

Name Constable Klump

Player

Point Total 100

Ht 6'4"

Wt 200 lbs.

Size Modifier 0 Age 22

Unspent Points 0

Notes *Big, shy, but well-meaning dedicated community policeman.*

<b>ST</b>	13	[ 30 ]	<b>HP</b>	13	CURRENT	[ 0 ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	10		[ 0 ]
<b>IQ</b>	10	[ 0 ]	<b>Per</b>	10		[ 0 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	11	CURRENT	[ -3 ]

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 6 [ 5 ] BASIC MOVE 5 [ -5 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	34	BM x 1	5	Dodge	10
<b>Light (1) = 2 x BL</b>	<b>68</b>	<b>BM x 0.8</b>	<b>4</b>	<b>Dodge - 1</b>	<b>9</b>
Medium (2) = 3 x BL	102	BM x 0.6	3	Dodge - 2	8
Heavy (3) = 6 x BL	204	BM x 0.4	2	Dodge - 3	7
X-Heavy (4) = 10 x BL	340	BM x 0.2	1	Dodge - 4	6

**ADVANTAGES AND PERKS**

Acute Hearing 2	[ 4 ]
Combat Reflexes	[ 15 ]
Enhanced Parry (Shortsword) 1	[ 5 ]
Legal Enforcement Powers 1	[ 5 ]
Reputation (To the Thieves' Guild; Fair-minded copper) 1 (All the time; Large class)	[ 2 ]
Resistant (Disease) (Occasional) (+8)	[ 5 ]
Watch Rank 0	[ 0 ]
Cold Resistance	[ 1 ]

**DISADVANTAGES AND QUIRKS**

Code of Honor (Watchman's)	[ -5 ]
Duty (Watchman) (12 or less (quite often))	[ -10 ]
Reputation (Street kids find that he keeps trying to reform them) -2 (All the time; Large class)	[ -5 ]
Selfless (Puts the needs of others ahead of his own) (12 or less)	[ -5 ]
Shyness (Severe)	[ -10 ]
Autocondimentor	[ -1 ]
Dislikes Coach Travel	[ -1 ]

<b>MP</b>	CURRENT		Magery: [ ] Staff: [ ]
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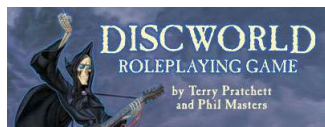
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [ 0 ]

DR 3	TL: 4 [ 0 ] Cultural Familiarities Sto Plains/Uberwald (Native) [ 0 ]
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PARRY 11 Shortsword BLOCK 7 DX	<b>Reaction Modifiers</b>  <b>Appearance:</b> <b>Status:</b> +0 <b>Other:</b> +0 Conditional: -2 from 'Reputation (Street kids find that he keeps trying to reform them)', +1 from 'Reputation (To the Thieves' Guild; Fair-minded copper)'
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**SKILLS**

Name	Level	Relative Level
Area Knowledge (Ankh-Morpork)	10	IQ+0 [ 1 ]
Brawling	12	DX+1 [ 2 ]
Carousing	10	HT-2 [ 1 ]
Includes: -2 from 'Shyness'		
Climbing	11	DX+0 [ 2 ]
Crossbow	14	DX+3 [ 8 ]
Current Affairs/TL4 (Ankh-Morpork)	10	IQ+0 [ 1 ]
Fast-Draw (Arrow)	12	DX+1 [ 1 ]
Includes: +1 from 'Combat Reflexes'		
Hidden Lore (Secrets of Ankh-Morpork)		IQ+0 [ 2 ]
Law (Ankh-Morpork Police)	8	IQ-2 [ 1 ]
Search	9	Per-1 [ 1 ]
Shortsword	12	DX+1 [ 4 ]
Includes: Enhanced Parry (Shortsword)		
Stealth	10	DX-1 [ 1 ]
Streetwise	10	IQ+0 [ 8 ]
Includes: -2 from 'Shyness'		



Constable Klump

**HAND WEAPONS**

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

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Crossbow (ST 13)	1d+4 imp	4	260 / 325	1	1(4)	14	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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**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Box of 20 matches		.2	0
12	Crossbow Bolt		1.2	.72
1	Hourglass		2	2
1	Medium Armour	all	26	30
1	Shoulder Quiver		.5	.5
1	Watchman's Hand-Bell		2	2

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 67 ]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[ 37 ]
Disadvantages/Quirks	[ -37 ]
Skills/Standardised Spells	[ 33 ]
Other	[ ]