



Name: Barrington Fonk

Race: Human

Appearance: Still quite young but not really youthful, brown-haired, clean-shaven, and dressed in a coat which looks second-hand on close inspection.

Player:

Ht: 5'8"

Wt: 140 lbs.

Age: 22

Spent: 50

Unspent: 0

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	5	[0]
DX	10	[0]	Will	12	[0]	Basic Move	5	[0]
IQ	12	[40]	Per	12	[0]	BL	20 lb	(STxST)/5
HT	10	[0]	FP	10	[0]	Thr	1d-2	Sw 1d
TL	4	[0]				SM	+0	

Vision	12	Taste/Smell	12	Death Check	10
Hearing	12	Fright Check	12	Broad Jump	2.33 yd
Touch	12	Consciousness	10	High Jump	1.67 ft

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
█	█	█	█	█	█
█	█	█	█	█	█

FP	0 FP	} 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	40 lb	160 lb	240 lb	300 lb	1000 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY		BLOCK		DODGE		OTHER	
8	8	6	8				
DX	DX	DX	None				

Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	6	—
Skull	2	0	—	—	Hands	0	0	4	—
Face	0	0	—	—	Legs	0	0	6	—
Torso	0	0	—	—	Feet	0	0	4	—

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*

* Conditional: -1 from 'Callous' when past victim, or has Empathy, -1 from 'Stubbornness'

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

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

ADVANTAGES	
Name	Pts
Indomitable	[15]
Single-Minded	[5]

DISADVANTAGES	
Name	Pts
Callous	[-5]
Code of Honor (Professional Journalist)	[-5]
Stubbornness	[-5]
Wealth (Struggling)	[-10]

QUIRKS	
Name	Pts
Broad-Minded	[-1]



QUIRKS (continued)		
Name		Pts
Delusion (The Temple of Offer runs the Ankh-Morpork Plumbers' Guild)		[-1]
Nosy		[-1]

SKILLS			
Name	Level	Relative	Pts
Acting	11	IQ-1	[1]
Carousing	11	HT+1	[2]
Detect Lies	11	Per-1	[2]
Fast-Talk	12	IQ+0	[2]
Observation	12	Per+0	[2]
Photography	13	IQ+1	[4]
Shouting at Foreigners	12	IQ+0	[1]
Stealth	10	DX+0	[2]
Writing	12	IQ+0	[2]

POINTS SUMMARY	
Basic Attributes, Secondary Characteristics	[40]
Advantages, Perks	[20]
Disadvantages, Quirks	[-28]
Skills, Techniques	[18]
Total Points Spent:	50
Unspent Points:	0

Name	MELEE ATTACKS			Damage	Reach	ST	LC	Notes
	Skill	Parry						
Bite	10	–		1d-3 cr	C	–	–	
Kick	8	–		1d-2 cr	C,1	–	–	
Punch	10	8		1d-3 cr	C	–	–	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Basic Suit of Clothes (Starting characters receive these for free)	0	2 lb
1	Iconograph (Adequate model, costing AM\$3)	60	3 lb
30	Iconograph supplies for 1 picture (Each picture costs c.AM\$0.10)	60	1.5 lb
1	Ready Cash: AM\$1.50	30	1 lb
1	Salamander Fitment (Attaches to Iconograph)	10	8 oz
2	Salamanders (With cages)	40	1 lb

NOTES

You're a native of Ankh-Morpork - well, one of the duller satellite villages - who has lately discovered a few things - starting with the development of an appealing new profession, to wit, *journalism*. This struck you as very interesting, especially as it could be combined with photography, a topic which you had already begun to master as a hobby. You're a great admirer of both William de Worde and Otto Chriek, seeing that pictures and words together have much more than twice the power of either alone.

Unfortunately, despite your dedication, skill, and professional instincts, you haven't landed a permanent job in the profession yet - you're still freelancing, and hence you are often pushed for funds. (For some reason, your attempts to expose how the devious cult of Offler has taken over the plumbing business - working from the sewers up - don't seem to help.) Still, you're determined to get on in the profession, and digging into a few juicy murders or devious aristocratic plots should help you reach your goal. You certainly won't let anyone deflect you with dubious double-talk or threats. That would be bad journalism.