] |



Constable Ingarsson

HAND WEAPONS

| Qty | Weapon | Damage | Reach | Lvl(Pry) | ST | Notes | Cost | Weight |
|-----|----------|----------|-------|----------|----|-------|------|--------|
| 1 | Axe | 1d+4 cut | 1 | 12 (10U) | 11 | [1] | 3 | 4 |
| | Brawling | | | | | | | |
| | Punch | 1d-1 cr | C | 13 (10) | | | | |
| | Bite | 1d-1 cr | C | 13 (No) | | | | |
| | Kick | 1d cr | C,1 | 11 (No) | | | | |

RANGED WEAPONS

| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | No | Cost | Weight |
|-----|------------------|----------|-----|-----------|-----|-------|-----|----|------|-----|----|----|------|--------|
| 1 | Axe | 1d+4 cut | 2 | 12 / 18 | 1 | T(1) | 7 | 11 | -3 | | 4 | | 3 | 4 |
| 1 | Crossbow (ST 12) | 1d+3 imp | 4 | 240 / 300 | 1 | 1(4) | 12 | 7† | -6 | | | | 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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reserved.**ARMOR & POSSESSIONS**

| Qty | Item | Location | Cost | Weight |
|-----|-----------------|----------|------|--------|
| 12 | Crossbow Bolt | | 1.2 | .72 |
| 1 | Medium Armour | all | 26 | 30 |
| 1 | Shoulder Quiver | | .5 | .5 |

APPEARANCE**POINTS SUMMARY**

| | | | |
|--|---|-----|---|
| Attributes/Secondary Characteristics | [| 45 |] |
| Advantages/Perks/TL/Languages/ Cultural Familiarity | [| 66 |] |
| Disadvantages/Quirks | [| -33 |] |
| Skills/Standardised Spells | [| 22 |] |
| Other | [| |] |