

## Beggar

0 points

The Disc may be less painfully medieval than it looks at first glance, but it still has its share of dirt-poor street people – and you’re one of them. Actually, though, you’re a clear cut above the mass of genuine hardship cases on the streets of your city, being robust, canny, and possibly well in with the local Beggar’s Guild (see p. 262). But you’re still penniless and battered by life.

You don’t go looking for trouble, but sometimes it finds you – and if someone offers a meal or a warm room for the night, you don’t ask too many questions. You’re well placed to see more non-supernatural stuff without being seen than almost anyone else on the Disc.

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

**Secondary Characteristics:** Damage 1d-2/1d-1; BL 16 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

**Advantages and Perks:** Resistant to Disease +3 [3]. • 25 points chosen from among IQ +1 [20], HT +1 [10], Per +1 to +3 [5/level]; HP +1 or +2 [2 or 4], Basic Move +1 [5], Alcohol Tolerance [1], Cobblestone Sense [1], Cold Resistance [1], Combat Reflexes [15], Contact (Usually in the underworld or the Watch) [varies], Controllable Disadvantage (usually physical) [1], Danger Sense [15], Deep Sleeper [1], Empathy or Sensitive [15 or 5], Enhanced Dodge [15], Flexibility [5], High Pain Threshold [10], Honest Face [1], Night Vision 1-4 [1-4], Patron (Beggar’s Guild; Fairly Powerful, available 6-, 9-, or 12-) [5, 10, or 20], Pitiable [5], Rapid Healing [5], raise Resistant to Disease to +8 [2], Sense of the City 1-3 [5-15], or Unfazeable [15].

**Disadvantages:** Status -2 [-10]; Wealth (Dead Broke) [-25]. • -10 points from among Alcoholism (Withdrawn) [-10], Bad Smell [-10], Chummy [-5], Compulsive Lying (15) [-7], Confused [-10\*], Delusions (Major or Minor, various) [-10 or -5], Disturbing Voice [-10], Duty (to Guild; 12- or 15-, Nonhazardous) [-5 or -10], Ham-Fisted [-5], Hunchback [-10], Impulsiveness [-10], Innumerate [-5], Klutz [-5], reduced literacy in native Language [varies], Laziness [-10], Noisy [-2/level], Odious Personal Habits (various) [-5 or -10], Pacifism (Reluctant Killer) [-5], Post-Combat Shakes [-5\*], Short Attention Span [-10\*], Skinny [-5], Stubbornness [-5], Ugly or Unattractive [-8 or -4], Unluckiness [-10], or Unnatural Features 1-3 [-1/level].

**Primary Skills:** Area Knowledge (home city) (E) IQ [1]-10; Panhandling (E) IQ+2 [4]-12; Scrounging (E) Per+1 [2]-11; Urban Survival (A) Per [2]-10.

**Secondary Skills:** Filch (A) DX-1 [1]-9; Stealth (A) DX-1 [1]-9; Streetwise (A) IQ-1 [1]-9.

**Background Skills:** Any five out of Acrobatics, Escape, Pickpocket, or Sleight of Hand, all (H) DX-2 [1]-8; Acting, Fast-Talk, Fool’s Lore, or Holdout, all (A) IQ-1 [1]-9; Body Language or Observation, both (A) Per-1 [1]-9; Brawling, Forced Entry, or Knife, all (E) DX [1]-10; Current Affairs (regional, for home city) (E) IQ [1]-10; Diplomacy or Shouting at Foreigners, both (H) IQ-2 [1]-8; Intimidation (A) Will-1 [1]-9; or Throwing (A) DX-1 [1]-9.

**Note:** This template is designed to produce a *playable* beggar; many NPCs will have worse attributes and more and worse mental and physical disadvantages, some of them extremely visible. A few beggars, especially within the Guild, may rate as Poor rather than Dead Broke.

## Conjurer

50 points

*“Pick a card, any card . . . oops, sorry about all the doves, they’ll calm down in a minute . . . now, can I have a volunteer from the audience?”*

You are more likely a hobbyist than a professional entertainer, but you enjoy the art of conjuring – as do audiences, who like being tricked more than anything as boring as real magic. This seems to discompose real wizards a bit, and they can be a bit short with you, or even tell you you’re a joke – but you’re sure that, if you carry on being cheerily friendly with them, they’ll come around eventually. You also have problems with anyone who’s seen too many card tricks or who has problems with rabbits, but you’re still amazed that such people even exist.

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 10 [0].

**Secondary Characteristics:** Damage 1d 2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

**Advantages and Perks:** 20 points chosen from among DX +1 [20], IQ +1 [20], Ambidexterity [5], Charisma 1 [5], Eidetic Memory [5], Flexibility [5], Good with Kids [1], High Manual Dexterity [5/level], Honest Face [1], Lightning Calculator [2], Resistant to Disease +3 [3], Smooth Operator 1 [15], Versatile [5], or Voice [10].

**Disadvantages:** Dependent (Worried-looking woman in a spangly dress; 25 points, Loved One, 12 or less) [-20] • -10 points chosen from among Chummy [-5], Curious [-5\*], Fat or Overweight [-3 or -1], Gluttony [-5\*], Odious Personal Habit (Overdoing the Tricks) [-5], Overconfidence [-5\*], Pacifism (Reluctant Killer) [-5], Post-Combat Shakes [-5\*], or Reputation -1 (As an annoyance, among wizards and their employees, 10 or less) [-1].

**Primary Skills:** Hobby Skill (Lore of Stage Conjuring) (E) IQ+2 [4]-13; Sleight of Hand (H) DX [4]-11.

**Secondary Skills:** Fast-Talk (A) IQ [2]-11; Holdout (A) IQ [2]-11; Public Speaking (A) IQ [2]-11. • Then add +1 to your level with one of these [2].

**Background Skills:** Any four out of Acting, Animal Handling (Doves and Pigeons or Rabbits), Disguise, Explosives (Fireworks), Fortune-Telling (any), or Lockpicking, all (A) IQ 1 [1]-10; Detect Lies (H) Per 2 [1]-9; Escape or Pickpocket, both (H) DX 2 [1]-9; Filch (A) DX 1 [1]-10; or Knot-Tying (E) DX [1]-11.

*Note:* These skills may seem low for a conjurer who regularly fools audiences, but remember that a conjurer on stage has the benefit of careful planning, the use of well-designed tricks (the Hobby Skill covers knowledge of those), a controlled situation, and a lot of gimmicked props. Put together, these provide large bonuses to the relevant skills. Still, the best conjurers have significantly higher skills.

Many conjurers have a Code of Honour that requires them not to reveal the secrets of conjuring to outsiders, and to be polite to other conjurers. However, this only rates as a quirk.

## Guerilla Mime

25 points

Your vocation – it's hardly a career – is a consequence of Lord Vetinari's one small foible; his strict prohibition of certain forms of street theatre within Ankh-Morpork. You are one of the small class of dedicated, fanatical practitioners who have transformed mime into a form of romantic rebellion. You hold down a day job as cover (or live off your family), meeting with other free mimes after hours to formulate long-term plans (in gestures). Some guerilla mimes have connections to the Fool's Guild, although Guild policy is to respect the law.

One day, you'll surely come up with a viable revolutionary program, and hopefully the movement won't splinter too often before then. The fact that Vetinari's law seems to be popular with the public, and that any new regime might well keep it, doesn't worry you. You're a nihilist, really; given your taste for white face paint, you're probably the sort of person who'd have a thing about vampires in another universe.

If you think that some adventuring activity might be a step towards the glorious day, you'll certainly be interested. However, your new allies might have problems with your (quirk-level) urge to unicycle or start juggling at the wrong moment.

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 10 [0]; HT 10 [0].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

**Advantages:** Silence 2 [10]. • One of Will +3, Combat Reflexes, Danger Sense, or Indomitable, all [15]. • Two of Per +1, Basic Move +1, Charisma 1, Flexibility, Pitiable, or Silence +1, all [5].

**Disadvantages:** Fanaticism (The Street Mime Cause) [-15], *or* Obsession (Completely Change Ankh-Morpork Politics) [-10] *and* Sense of Duty (Revolutionary Cell) [-5]; Secret (Active Street Mime) [-20] • One of Clueless, Disturbing Voice, No Sense of Humour, or Struggling, all [-10] • One of Oblivious, Selfless, Skinny, or Stubbornness, all [5].

**Primary Skills:** Gesture (E) IQ+3 [4]-13.

**Secondary Skills:** 4 points in any skill or skills required by your day job; Area Knowledge (Ankh-Morpork) (E) IQ+1 [2]-11; Stealth (A) DX [2]-11\*.

**Background Skills:** Any four of Acrobatics (H) DX-1 [2]-10; Acting, Directing, Fool's Lore, or Performance, all (A) IQ [2]-10; Body Language (A) Per [2]-10; Dancing (A) DX [2]-11; Bicycling (Unicycle), Brawling, Hobby (Juggling), Jumping, Knife, or Thrown Weapon (Knife), all (E) DX+1 [2]-12; Running (A) HT [2]-10; or Savoir-Faire (High Society) (E) IQ+1 [2]-11.

\* Note that Stealth frequently gets bonuses for Silence.

## Sailor

50 points

You're an experienced professional crewman on one of the fine ships that sail the open seas of the Disc, without sinking on more than two voyages out of seven.

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

**Advantages:** 35 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], HP +1 or +2 [2 or 4], Per +1 or +2 [5 or 10], Absolute Direction [5], Acute Vision [2/level], Alcohol Tolerance [1], Attractive [4], Cold or Heat Resistance 1 [1], Contacts (old shipmates or traders) [varies], Cultural Familiarities [1 each], Deep Sleeper [1], Fearlessness [2/level], High Pain Threshold [10], Improvised Weapons (Brawling) [1], Language Talent [10], Languages (any modern) [varies], Less Sleep [2/level], Luck [15], Night Vision 1-2 [1-2], Perfect Balance [15], or Resistant to Disease +3 or +8 [3 or 5].

**Disadvantages:** -20 points chosen from among Alcoholism [-15], Chummy [-5], Code of Honour (Pirate's) [-5], Compulsive Behaviour (Carousing, Gambling, or Neatness) [-5\*], Hidebound [-5], Lecherousness [-15\*], Odious Personal Habit (Sea Shanties) [-5], One Eye [-15], One Hand [-15], Sense of Duty (Shipmates) [-5], Skinny [-5], Social Stigma (Uneducated) [-5], Status -1 [-5]; Struggling or Poor [-10 or -15], or Unattractive [-4].

**Primary Skills:** Seamanship (E) IQ+2 [4]-12.

**Secondary Skills:** Boating (A) DX+1 [4] 11; Knot-Tying (E) DX+2 [4]-12.

**Background Skills:** Any seven of Area Knowledge (The Oceans), First Aid, or Gesture, all (E) IQ [1]-10; Astronomy, Musical Instrument (Drum or Pipe), Naturalist, Shiphandling,\* or Shouting at Foreigners, all (H) IQ-2 [1]-8; Axe/Mace, Climbing, Spear, or Shortsword, all (A) DX-1 [1]-9; Carousing or Swimming, both (E) HT [1]-11; Fishing (E) Per [1]-10; Cartography, Gambling, Leadership, Merchant, Navigation (Sea), Smuggling, Streetwise, or Weather Sense, all (A) IQ-1 [1]-9; Brawling, Gunner (Catapult), Knife, or Sewing, all (E) DX [1]-10; or Survival (Island/Beach) (A) Per-1 [1]-9. • Then add +2 to two of these [3 each].

\* Note that if you want to take Shiphandling, you also need to put points into Leadership and Navigation.

## Gambler

75 points

There may be a human society without gamblers, but don't bet on it. You make your living that way; you carefully watch games, track the odds, and play when there's an advantage. See p. 139 for more on this.

Incidentally, Gamblers' Guilds generally permit a certain amount of non-magical cheating, within strict limits. If everyone does it, the game becomes a contest of skill, whether or not it's "supposed" to be, after all. Non-Guild-members may have their own opinions on the matter, mind you.

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

**Advantages and Perks:** 25 points chosen from among DX +1 [20], IQ +1 [20], extra Per [5/level], Basic Move +1 [5], Acute Vision [2/level], Alcohol Tolerance [1], Attractive [4], Born to Hang [10/level], Charisma 1 [5], Check the Exits [1], Combat Reflexes [15], Cultural Familiarities [1 each], Danger Sense [15], Daredevil [15], Eidetic or Photographic Memory [5 or 10], Empathy or Sensitive [15 or 5], Fearlessness [2/level], Forgettable Face [1], High Manual Dexterity [5/level], Honest Face [1], Improvised Weapons (Brawling or Knife) [1], Languages (any modern) [varies], Lightning Calculator [2], Luck [15], Reputation (good company) [varies], Resistant to Disease +3 [3], Serendipity [15], Unfazeable [15], Voice [10], or Wealth (Comfortable) [10].

**Disadvantages:** -25 points chosen from among Callous [-5], Compulsive Gambling [-5\*], Cowardice [-10\*], Enemies (past marks) [varies], Greed [-15\*], Laziness [-10], Overconfidence [-5\*], Overweight [-1], Pacifism (Reluctant Killer) [-5], Post-Combat Shakes [-5\*], Reputation (too darned sharp) [varies], Secret ("Amateur Player" cover image) [-5], Struggling [-10], or Trickster [-15\*].

**Primary Skills:** Body Language (A) Per [2]-12; Gambling (A) IQ+2 [8]-14; Games – choose three, each (E) IQ+2 [4]-14.

**Secondary Skills:** Any four out of Acting, Fast-Talk, Holdout, or Streetwise, all (A) IQ [2]-12; Carousing (E) HT+1 [2]-11; Current Affairs (Sports) (E) IQ+1 [2]-13; Filch (A) DX [2]-10; Observation (A) Per [2]-12; or Sleight of Hand (H) DX-1 [2]-9.

**Background Skills:** Any five out of Area Knowledge (one city) or Savoir-Faire (High Society), both (E) IQ [1]-12; Detect Lies (H) Per 2 [1]-10; Diplomacy or Psychology (Human), both (H) IQ-2 [1]-10; Brawling, Fast-Draw (Knife or Sword), or Knife, all (E) DX [1]-10; Fortune-Telling (any), Merchant, or Public Speaking, all (A) IQ-1 [1]-11; Intimidation (A) Will-1 [1]-11; Pickpocket (H) DX-2 [1]-8; Sex Appeal (A) HT-1 [1]-9; or Shortsword or Stealth, both (A) DX 1-[1]-9.

**Note:** Gamblers with a serious tendency to cheat should be sure to take Sleight of Hand from among the options, and then find the points to get much better at it.

## Mad Doctor

125 points

You're one of the people who are attempting to move Discworld natural philosophy and medicine into the Century of the Fruitbat. (What, it's the Century of the Anchovy now? Shouldn't somebody have told you?) Kicking and screaming is a frequent component of such progress, but if it was easy, it wouldn't be progress, and if it didn't involve scalpels, machinery, and preferably a thunderstorm, it wouldn't be worth doing. You really can't understand what all those peasant mobs keep complaining about.

You probably come from Uberwald, where mad doctors are an important part of the social fabric (despite not being as interested in currently living people as vampires, as sociable with their own kind as werewolves, or as economically powerful as the dwarfs), but even if that's where you started, you may have wandered further afield – perhaps the peasants burned down your laboratory once too often. The world is full of interesting stuff, and you're sure that a jolt of lightning or an infusion of green glowing chemicals will it *even more* interesting.

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

**Advantages and Perks:** Gadgeteer [25]; Status 1\* [0]; Wealthy [20]. • Mad Medicine [15] and High Manual Dexterity 1 [5], or two of HT +1, Artificer 1, Healer 1, High Manual Dexterity 2, High Pain Threshold, or Mathematical Ability 1, all [10]. • One of Will +1, Per +1, Basic Move +1, Charisma 1, Eidetic Memory, High TL 1, Resistant to Disease +8, Single-Minded, Status +1, Versatile, or Versatile (Inspiration Magnet), all [5]. • Two of Fearlessness 1, Languages (any, Broken), Less Sleep 1, Lightning Calculator, Night Vision 2, or Reputation +1 (Among Gentlemen of Science, As an Interesting Thinker), all [2]. • One of Cutting-Edge Training (choose skill) or Deep Sleeper, both [1].

**Disadvantages:** Curious (15) [-2]; Obsession (Seeking The Secrets Of Life Itself!) (12) [-10]. • Absent-Mindedness [-15] *or* Clueless [-10] *and* Callous [-5]. • One of Bad Sight (Mitigator: Glasses), Disturbing Voice (Stuttering or Random Giggling), Hunchback, Impulsiveness (12), No Sense of Humour, Paranoia, or Unluckiness, all [-10], *or* two of Bad Temper (15), Bully (15), Code of Honour (Academic), Delusion ("All civilised people will be grateful for my discoveries"), Oblivious, Odious Personal Habits (Insane laughter, talking about macabre experiments, etc.), Overconfidence (12), Secret (Grave-Robbing), Skinny, Stubbornness, or Truthfulness (12), all [-5].

**Primary Skills:** Any three of Alchemy or Surgery, both (VH) IQ-1 [4]-12, Engineer (Clockwork, Low-Tech Machines, or something weird and advanced), Herbalism, Metallurgy, Natural Philosophy, or Physician, all (H) IQ [4]-13, or Occultism (A) IQ+1 [4]-14. • Then add +1 to one of these [4].

**Secondary Skills:** Philosophy (Radical Materialism) (H) IQ-1 [2]-12; Research (A) IQ [2]-13.

**Background Skills:** Any seven of Administration, Architecture, Artillery (any), Explosives (any), Fast-Talk, Hold-Out, Interrogation, Leadership, Mechanic (any), Smuggling, Traps, or Weather Sense, all (A) IQ-1 [1]-12; Cryptography, Diagnosis, Mathematics (Applied), Musical Instrument (Organ), Naturalist, Poisons, or Veterinary, all (H) IQ-2 [1]-11; Detect Lies (H) Per-2 [1]-11; First Aid, Games (Chess), Savoir-Faire (High Society), or Shouting at Foreigners, all (E) IQ [1]-13; Intimidation (A) Will-1 [1]-12; Knife or Knot-Tying, both (E) DX [1]-10; Riding (Equines), Smallsword, or Stealth, all (A) DX-1 [1]-9; or Scrounging (E) Per [1]-13.

\* Status is free from Wealth.

*Note:* If you take the Mad Medicine advantage, don't forget to ensure that you meet the prerequisite requirements.