

Lady Sybil Vimes

209 points

See p. 320 of the book for Lady Sybil's biography.

ST 11 [10]; **DX** 11 [20]; **IQ** 12 [40]; **HT** 13 [30].

Damage 1d 1/1d+1; BL 24 lbs.; HP 11 [0]; Will 15 [15]; Per 12 [0]; FP 13 [0].

Basic Speed 6.00 [0]; Basic Move 5 [-5]; Dodge 9; Parry 8 (DX).

5'10"; 180 lbs.

Social Background

TL: 4 [0].

CF: Sto Plains/Uberwald [0].

Languages: Latatian (Broken) [2]; Morporkian (Native) [0]; Quirmian (Broken) [2]; Uberwaldian (Broken) [2].

Advantages

Reputation +3 (Expert on Breeding, among the Swamp Dragon Fancy) [5]; Status 5* [20];

Temperature Tolerance 1 (Heat) [1]; Wealth (Filthy Rich) [50].

Perks: Penetrating Voice. [1]

Disadvantages

Pacifism (Reluctant Killer) [-5]; Post-Combat Shakes (12) [-5]; Sense of Duty (Family) [-5];

Truthfulness (15) [-2].

Quirks: Jovially good-natured; Passionate about swamp dragons; Tends to follow old-fashioned ideas. [-3]

Skills

Animal Handling (Swamp Dragons) (A) IQ+3 [12]-15; Current Affairs/TL4 (Headline News) (E) IQ [1]-12; Dancing (A) DX 1 [1]-10; First Aid (E) IQ [1]-12; Housekeeping (E) IQ [1]-12; Merchant (A) IQ [2]-12; Savoir-Faire (High Society) (E) IQ+2 [4]-14; Sewing/TL4 (E) DX [1]-11; Singing (E) HT [1]-13; Veterinary (H) IQ+2 [12]-14.

* Includes +1 from Wealth.

Notes

Technically, Lady Sybil has no wealth of her own, having signed it all over to her husband. (She is old-fashioned that way.) However, in practice, she has access to the vast family fortune; "Filthy Rich" merely covers the resources she *personally* can throw at any problem without even *thinking* about it, and adding a level or two of Multimillionaire would not be unreasonable.

Sergeant Cheery Littlebottom

154 points

See p. 326-7 in the book for biographical details.

ST 11* [0]; **DX** 10 [0]; **IQ** 12 [40]; **HT** 11* [0].

Damage 1d-1/1d+1; BL 39 lbs.; HP 13* [0]; Will 12 [0]; Per 12 [0]; FP 11 [0].

Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8; Parry 8 (Axe).

3'10"; 120 lbs. (SM -1)

Social Background

TL: 4 [0].

CF: Dwarfish [0]; Sto Plains/Uberwald [1].

Languages: Dwarfish (Native) [0]; Morporkian (Native) [6]; Uberwaldian (Native) [6].

Advantages

Dwarf Template, without Greed/Dwarfish Greed or any Psychological Quirks [45]; Legal Enforcement Powers 2 [10]; Watch Rank 3 [15]; Resistant to Disease (+3) [3]; Resistant to Poison (+3) [5].

Disadvantages

Duty (Important Watch Tasks; 6 or less) [-2]; Sense of Duty (Close Friends and Companions) [-5]; Status 0† [-5].

Quirks: Determinedly Out as female; Pays some attention to the Watchman's Code of Honour; Sometimes turns all dwarfish in violent situations. [-3]

Skills

Alchemy/TL4 (VH) IQ+2 [16]-14; Area Knowledge (Ankh-Morpork) (E) IQ [1]-12; Axe/Mace (A) DX [0]-10*; Criminology/TL4 (A) IQ 1 [1]-11; Housekeeping (E) IQ [1]-12; Law (Ankh-Morpork Police) (H) IQ 2 [1]-10; Metallurgy/TL4 (H) IQ 1 [1]-11‡; Natural Philosophy/TL4 (H) IQ 2 [1]-10; Photography/TL4 (A) IQ [2]-12; Poisons/TL4 (H) IQ [4]-12; Research/TL4 (A) IQ 1 [1]-11; Savoir-Faire/TL (Watch) (E) IQ [1]-12; Search (A) Per+1 [4]-13; Sewing/TL4 (E) DX+2 [4]-12.

* From Dwarf racial template.

† Bought back down from free level from Rank.

‡ Includes +1 from Metalwork Talent.

Teppic

233 points

Pteppic, as his name was originally spelled, was the son and heir of the Pharaoh of Djelibeybi. Despite the deep conservatism of that nation, he was sent to the Assassins' Guild school in Ankh-Morpork, where he followed the course through to the end, demonstrating a particular taste and talent for edificeering (climbing buildings).

Then, the day he graduated, his father died, and he returned to Djelibeybi to take the throne. However, his broader experience of the world rendered him unable to take the sacred traditions of his homeland seriously. After a certain amount of confusion involving a giant pyramid, an abortive war, the true nature of camels, and a little disruption in the structure of space and time, Teppic inhumed the entire social system, then abdicated in favour of his sister Ptraci (see p. 350) and left to become a wandering adventurer. His current whereabouts are unknown, but he had enough skills to do something interesting with his life.

ST 11 [10]; **DX** 14 [80]; **IQ** 13 [60]; **HT** 12 [20].

Damage 1d 1/1d+1; BL 24 lb; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0].

Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9; Parry 10 (Rapier).

5'10"; 160 lbs.

Social Background

TL: 4 [0].

CF: Traditional Djelibeybian (Native) [0]; Sto Plains/Uberwald [1].

Languages: Djelibeybian (Native) [0]; Epehbian (Accented) [4]; Klatchian (Accented) [4]; Morporkian (Native) [6].

Advantages

Contact (Chidder; gives Merchant-18; 9 or less; Usually Reliable) [6]; Reputation +1 (Ex-Pharaoh, among high-status Djelibeybians) [2]; Status +2 [10]; Wealth (Comfortable) [10].

Perks: Assassin in Good Standing; Crossbow Safety. [2]

Disadvantages

Pacifism (Self-Defence Only) [-15]; Sense of Duty (Djelibeybi) [-10].

Quirks: Dislikes traditions and pyramids; Regards camels with cautious respect; Responsive; Usually wears black. [-4]

Skills

Acrobatics (H) DX-1 [2]-13; Area Knowledge (Circle Sea Region) (E) IQ [1]-13; Blowpipe (H) DX-1 [2]-13; Climbing (A) DX+3 [12]-17; Crossbow (E) DX [1]-14; First Aid/TL4 (E) IQ [1]-13; History (Modern Sto Plains) (H) IQ-2 [1]-11; Holdout (A) IQ [2]-13; Jumping (E) DX [1]-14; Karate (H) DX-2 [1]-12; Knife (E) DX+1 [2]-15; Literature (H) IQ-2 [1]-11; Musical Instrument (Lute) (H) IQ-2 [1]-11; Poisons/TL4 (H) IQ [4]-13; Rapier (A) DX [2]-14; Riding (Camel) (A) DX [2]-14; Savoir-Faire (High Society) (E) IQ+2 [4]-15; Stealth (A) DX [2]-14; Thrown Weapon (Knife) (E) DX+1 [2]-15; Traps/TL4 (A) IQ [2]-13; Wrestling (A) DX-1 [1]-13.

This is a somewhat speculative version of Teppic after the end of *Pyramids*. He can be assumed to be able to find some way of supporting himself at a positive Status – the exact level might depend on the employment he finds and how much he is willing to play on his royal background. He has no

stomach for actual employment as an Assassin, although the Guild is unaware of his fastidiousness. Still, he has a good range of skills and some useful contacts in the Djelibeybian court and among his old school chums.

During the events of *Pyramids*, Teppic occasionally enjoyed quite bizarre luck, and even produced some accidental, unconscious supernatural effects. However, that was probably his mystic destiny as rightful Pharaoh working itself out, and has almost certainly worn off by now.

71-Hour Ahmed

255 points

The man known only as 71-Hour Ahmed appears to be a skinny, wiry, heavily-scarred Klatchian warrior with a really *big* curved sword (his strength is uncanny for his size), a ready grin, and a quick, alert manner – a plausible bodyguard and, most people will instantly guess, enforcer for the Klatchian royal family. He’s certainly filled that role in the past – but the image is, to a certain extent, an act, and cover for something a lot more dangerous.

Ahmed was born in Klatch, and is at least half D’reg (see p. 236). However, his family seem to have been well-off and determined to get on in the world, or perhaps they had patronage from someone rich and powerful, because Ahmed was sent to the Assassins’ Guild school in Ankh-Morpork. He didn’t enjoy the experience, hating the food and the weather, but applied himself diligently and graduated as a fully-qualified Assassin. Then he returned to Klatch and entered government service. Somewhere along the line, he evidently learned some lessons the hard way, acquiring an astonishing collection of scars. However, that which failed to kill him made him even more dangerous.

Ahmed eventually came to serve Prince Cadram of Klatch as a *wali*, a kind of roving policeman. In fact, he was the only law over two million square miles of desert and mountains, and the only *reliable* law in a lot of small towns and oases. This meant getting the job done by any means necessary, and not worrying too much about procedural detail. His authority allowed him to act as judge, jury, and executioner. Fortunately, not only were his skills up to the task, he also developed an unrelenting commitment to justice. On one occasion, he was a guest in a man’s tent when he established that the man had poisoned an entire village – and so he executed his host, despite the fact that there was still an hour to go of the traditional three days of sacrosanct Klatchian hospitality. This would have made most men hunted outcasts in Klatch; Ahmed was seen as too frightening to hate, and so he just acquired his nickname.

His superiors apparently noticed Ahmed’s keen sense of ethics, because when he was sent back to Ankh-Morpork as part of a diplomatic mission, they didn’t tell him about their plot to start a war with that city, which involved the assassination of the Klatchian Prince Khufurah. Ahmed found out anyway, though, and was outraged enough to sabotage the plot. With the war aborted, he decided that it might be best to disappear from his usual haunts for a while, and he was last seen riding off into the desert in the direction of Klatchistan. He intended to continue working as a policeman; with his skills, he could probably find a ruler who would employ him.

ST 13 [30]; **DX** 14 [80]; **IQ** 12 [40]; **HT** 12 [20].

Damage 1d/2d-1; BL 34 lb; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0].

Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 10; Parry 12 (Two-Handed Sword).

5’5”; 95 lbs.

Social Background

TL: 4 [0].

CF: Klatchian (Native) [0]; Sto Plains/Uberwald [1].

Languages: Klatchian (Native) [0]; Latatian (None/Accented) [2]; Morporkian (Native) [6].

Advantages

Combat Reflexes [15]; High Pain Threshold [10]; Legal Enforcement Powers 3 [15]; Reputation +2 (Too scary to cross, among Klatchians) [5]; Status 2 [10]; Temperature Tolerance 1 [1]; Wealth

(Comfortable) [10].

Perks: Assassin in Good Standing. [1]

Disadvantages

Appearance (Ugly) [-8]; Duty (Wali to the Prince; 12 or less) [-10]; Reputation -3 (The Man, among Klatchian criminals; 10 or less) [-3]; Skinny [-5]; Vow (Uphold Justice) [-10].

Quirks: Regards Ankh-Morpork with persistent mild distaste. [-1]

Skills

Acrobatics (H) DX-2 [1]-12; Acting (A) IQ+1 [4]-13; Animal Handling (Camels) (A) IQ [2]-12; Area Knowledge (Ankh-Morpork) (E) IQ [1]-12; Area Knowledge (Klatch) (E) IQ+2 [4]-14; Brawling (E) DX [1]-14; Climbing (A) DX [2]-14; Crossbow (E) DX [1]-14; Fast-Draw (Knife) (E) DX+1 [1]-15*; Fast-Draw (Two-Handed Sword) (E) DX+1 [1]-15*; Forced Entry (E) DX [1]-14; Interrogation (A) IQ [2]-12; Knife (E) DX [1]-14; Knot-Tying (E) DX [1]-14; Law (Klatchian Police) (H) IQ-2 [1]-10; Navigation/TL4 (Land) (A) IQ-1 [1]-11; Rapier (A) DX-1 [1]-13; Riding (Camels) (A) DX [2]-14; Riding (Equines) (A) DX-1 [1]-13; Savoir-Faire (High Society) (E) IQ [1]-12; Stealth (A) DX [2]-14; Streetwise (A) IQ [2]-12; Survival (Desert) (A) Per [2]-12; Thrown Weapon (Knife) (E) DX [1]-14; Traps/TL4 (A) IQ-1 [1]-11; Two-Handed Sword (A) DX+2 [8]-16.

* Includes +1 from Combat Reflexes.

Notes

This is Ahmed as *wali* to the Prince of Klatch or some other leader; as a freelance adventurer, he would lose the Legal Enforcement Powers, and his Wealth and effective Status might be uncertain. Given his job, he might also have various Contacts, mostly granting Area Knowledge of specific towns or Current Affairs for various regions.

Ahmed's preferred method of operations when working undercover is always to appear a little bit foreign, and to make people underestimate him by triggering their prejudices; in Ankh-Morpork, he chews cloves and talks with an atrocious Klatchian accent, whereas in Klatch, he talks like a noble and smokes expensive foreign cigarettes. This is the main use of his Acting skill; he generally finds people quite willing to be fooled this way. He may occasionally be treated as having Odious Personal Habits as a result.

Cohen the Barbarian

430 points

See p. 346 for Cohen's story. He was semi-literate (he could read a little, but barely sign his own name), so the "How To Be A Hero" manuals were presumably ghost-written. He got on well enough with people who he wasn't trying to rob or who don't try telling him what to do; the other thing he spent his life doing was taking people as he found them. He had a good pragmatic understanding of humanity.

PCs might meet Cohen in adventures set before those last events, or perhaps meet the myth in some semi-literal sense. They should be extremely careful about crossing swords with him; the sensible ones might realise how he survived to this age. In his mortal days, he would usually join suitably heroic quests, although he would expect the largest share of the loot (and would certainly take it). He might also take short-term, interesting jobs for generous payment. Hiring him as a teacher wouldn't be entirely pointless, but he was never exactly patient, and in truth, many of skills were unteachable instincts; he would likely to wander off after quicker profits very soon. Encountered in the realms of myth, he would have his own ideas about what he wanted to do, though he'd probably be amiable enough towards anyone else heroic enough to get to the same place.

ST 12 [20]; **DX** 15 [100]; **IQ** 12 [40]; **HT** 13 [30].

Damage 1d 1/1d+2; BL 29 lb; HP 12 [0]; Will 13 [5]; Per 14 [10]; FP 13 [0].

Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11; Parry 16 (Broadsword); Block 12.
5'9"; 110 lbs.

Social Background

TL: 3 [-5].

CF: Hublander Tribal [0]; Sto Plains/Uberwald [1].

Languages: Hublander Tribal (Native/None) [3]; Morporkian (Native/Broken) [4].

Advantages

Combat Reflexes* [12]; Danger Sense* [12]; Daredevil* [12]; Enhanced Parry 1 (All Parries) [10]; Extraordinary Luck* [24]; High Pain Threshold [10]; Immunity to Disease [10]; Indomitable [15]; Reputation +2 ("It's HIM!" – In the Sto Plains/Circle Sea region) [5]; Serendipity 1* [12]; Temperature Tolerance 2 [2]; Unfazeable* [12].

Perks: Archaic Training 1 (Navigation (Land)); Archaic Training 2 (Traps); Blade-Proof Bare-Chestedness; Deep Sleeper; Longevity. [5]

Disadvantages

Appearance (Unattractive) [-4]; Berserk (15) [-5]; Code of Honour (Pirate's) [-5]; Compulsive Barbarian Heroism (9) [-15]; Compulsive Carousing (15) [-2]; Compulsive Spending (12) [-5]; Odious Personal Habit -2 (Barbarian Heroism) [-10]; One Eye [-15]; Reputation -2 (Decades' worth of trouble, from the Hub to Klatch; 10 or less) [-2]; Skinny [-5].

Quirks: Broad-Minded; Has a soft spot for stupid honourable heroism; Needs (and wears) false teeth; Occasional arthritic aches; Smokes recycled cigarette dog-ends. [-5]

Skills

Acrobatics (H) DX-2 [1]-13; Animal Handling (Equines) (A) IQ-1 [1]-11; Area Knowledge (The Disc) (E) IQ [1]-12; Axe/Mace (A) DX+1 [8]-16+; Bow (A) DX-1 [1]-14; Brawling (E) DX+3 [12]-18+; Broadsword

(A) DX+15 [64]-30†; Camouflage (E) IQ+3 [8]-15; Climbing (A) DX-1 [1]-14; Detect Lies (H) Per-2 [1]-12; Fast-Draw (Knife) (E) DX [1]-16‡; Fast-Draw (Sword) (E) DX [1]-16‡; Fast-Talk (A) IQ+1 [4]-13; Filch (A) DX-1 [1]-14; First Aid/TL3 (E) IQ [1]-12; Fishing (E) Per [1]-14; Forced Entry (E) DX [1]-15; Hiking (A) HT-1 [1]-12; Holdout (A) IQ-1 [1]-11; Intimidation (A) Will [2]-13; Jumping (E) DX [1]-15; Knife (E) DX+1 [4]-16†; Knot-Tying (E) DX [1]-15; Leadership (A) IQ [2]-12; Naturalist (H) IQ-1 [2]-11; Navigation/TL2 (Land) (A) IQ [2]-12; Packing (A) IQ 1 [1]-11; Riding (Equines) (A) DX-1 [1]-14; Scrounging (E) Per [1]-14; Seamanship/TL3 (E) IQ [1]-12; Sex Appeal (Human) (A) HT-2 [2]-11§; Shield (E) DX+1 [4]-16†; Shouting at Foreigners (E) IQ [1]-12; Sling (H) DX-2 [1]-13; Soldier/TL3 (A) IQ-1 [1]-11; Spear (A) DX [4]-15†; Stealth (A) DX-1 [1]-14; Streetwise (A) IQ-1 [1]-11; Survival (Desert) (A) Per-1 [1]-13; Survival (Mountain) (A) Per-1 [1]-13; Survival (Woodlands) (A) Per-1 [1]-13; Swimming (E) HT [1]-13; Tactics (H) IQ [4]-12; Throwing (A) DX 1 [1]-14; Thrown Weapon (Axe/Mace) (E) DX [1]-15; Thrown Weapon (Knife) (E) DX [1]-15; Thrown Weapon (Spear) (E) DX [1]-15; Tracking (A) Per 1 [1]-13; Traps/TL3 (A) IQ [2]-12; Weather Sense (A) IQ-1 [1]-11.

* Barbarian Lifestyle gives 20% discount; see p. 58.

† Includes -1 from One Eye.

‡ Includes +1 from Combat Reflexes.

§ Includes -2 from Appearance.

Notes

This reflects Cohen as a lone wanderer; as Emperor Cohen, he was Status +8 with more levels of Multi-Millionaire than anyone would want to count. He may have acquired any number of practical skills over the decades, and he almost certainly knew a bit of a few more languages than are listed here. On the other hand, a lot of the time, he let his sword speak for him.

Remember that, if Cohen makes ranged attacks without Aiming, *One Eye* gives him 3 to skill.

Count Giamo Casanunda

252 points

See p. 344-5 for details of the Count's life. Which are probably lies.

ST 13* [20]; **DX** 13 [60]; **IQ** 12 [40]; **HT** 13* [20].

Damage 1d/2d 1; BL 51 lb; HP 15* [0]; Will 14 [10]; Per 13 [5]; FP 13 [0].

Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9; Parry 11 (Smallsword).

4'; 130 lbs. (SM -1).

Social Background

TL: 4 [0].

CF: Dwarfish (Native) [0]; Sto Plains/Uberwald [1].

Languages: Dwarfish (Native) [0]; Morporkian (Native) [6]; Quirmian (Accented) [4]; Uberwaldian (Accented) [4].

Advantages

Dwarf Template, without Greed/Dwarfish Greed or any Psychological Quirks [45]; Charisma 1 [5]; Status 2 (Doubtful Title!) [10].

Disadvantages

Lecherousness (9) [-22]; Overconfidence (12) [-5]; Reputation -2 (To Be Dealt With, Among jealous husbands everywhere; 7 or less) [-1].

Quirks: Frequent but frivolous liar; Great affection for Nanny Ogg; Mildly nervous of heights and enclosed spaces; Optimistic. [-4]

Skills

Area Knowledge (Genua) (E) IQ [1]-12; Area Knowledge (Ramtops) (E) IQ [1]-2; Axe/Mace (A) DX [0]-13*; Brawling (E) DX+2 [4]-15; Carousing (E) HT [1]-13; Carpentry (E) IQ [1]-12; Climbing (A) DX+1 [4]-14; Connoisseur (Food) (A) IQ [2]-12; Crossbow (E) DX [1]-13; Fast-Talk (A) IQ [2]-12; Gambling (A) IQ+1 [4]-13; Games (Cripple Mr. Onion) (E) IQ+2 [4]-14; Lockpicking/TL4 IQ-1 [1]-11; Musical Instrument (Mandolin) (H) IQ [4]-12; Riding (Equines) (A) DX [2]-13; Savoir-Faire (High Society) (E) IQ [1]-12; Sex Appeal (Human) (A) HT+2 [8]-15; Smallsword (A) DX+4 [16]-17; Soldier/TL4 (A) IQ-1 [1]-11; Stealth (A) DX [2]-13; Survival (Mountain) (A) Per [2]-13; Survival (Swampland) (A) Per 1 [1]-12; Survival (Woodlands) (A) Per [2]-13.

* Includes racial template modifiers.

Notes

Casanunda has bought off most of his dwarfish disadvantages and quirks, although he retains a certain deep attention to detail, and some alertness about the difference between real and fake gold.

Casanunda can operate at Status 2 when he gets the chance, but his personal finances are as variable as any soldier of fortune's, and he has to keep on the move ahead of jealous husbands, so he will often be living as a Status 0 mercenary when encountered. Other, more conventional dwarfs would doubtless find him distinctly and unpleasantly strange, given that he is very far from taciturn in matters of gender, but Casanunda doesn't care and doesn't associate with other dwarfs much.

Conina the Hairdresser

410 points

Conina is the daughter of Cohen the Barbarian (above) and a temple dancer. She inherited her mother's stunning looks (she has blonde hair so pale it's almost white, tanned skin, and a petite, athletic, but perfect figure); from her father, she inherited the reflexes and killer instinct of a mongoose on amphetamines, sinews like steel cables, and a tendency to kleptomania constrained by a preference for really impressive but *subtle* heists. All this is topped off by a voice to match her appearance. Actually, she really wants to be a hairdresser, but her instincts keep getting in the way.

She played a crucial role in the events detailed in *Sourcery*, during which she met and became attached to Nijel the Destroyer, a scrawny and asthmatic youth who really, really wanted to be a barbarian hero. Assuming that they are still together and have helped moderate (or at least compensate for) each others' less fortunate instincts, they probably make a pretty good team, in their way. (Nijel might qualify as a Dependent for Conina – or as the subject of a Sense of Duty, if he's attained a higher level of competence these days.) Conina would certainly be a useful temporary ally to many adventurers, so long as they didn't set off her reflexive urge to start throwing knives at them.

ST 12 [20]; **DX** 18 [160]; **IQ** 12 [40]; **HT** 13 [30].

Damage 1d-1/1d+2; BL 29 lb; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 13 [0].

Basic Speed 8.00 [5]; Basic Move 7 [-5]; Dodge 12; Parry 13 (Shortsword).

5'8"; 140 lbs.

Social Background

TL: 4 [0].

CF: Klatchian [1]; Sto Plains/Uberwald (Native) [0].

Languages: Klatchian (Broken) [2]; Morporkian (Native) [0].

Advantages

Ambidexterity [5]; Appearance (Very Beautiful) [16]; Combat Reflexes [15]; Danger Sense [15]; Extra Attack 1 [25]; Fearlessness 5 [10]; Luck [15]; Resistant to Disease (+3) [3]; Serendipity 1 [15]; Voice [10].

Perks: Blade-Proof Bare-Chestedness; Improvised Weapons (Knife). [2]

Disadvantages

Berserk (9) [-15]; Compulsive Behaviour (Barbarian Heroism) (9) [-15]; Curious (15) [-2].

Quirks: Especially prone to attempting "impossible" thefts; General loyal to comrades-in-arms; Really wants to be a hairdresser. [-3]

Skills

Acrobatics (H) DX-2 [1]-16; Climbing (A) DX [2]-18; Fast-Draw (Knife) (E) DX+1 [1]-19*; Fast-Draw (Sword) (E) DX+1 [1]-19*; Filch (A) DX [2]-18; Forced Entry (E) DX [1]-18; Intimidation (A) Will [2]-12; Judo (H) DX-2 [1]-16; Karate (H) DX+2 [12]-20; Knife (E) DX [1]-18; Lockpicking/TL4 (A) IQ+1 [4]-13; Pickpocket (H) DX [4]-18; Professional Skill (Hairdresser) (A) IQ+2 [8]-14; Riding (Equines) (A) DX-1 [1]-17; Shadowing (A) IQ+1 [4]-13; Shortsword (A) DX [2]-18; Sleight of Hand (H) DX-2 [1]-16; Stealth

(A) DX+1 [4]-19; Streetwise (A) IQ [2]-12; Throwing (A) DX 1 [1]-17; Thrown Weapon (Knife) (E) DX+2 [4]-20; Traps/TL4 (A) IQ [2]-12.

* Includes +1 from Combat Reflexes.

Notes

In her adventuring career, Conina may also have picked up a few more languages, some wilderness/Survival skills, and anything else that seems appropriate.

For Conina, barbarian heroism is a Compulsive Behaviour but not an Odious Personal Habit. She's really quite pleasant company, up to the point where she starts dismantling anyone who looks at her funny. Having the indestructibility of a classical hero, she goes through life taking an interest in new sights and experiences, simply because she doesn't have to worry about surviving them. However, she isn't an idiot; she won't fight against suicidal odds – just work out how to balance them, and then reach for a sharpened comb.

Polly Perks

156 points

See pp. 346-7 for biographical notes.

ST 9 [-10]; **DX** 11 [20]; **IQ** 13 [60]; **HT** 11 [10].

Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 14 [5]; Per 14 [5]; FP 11 [0].

Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8; Parry 9 (Brawling); Parry 8 (Shortsword).
5'6"; 115 lbs.

Social Background

TL: 4 [0].

CF: Sto Plains/Uberwald [0].

Languages: Borogravian (Native) [0]; Morporkian (Accented) [4].

Advantages

Charisma 1 [5]; Contact (Major Blouse: Engineer (Clacks)/TL4 15; Available 15 or less; Usually Reliable) [12]; Contact (William de Worde: Propaganda/TL4 15; Available 12 or less; Somewhat Reliable) [4]; Luck [15]; Military Rank 2 (Honorary Sergeant) [10]; Reputation +2 (Heroine of Her Nation, among Borogravians) [5].

Disadvantages

Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Old Army Comrades) [-5].

Quirks: Fiercely independent; Very loyal to her family. [-2]

Skills

Acting (A) IQ-1 [1]-12; Bartender (A) IQ+1 [4]-14; Brawling (E) DX+1 [2]-12; Crossbow (E) DX+2 [4]-13; Current Affairs/TL4 (Borogravia) (E) IQ+1 [2]-14; Diplomacy (H) IQ-2 [1]-11; Hidden Lore (Peculiar Secrets of the Borogravian Ruling Classes) (A) IQ+1 [4]-14; Hiking (A) HT-1 [1]-10; Housekeeping (E) IQ+1 [2]-14; Leadership (A) IQ [1]-13*; Naturalist (Discworld) (H) IQ-2 [1]-11; Riding (Equines) (A) DX-1 [1]-10; Sewing/TL4 (E) DX [1]-11; Shortsword (A) DX [2]-11; Soldier/TL4 (A) IQ-1 [1]-12.

* Includes +1 from Charisma.

Notes

This is Polly after the end of *Monstrous Regiment*. She acquired many of these skills and advantages in the course of that adventure, during which time she had a serious Secret.

Twoflower

105 points

See p. 348-9 for biographical details.

ST 9 [-10]; **DX** 10 [0]; **IQ** 11 [20]; **HT** 10 [0].

Damage 1d-2/1d-1; BL 16 lb; HP 9 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0].

Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8; Parry 8 (DX).

5'7"; 155 lbs.

Social Background

TL: 4 [0].

CF: Agatean (Native) [0].

Languages: Agatean (Native) [0]; Morporkian (Accented) [4]; Trob (Accented) [4].

Advantages

Administrative Rank 7 [35]; Fearlessness 2 [4]; Reputation +3 (Author of *What I Did on my Holidays*, among Agatean radicals; 10 or less) [3]; Serendipity 2 [30]; Status 3* [5]; Wealth (Comfortable) [10].

Perks: Honest Face. [1]

Disadvantages

Bad Sight (Nearsighted; Mitigator: Glasses) [-10]; Curious (15) [-2]; Pacifism (Cannot Harm Innocents) [-10]; Reputation -4 (Author of *What I Did on my Holidays*, among Agatean ultra-traditionalists; 10 or less) [-3]; Sense of Duty (Family and Companions) [-5].

Quirks: Broad-Minded; Delusion (Rincewind is a great wizard at some level); Imaginative; Needs (and wears) false teeth. [-4]

Skills

Accounting (H) IQ-2 [1]-9; Administration (A) IQ+2 [8]-13; Area Knowledge (The Disc) (E) IQ [1]-11; Filing Clerk (A) IQ+3 [12]-14; Photography/TL4 (A) IQ [2]-11; Riding (Equines) (A) DX-1 [1]-9; Savoir-Faire (High Society) (E) IQ+2 [4]-13; Writing (A) IQ+1 [4]-12.

* Includes +2 from Administrative Rank.

Notes

This represents Twoflower just after his sudden promotion. As most of his Status comes from his Administrative Rank, it is supported by his government pay. He might also rate Cohen as a Patron at this point, although Cohen wouldn't want to be bothered too much, and Twoflower's Rank would get him most of the cooperation and resources he might need.

In earlier times, Twoflower was Status 0, with Average Wealth in the Empire, although when he was travelling abroad, all that gold effectively made him Filthy Rich with ensuing high Status. He suffered from some degree of Gullibility to begin with, and his uncontrollable optimism may have represented a Delusion (that bad things only happen to bad people, or that having an iconograph in hand makes someone immune to violence), or an Odious Personal Habit – it certainly did from Rincewind's point of view. Painful events in the Empire left him a lot more realistic, and for a while he had a Vow to avenge his wife's death.

Pastor Oats

219 points

See p. 345 for biographical notes.

ST 12 [20]; **DX** 12 [40]; **IQ** 13 [60]; **HT** 12 [20].

Damage 1d-1/1d+2; BL 29 lb; HP 12 [0]; Will 15 [10]; Per 13 [0]; FP 12 [0].

Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9; Parry 9 (Axe).

5'10"; 150 lbs.

Social Background

TL: 4 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Morporkian (Native) [6]; Omnian (Native) [0]; Uberwaldian (Native) [6].

Advantages

Clerical Investment [5]; Mind Shield 4 [16]; Night Vision 1 [1]; Religious Rank 1 [5]; Reputation +2 (Valiant for his Faith, in Uberwald and Lancre; 10 or less) [2]; Status 1 [5]; True Faith [15].

Disadvantages

Charitable (15) [-7]; Pacifism (Self-Defence Only) [-15]; Sense of Duty (Uberwaldian Omnians; Small Group) [-5]; Truthfulness (15) [-2]; Vow (Carry the Word of Om to Dark Places) [-10].

Quirks: Broad-Minded. [-1]

Skills

Area Knowledge (Uberwald) (E) IQ+1 [2]-14; Axe/Mace (A) DX+1 [4]-13; Diplomacy (H) IQ-2 [1]-11; First Aid/TL4 (Human) (E) IQ+1 [2]-14; Herbalism (H) IQ-2 [1]-11; Hidden Lore (Vampire Secrets) (A) IQ-1 [1]-12; Hiking (A) HT [2]-12; Leadership (A) IQ-1 [1]-12; Musical Instrument (Harmonium) (H) IQ-2 [1]-11; Naturalist (Disc) (H) IQ-2 [1]-11; Navigation/TL4 (Land) (A) IQ-1 [1]-12; Occultism (A) IQ-1 [1]-12; Packing (A) IQ-1 [1]-12; Physician/TL4 (Human) (H) IQ-2 [1]-11; Psychology (Human) (H) IQ-2 [1]-11; Public Speaking (A) IQ+1 [4]-14; Religious Ritual (Omnian) (H) IQ+1 [8]-14; Research/TL4 (A) IQ-1 [1]-12; Riding (Equines) (A) DX [2]-12; Savoir-Faire (High Society) (E) IQ [1]-13; Survival (Woodlands) (A) Per-1 [1]-12; Theology (Omnian) (H) IQ+1 [8]-14; Writing (A) IQ [2]-13.

Notes

This is Oates as a hardened, experienced missionary, the man who frees enslaved orcs. He was far less sure of himself and an indifferent preacher at best when he first came to Lancre, but years of work in Uberwald have honed his abilities and survival skills.

Evil Harry Dread

127 points

See p. 345 for biographical notes.

ST 10 [0]; **DX** 11 [20]; **IQ** 12 [40]; **HT** 11 [10].

Damage 1d-2/1d; BL 20 lb; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0].

Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8; Parry 10 (Staff).

5'6"; 130 lbs.

Social Background

TL: 4 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Morporkian (Native) [0]; Llamedosian (Broken) [2].

Advantages

Clerical Investment [5]; Fearlessness 1 [2]; Luck (Dark Lord Code gives 10% discount, see p. 58) [14]; Night Vision 1 [1]; Reputation +2 ("A proper villain who plays by the rules," among any last surviving barbarian heroes) [3]; Reputation +1 (As a figure in the Silver Horde's last great adventure; 7 or less) [1]; Status 2 [10]; Wealth (Comfortable) [10].

Perks: Longevity. [1]

Disadvantages

Appearance (Unattractive) [-4]; Bad Temper (15) [-5]; Code of Honour (Dark Lord's) [-10]; Selfish (15) [-2].

Quirks: Always claims that he's discriminated against as a small trader; Broad-Minded. [-2]

Skills

Administration (A) IQ-1 [1]-11; Architecture/TL4 (A) IQ-1 [1]-11; Broadsword (A) DX-1 [1]-10; Camouflage (E) IQ+1 [2]-13; Intimidation (A) Will-1 [1]-11; Leadership (A) IQ [2]-12; Propaganda/TL4 (A) IQ-1 [1]-11; Public Speaking (A) IQ-1 [1]-11; Religious Ritual (Dark Cults) (H) IQ+1 [8]-13; Riding (Equines) (A) DX-1 [1]-10; Staff (A) DX-1 [1]-10; Stealth (A) DX-1 [1]-10; Tactics (H) IQ+1 [8]-13; Theology (Dark Cults) (H) IQ-1 [2]-11.

This may be a rather too conservative treatment of Harry – he did survive a lengthy career as a dark lord, after all – but his skills and abilities probably declined in old age; he was successfully beaten up by someone lacking combat training. His effective Status and Wealth doubtless rose a bit higher during the more (relatively) successful periods of his career, but these days, he often has to engage in some rather shabby and marginal adventuring to maintain any kind of positive Status at all. The people who know of his more widespread Reputation are those who have heard the great epic of the Silver Horde's last quest, in which he figures (his villainy perhaps played up a little) and who recognise his name. He himself may well seek to spread that legend further – and not primarily because it helps his image.

Mad

271 points

The dwarf who everyone calls Mad (“It ain’t a name”) is the offspring of a dwarf family from NoThingfjord who were shipwrecked on Fourecks. His father now runs a chain of dwarf-bread bakeries in Bugarup, but Mad himself has an overwhelming preference for the open road. When last seen in the chronicles, he was making his living running hay shipments in the outback in a heavily armoured cart pulled by a team of excellent horses which he sometimes fed bizarre mixes that gave them implausible speed and strength in short bursts. He had a sideline in salvaging the weapons and equipment of any road gangs who tried to stop him.

His unusual upbringing has made him an unusual dwarf; he doubtless absorbed some dwarfish language and culture from his parents, but mostly, he thinks more like a (crazy) human. He shaves his beard, doesn’t wear a helmet, and likes fresh air. Nor does he display most dwarfs’ reflexive financial greed, though he certainly misses few opportunities to turn a profit. However, as well as his height, there is something about his personality that’s fundamentally dwarfish – a mixture of dour determination, barely-restrained aggression, and a taste for metal-based handicrafts.

Since the events of *The Last Continent* changed the meteorology of that island continent, Mad may have had to find a new high-value cargo, but he’s an enterprising sort who is likely to be doing okay, and doubtless getting into plenty of fights. PCs travelling in the region may encounter him, and if they can avoid setting off his hair-trigger suspicions, find him amiable company. Or they may decide that he’s a dangerous maniac. No worries, either way.

ST 13* [20]; **DX** 14 [80]; **IQ** 11 [20]; **HT** 13* [20].

Damage 1d/2d 1; BL 51 lb; HP 15* [0]; Will 12 [5]; Per 13 [10]; FP 13 [0].

Basic Speed 7.00 [5]; Basic Move 6 [-5]; Dodge 10; Parry 11 (Brawling).

3’9”; 130 lbs. (SM -1).

Social Background

TL: 4 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Dwarfish (Accented) [4]; Morporkian (Native) [0].

Advantages

Dwarf Template, without Psychological Quirks and with Greed reduced to self-control 15 [38]; Combat Reflexes [15]; Daredevil [15]; Fearlessness 4 [8]; High Pain Threshold [10]; Reputation +2 (“Good sort of bloke who you really shouldn’t annoy,” among Outback cart-drivers and barflies, 10 or less) [2]; Resistant to Disease (+3) [3]; Resistant to Poison (+3) [5].

Perks: Crossbow Safety. [1]

Disadvantages

Bad Temper (9) [-15]; Code of Honour (Pirate’s) [-5]; Impulsiveness (15) [-5]; Reputation -3 (“Total psycho target,” among Outback road gangs, 10 or less) [-3]; Stubbornness [-5].

Quirks: Despises wizards and other intellectual types; Hates road gangs; Never gives his real name; Uncongenial and loves the open road; Weapons nut. [-5]

Skills

Animal Handling (Equines) (A) IQ+1 [4]-12; Area Knowledge/TL (Fourecksian Outback) (E) IQ+3 [8]-14; Armoury/TL4 (Body Armour) (A) IQ [1]-11†; Armoury/TL4 (Melee Weapons) (A) IQ [1]-11†; Armoury/TL4 (Missile Weapons) (A) IQ [1]-11†; Axe/Mace (A) DX [0]-14*; Brawling (E) DX+1 [2]-15; Carpentry (E) IQ [1]-11; Climbing (A) DX 1 [1]-13; Crossbow (E) DX [1]-14; Holdout (A) IQ-1 [1]-10; Intimidation (A) Will [2]-12; Knife (E) DX [1]-14; Mechanic/TL4 (Animal-Drawn Vehicle) (A) IQ [1]-11†; Merchant (A) IQ [2]-11; Navigation/TL4 (Land) (A) IQ-1 [1]-10; Scrounging (E) Per [1]-13; Shortsword (A) DX-1 [1]-13; Smuggling (A) IQ+1 [4]-12; Stealth (A) DX-1 [1]-13; Streetwise (A) IQ [2]-11; Survival (Fourecks Outback) (A) Per+1 [4]-14; Teamster (Equines) (A) IQ+3 [12]-14.

* Includes racial template modifiers.

† Includes +1 from Metalwork.

Mr. Teatime

387 points

Jonathan Teatime (he always pointed out politely that the name should be pronounced “Teh-ah-tim-eh”) was a qualified Assassin based at the Guild HQ in Ankh-Morpork. The Guild had taken him in at a young age and he had taken to their training like a troll duck to sinking in water, but once he qualified, his *enthusiasm* for the job soon began to unnerve them. Frankly, he turned out to like killing people, on minimal excuses. His ability to unnerve even senior Assassins with the brilliance of his tactics began to lose its charm, too.

The Guild was on the verge of asking him to leave, and might well have decided to eliminate him to avoid further complications (although the consequences of that decision might have got horribly messy). However, that was when the Auditors came to the Guild with an extremely high-paying commission; to inhume the Hogfather. Lord Downey of the Guild correctly guessed that Mr. Teatime might be the one person they had who was capable of tackling this task. Actually, it turned out that Mr. Teatime had already worked out a plan for this purpose, just as an exercise. One long and bloody Hogswatch night later, he had come dangerously close to succeeding, and to destroying the Tooth Fairy organisation as a side-effect, but in the end, he himself was killed when he sought revenge on Death and Susan Sto Helit for his defeat.

Teatime was brilliant, with a wide range of abilities that seemed to verge on the superhuman, but also *broken*. Unfortunately, while most people who are broken just hurt themselves most of the time, Teatime hurt other people, all the time. He was fully in touch with his inner child, who was a vicious, cheerful little psychopath who would break anything that inconvenienced or bored him, and who treated people as things. He had a handsome, boyish look that was only spoiled by one of his eyes; it seems that he had lost this somehow, and had it replaced by a sphere made of enchanted glass. This apparently not only worked fine, but gave him the ability to see things that were supernaturally invisible. This is *not* an idea which any sane Discworld magical expert would recommend.

Teatime’s insanity also gave him exceptional mental defences, and he was peculiarly good with animals, especially dogs, despite the fact that he would kill them as casually as he would humans.

PCs might encounter Jonathan Teatime in games set a little way into the Disc’s recent past, or could run across consequences or heirlooms of his activities; he was the sort of person who’d leave lethal psychological booby-traps in his wake, just because. If he appears in person, the PCs may have to expect casualties, even – or especially – if he is on the same side.

ST 12 [20]; **DX** 15 [100]; **IQ** 15 [100]; **HT** 12 [20].

Damage 1d-1/1d+2; BL 29 lb; HP 12 [0]; Will 15 [0]; Per 15 [0]; FP 12 [0].

Basic Speed 7.00 [5]; Basic Move 7 [0]; Dodge 11; Parry 13 (Knife).

5’10”; 145 lbs.

Social Background

TL: 4 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Morporkian (Native) [0]; Latatian (Accented) [4]; Quirmian (Accented) [4].

Advantages

Animal Empathy [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Fearlessness 1 [2]; Indomitable [15]; Mind Shield 3 [12]; See Invisible (Spirit) [15]; Status 1 [5]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Assassin in Good Standing; Crossbow Safety; Off-Hand Weapon Training (Knife); Quick-Sheathe (Knife). [4]

Disadvantages

Bully (12 or less) [-10]; Callous [-5]; Duty (Assassins' Guild Service; 12 or less) [-10]; Reputation -1 (Frankly Scary, in the Assassins' Guild) [-1]; Sadism (12) [-15]; Unnatural Feature 1 (Weird grey glass eye) [-1].

Quirks: Always acts cheerful; Proud. [-2]

Skills

Acrobatics (H) DX+1 [8]-16; Animal Handling (Dogs) (A) IQ-1 [1]-14; Architecture/TL4 (A) IQ-1 [1]-14; Area Knowledge (Ankh-Morpork) (E) IQ [1]-15; Blowpipe (H) DX-2 [1]-13; Camouflage (E) IQ [1]-15; Climbing (A) DX [2]-15; Crossbow (E) DX [1]-15; Fast-Draw (Knife) (E) DX+1 [1]-16*; Fast-Draw (Sword) (E) DX+1 [1]-16*; Fast-Talk (A) IQ [2]-15; Heraldry (A) IQ-1 [1]-14; Holdout (A) IQ-1 [1]-14; Intimidation (A) Will-1 [1]-14; Judo (H) DX-1 [2]-14; Karate (H) DX+1 [8]-16; Knife (E) DX+5 [16]-20; Lockpicking/TL4 (A) IQ-1 [1]-14; Occultism (A) IQ-1 [1]-14; Poisons/TL4 (H) IQ-1 [2]-14; Psychology (Human) (H) IQ+1 [8]-16; Rapier (A) DX+3 [12]-18; Research/TL4 (A) IQ [2]-15; Riding (Equines) (A) DX-1 [1]-14; Savoir-Faire (High Society) (E) IQ [1]-15; Stealth (A) DX [2]-15; Streetwise (A) IQ-1 [1]-14; Tactics (H) IQ-1 [2]-14; Thaumatology (VH) IQ-3 [1]-12; Thrown Weapon (Knife) (E) DX [1]-15; Traps/TL4 (A) IQ [2]-15.

* Includes +1 from Combat Reflexes.

Lord Downey of the Guild said, "We took pity on him because he'd lost both parents at an early age. I think that, on reflection, we should have wondered a bit more about that."

– *Hogfather*