



Name: Throb the Exterminator

Race: Gnome

Appearance: An unremarkable, slightly grubby gnome with thinning hair, large ears, and paired dagger-sized swords slung over his back.

Player:

Ht: 6"

Wt: 2 oz.

Age: 31

Spent: 50

Unspent: 0

CHARACTER SHEET

ST 4*	[0]	HP 4	[0]	Basic Speed 6	[5]
DX 12†	[0]	Will 10	[0]	Basic Move 4†	[0]
IQ 10	[0]	Per 14\$	[15]	BL 3.2 lb	(STxST)/5
HT 11‡	[0]	FP 11	[0]	Thr 1d-5	Sw 1d-4
TL 4	[0]	SM -6**			
* Includes: -6 from 'ST Penalty from Discworld Gnome'		‡ Includes: +1 from 'HT Bonus from Discworld Gnome'		† Includes: -2 from 'Basic Move Penalty from Discworld Gnome'	
† Includes: +2 from 'DX Bonus from Discworld Gnome'		\$ Includes: +1 from 'Perception Bonus from Discworld Gnome'		** Includes: -6 from 'Size Modifier Penalty from Discworld Gnome'	

Vision 14	Taste/Smell 14	Death Check 11
Hearing 14	Fright Check 12*	Broad Jump 1.67 yd
Touch 14	Consciousness 11	High Jump 1.17 ft

* Includes: +2 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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FP	0 FP
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} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	6 lb	26 lb	38.4 lb	48 lb	160 lb
* Takes 2 seconds to complete		‡ Double with a running start			
† Takes 4 seconds to complete		§ Lose 1 FP/sec while over X-Hvy enc.			

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	3.2 lb	6.4 lb	9.6 lb	19.2 lb	32 lb
Ground	4 yd	3 yd	2 yd	1 yd	1 yd
Jump	4 yd	3 yd	2 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY		PARRY		BLOCK		DODGE		OTHER	
10*		10*		8*		10*			
DX		DX		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+17†	0	1	—	Groin	0+17†	0	—	—
Neck	0+17†	0	—	—	Arms	0+17†	0	3	—
Skull	2+17†	0	—	—	Hands	0+17†	0	2	—
Face	0+17†	0	—	—	Legs	0+17†	0	3	—
Torso	0+17†	0	—	—	Feet	0+17†	0	2	—

* Includes: +1 from 'Combat Reflexes'

† Includes: +2 from 'Damage Resistance', +15 from 'Damage Resistance'

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)

CULTURAL FAMILIARITIES

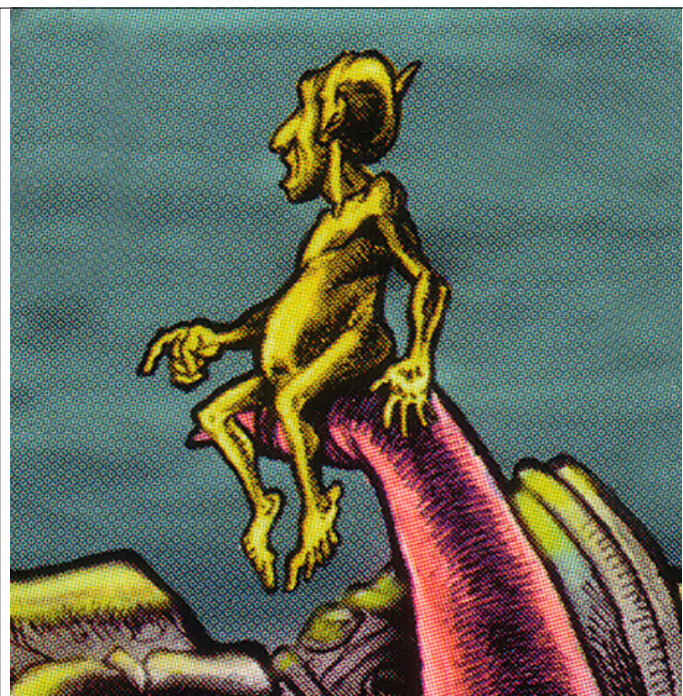
Name	Pts
Sto Plains/Uberwald (Native)	[0]

LANGUAGES

Name	Spoken	Written	Pts
Morporkian (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Gnome	[18]
Basic Move Penalty from Discworld Gnome	[-10]
DX Bonus from Discworld Gnome	[40]
HT Bonus from Discworld Gnome	[10]
Perception Bonus from Discworld Gnome	[5]
ST Penalty from Discworld Gnome	[-60]



TEMPLATES AND META-TRAITS (continued)

Name	Pts
Gnome	[18]
Size Modifier Penalty from Discworld Gnome	[0]
Racial Skill Point Bonus (Camouflage) 2	[2]
Racial Skill Point Bonus (Stealth) 4	[4]
Catfall	[10]
Roll to halve damage from a fall: 12 (DX)	
Damage Resistance 2 (Can't Wear Armor; Tough Skin)	[2]
Damage Resistance 15 (Only vs. Falling Damage)	[15]
Silence 2	[10]
Short Arms (2 Arms)	[-10]

ADVANTAGES

Name	Pts
Combat Reflexes	[15]

DISADVANTAGES

Name	Pts
Bad Temper (12 or less)	[-10]
Code of Honor (Professional Vermin Exterminator)	[-5]
Compulsive Carousing (12 or less)	[-5]

QUIRKS

Name	Pts
Can't Run Long Distances (Apply Fatigue Penalties for running at half normal distance intervals)	[-1]
Mild Paranoia	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics	10	DX-2	[1]
Camouflage	11*	IQ+1	[0]
Climbing	12	DX+0	[2]
Knife	12	DX+0	[1]
Parry: 9			
Naturalist (Disc)	10	IQ+0	[4]
Observation	14	Per+0	[2]
Poisons/TL4	9	IQ-1	[2]
Scrounging	14	Per+0	[1]
Stealth	14†	DX+2	[4]
Traps/TL4	10	IQ+0	[2]

* Includes: +2pts from 'Racial Skill Point Bonus (Camouflage)'

† Includes: +4pts from 'Racial Skill Point Bonus (Stealth)'; Conditional: +2 from 'Silence' when moving, vs. hearing only, +4 from 'Silence' when standing still, vs. hearing only

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		20
Advantages, Perks		33
Disadvantages, Quirks		-22
Skills, Techniques		19
Total Points Spent:		50
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	—	1d-6 cr	C	—	—	
Dagger	11	8	1d-6 imp	C	5	4	[1]
Kick	10	—	1d-5 cr	C,1	—	—	
Punch	12	10	1d-6 cr	C	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Dagger	7	1d-6 imp	—	2 yd / 4 yd	1	T(1)	5	-1	—	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Basic Gnome-Sized Outfit (Starting characters receive these for free)	0	1.6 oz
2	Dagger Description: TL:1 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	8 oz

NOTES	
<p>You're a gnome from over Skund way who, like many of your kind these days, looked around yourself at all the bloody toadstools and foxes a few years back, said something scatological, and migrated to Ankh-Morpork. Once there, you looked around a bit more, and decided that, as the humans couldn't deal with all their own problems - especially ones involving rats, mice, or feral pigeons - you'd do just fine if you dealt with this stuff for them.</p> <p>Since then, you have indeed done pretty well in the vermin control business, perhaps because you work by a code; you do the job properly or return the fee with apologies. And you <i>hate</i> having to apologise for anything. This makes you enough money to cover even your hefty bar tab. You're still living in Mrs. Nomed's rather pokey lodging house, but that just gives you an extra incentive to go out and have some fun sometimes. And it still beats a toadstool.</p>	