

Name **Danny the Rabbit** Player Point Total **50**  
 Ht **5'8"** Wt **130 lbs.** Size Modifier **0** Age **22** Unspent Points **0**  
 Notes **A somewhat scrawny but actually wiry and pleasant-looking Fourecksian who does well as a bartender because he finds most things interesting.**

|           |    |        |             |    |       |
|-----------|----|--------|-------------|----|-------|
| <b>ST</b> | 10 | [ 0 ]  | <b>HP</b>   | 10 | [ 0 ] |
| <b>DX</b> | 10 | [ 0 ]  | <b>Will</b> | 12 | [ 0 ] |
| <b>IQ</b> | 12 | [ 40 ] | <b>Per</b>  | 12 | [ 0 ] |
| <b>HT</b> | 11 | [ 10 ] | <b>FP</b>   | 11 | [ 0 ] |

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 5.25 [ 0 ] BASIC MOVE 5 [ 0 ]

| ENCUMBRANCE               | MOVE       | DODGE       |
|---------------------------|------------|-------------|
| None (0) = BL 20          | BM x 1 5   | Dodge 8     |
| Light (1) = 2 x BL 40     | BM x 0.8 4 | Dodge - 1 7 |
| Medium (2) = 3 x BL 60    | BM x 0.6 3 | Dodge - 2 6 |
| Heavy (3) = 6 x BL 120    | BM x 0.4 2 | Dodge - 3 5 |
| X-Heavy (4) = 10 x BL 200 | BM x 0.2 1 | Dodge - 4 4 |

| ADVANTAGES AND PERKS     |         |
|--------------------------|---------|
| Appearance (Attractive)  | [ 4 ]   |
| Alcohol Tolerance        | [ 1 ]   |
| DISADVANTAGES AND QUIRKS |         |
| Chummy                   | [ -5 ]  |
| Curious (12 or less)     | [ -5 ]  |
| Status -1                | [ -5 ]  |
| Wealth (Struggling)      | [ -10 ] |
| Broad-Minded             | [ -1 ]  |

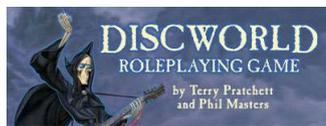
|           |     |     |         |     |
|-----------|-----|-----|---------|-----|
| <b>MP</b> | [ ] | [ ] | Magery: | [ ] |
|           |     |     | Staff:  | [ ] |

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

|      |  |
|------|--|
| DR 0 | TL: 4 [ 0 ]  |
|      | Cultural Familiarities<br>Sto Plains/Uberwald (Native) [ 0 ] |

| PARRY | Reaction Modifiers                         |
|-------|--|
| 8     | Appearance: +1/+1                          |
| DX    | Unappealing Includes: +1 from 'Appearance' |
| BLOCK | Appealing Includes: +1 from 'Appearance'   |
| 6     | Status: -1; Includes: -1 from 'Status'     |
| DX    | Other: +0                                  |

| SKILLS                         |       |                |
|--------------------------------|-------|----------------|
| Name                           | Level | Relative Level |
| Carousing                      | 13    | HT+2 [ 4 ]     |
| Diplomacy                      | 12    | IQ+0 [ 4 ]     |
| Hiking                         | 12    | HT+1 [ 4 ]     |
| Jumping                        | 11    | DX+1 [ 2 ]     |
| Professional Skill (Bartender) | 11    | IQ-1 [ 1 ]     |
| Scrounging                     | 13    | Per+1 [ 2 ]    |
| Sex Appeal (Human)             | 11    | HT+0 [ 1 ]     |
| Includes: +1 from 'Appearance' |       |                |
| Singing                        | 11    | HT+0 [ 1 ]     |
| Streetwise                     | 12    | IQ+0 [ 2 ]     |



Danny the Rabbit

| HAND WEAPONS |             |          |       |            |       | Cost | Weight |
|--------------|-------------|----------|-------|------------|-------|------|--------|
| Qty          | Weapon      | Damage   | Reach | Lvl(Pry)ST | Notes |      |        |
|              | Bite        | 1d-3 cr  | C     | 10 (No)    |       | 1.5  | .5     |
|              | Kick        | 1d-2 cr  | C,1   | 8 (No)     |       |      |        |
|              | Punch       | 1d-3 cr  | C     | 10 (8)     |       |      |        |
| 1            | Small Knife |          |       |            |       |      |        |
|              | Swing       | 1d-3 cut | C,1   | 6 (5) 5    |       |      |        |
|              | Thrust      | 1d-3 imp | C     | 6 (5) 5    | [1]   |      |        |

| RANGED WEAPONS |             |          |     |        |     |       |     |    |      |     | Cost | Weight |       |
|----------------|-------------|----------|-----|--------|-----|-------|-----|----|------|-----|------|--------|-------|
| Qty            | Weapon      | Damage   | Acc | Range  | RoF | Shots | Lvl | ST | Bulk | Rcl |      |        | LC No |
| 1              | Small Knife | 1d-3 imp | 0   | 5 / 10 | 1   | T(1)  | 6   | 5  | -1   |     |      | 1.5    | .5    |

**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   | Ordinary Clothes (Status -1) |          | 3    | 2      |
| 1   | Personal Basics              |          | .25  | 1      |

APPEARANCE

**POINTS SUMMARY**

|  |   |     |   |
|--|---|-----|---|
| Attributes/Secondary Characteristics                   | [ | 50  | ] |
| Advantages/Perks/TL/Languages/<br>Cultural Familiarity | [ | 5   | ] |
| Disadvantages/Quirks                                   | [ | -26 | ] |
| Skills/Standardised Spells                             | [ | 21  | ] |
| Other  | [ |     | ] |