

Name Dark Kravarkus the Truth-Splitter Player  
 Ht 5'6" Wt 130 lbs. Size Modifier 0 Age 39

Point Total 150  
 Unspent Points 0

Notes From a long line of second-string dark lords, you suspect that it's a dying trade and you need to move with the times. Next question; what does that require?

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	[ 0 ]	<b>MP</b>		Magery:	[ ]
								Staff:	[ ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	13	[ 0 ]				
<b>IQ</b>	13	[ 60 ]	<b>Per</b>	13	[ 0 ]				
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	[ 0 ]				

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 5.5 [ 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
<b>Medium (2) = 3 x BL 60</b>	<b>BM x 0.6 3</b>	<b>Dodge - 2 6</b>
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**

Eidetic Memory	[ 5 ]
Fearlessness 3	[ 6 ]
Status (+2)	[ 5 ]
Includes: +1 from 'Wealth ("Settled" lifestyle: 80% of wealth is tied up in home, etc.)'	
Voice	[ 10 ]
Wealth ("Settled" lifestyle: 80% of wealth is tied up in home, etc.) (Wealthy)	[ 20 ]
Check the Exits (Instinctively determine escape routes for any space you enter)	[ 1 ]
Crossbow Safety (Can carry loaded crossbows perfectly safely)	[ 1 ]

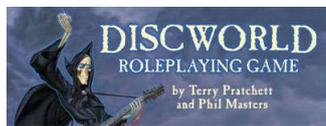
**DISADVANTAGES AND QUIRKS**

Code of Honor (Dark Lord's)	[ -10 ]
No Sense of Humor	[ -10 ]
Selfish (12 or less)	[ -5 ]
Truthfulness (12 or less)	[ -5 ]
Goes into full-blown dark lord ranting when drunk	[ -1 ]
Touchy about the family tradition of dark lording	[ -1 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>
Morporkian (Native Language)	(Native)	(Native) [ 0 ]
<b>DR</b>	<b>TL: 4</b>	[ 0 ]
<b>2</b>	<b>Cultural Familiarities</b>	[ 0 ]
	Sto Plains/Uberwald (Native)	[ 0 ]
<b>PARRY</b>	<b>Reaction Modifiers</b>	
9	<b>Appearance:</b>	
Axe/Mace	<b>Status: +2; Includes: +2 from 'Status'</b>	
<b>BLOCK</b>	<b>Other: +0</b>	
9	Conditional: +2 from 'Voice' when your voice can be heard, -2 from 'No Sense of Humor'	
Shield (Shield)		

**SKILLS**

Name	Level	Relative Level
Administration	13	IQ+0 [ 2 ]
Architecture/TL4	12	IQ-1 [ 1 ]
Axe/Mace	12	DX+1 [ 4 ]
Connoisseur (Wine)	12	IQ-1 [ 1 ]
Crossbow	11	DX+0 [ 1 ]
Current Affairs/TL4 (Headline News)	13	IQ+0 [ 1 ]
Detect Lies	13	Per+0 [ 4 ]
Heraldry	12	IQ-1 [ 1 ]
Holdout	12	IQ-1 [ 1 ]
Intelligence Analysis/TL4	13	IQ+0 [ 4 ]
Interrogation	12	IQ-1 [ 1 ]
Intimidation	13	Will+0 [ 2 ]
Knot-Tying	11	DX+0 [ 1 ]
Leadership	13	IQ+0 [ 2 ]
Observation	13	Per+0 [ 2 ]
Occultism	12	IQ-1 [ 1 ]
Poisons/TL4	12	IQ-1 [ 2 ]
Psychology (Human)	12	IQ-1 [ 2 ]
Public Speaking	14	IQ+1 [ 1 ]
Includes: +2 from 'Voice'		
Riding (Equines)	10	DX-1 [ 1 ]
Savoir-Faire (High Society)	13	IQ+0 [ 1 ]
Shield (Shield)	12	DX+1 [ 2 ]
Shouting at Foreigners	13	IQ+0 [ 1 ]
Stealth	10	DX-1 [ 1 ]
Tactics	12	IQ-1 [ 2 ]
Traps/TL4	13	IQ+0 [ 2 ]



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HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes			
	Bite	1d-3 cr	C	11 (No)				
	Kick	1d-2 cr	C,1	9 (No)				
	Punch	1d-3 cr	C	11 (8)				
1	Shield					60	15	
	Bash	1d-2 cr	1	12 (No)	[2,3,4]			
	Rush	slam+2 cr	1	12 (No)	[2,3,4]			
1	Small Knife					30	.5	
	Swing	1d-3 cut	C, 1	7 (5) 5				
	Thrust	1d-3 imp	C	7 (5) 5	[1]			
1	Small Mace	1d+2 cr	1	12 (9U) 10	[1]	35	3	

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
1	Crossbow (ST 10)	1d+2 imp	4	200 / 250	1	1(4)	11	7†	-6	-	4	[3]	150	6
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	7	5	-1	-	4		30	.5
1	Small Mace	1d+2 cr	1	10 / 15	1	T(1)	7	10	-3	-	4		35	3

**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	Clockwork Pocket-Watch		50	.25
12	Crossbow Bolt		24	.72
1	Light Armour	all	350	20
1	Ordinary Clothes		600	2
1	Pouch		10	0
1	Shoulder Quiver		10	.5
1	Spare Cash		1281	0

**APPEARANCE**  
A calm, stony-faced fellow in black laquered armour.

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 90 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 48 ]
Disadvantages/Quirks	[ -32 ]
Skills/Standardised Spells	[ 44 ]
Other	[ ]