

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>