

Name **Yarrok the Consultant** Player Point Total **150**  
 Ht **6'2"** Wt **180 lbs.** Size Modifier **0** Age **42** Unspent Points **0**  
 Notes *A hublander warrior with the smarts to realise recently that selling advice on violence is safer than being violent.*

<b>ST</b>	<b>13</b>	[ 30 ]	<b>HP</b>	<b>13</b>	[ 0 ]
<b>DX</b>	<b>13</b>	[ 60 ]	<b>Will</b>	<b>11</b>	[ 0 ]
<b>IQ</b>	<b>11</b>	[ 20 ]	<b>Per</b>	<b>11</b>	[ 0 ]
<b>HT</b>	<b>12</b>	[ 20 ]	<b>FP</b>	<b>12</b>	[ 0 ]

BASIC LIFT **34** DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED **6** [ -5 ] BASIC MOVE **6** [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <b>34</b>	BM x 1 <b>6</b>	Dodge <b>10</b>
Light (1) = 2 x BL <b>68</b>	BM x 0.8 <b>4</b>	Dodge - 1 <b>9</b>
Medium (2) = 3 x BL <b>102</b>	BM x 0.6 <b>3</b>	Dodge - 2 <b>8</b>
Heavy (3) = 6 x BL <b>204</b>	BM x 0.4 <b>2</b>	Dodge - 3 <b>7</b>
X-Heavy (4) = 10 x BL <b>340</b>	BM x 0.2 <b>1</b>	Dodge - 4 <b>6</b>

**ADVANTAGES AND PERKS**

Acute Vision 1	[ 2 ]
Average Wealth, "Footloose" lifestyle (Carries everything he owns.)	[ 0 ]
Combat Reflexes	[ 15 ]
Fearlessness 1	[ 2 ]
Rapid Healing	[ 5 ]
Alcohol Tolerance (+2 HT for rolls related to drinking)	[ 1 ]

**DISADVANTAGES AND QUIRKS**

Berserk (12 or less)	[ -10 ]
Compulsive Behavior (Barbarian Heroism) (9 or less)	[ -15 ]
Easy to Read	[ -10 ]
Sense of Duty (Companions) (Small Group)	[ -5 ]
Exclaims "By the Small Gods!" a lot	[ -1 ]
Openly bored with his own Compulsive Behaviour.	[ -1 ]
Prefers wine to beer	[ -1 ]

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

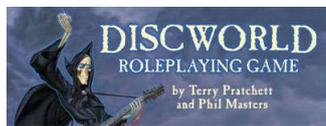
Languages	Spoken	Written
Hublander (Native Speaker)	(Native)	(Illiterate) [ -3 ]
Morporkian	(Native)	(Literate) [ 5 ]

<b>DR</b>	<b>TL: 4</b>	[ 0 ]
<b>2</b>	<b>Cultural Familiarities</b>	
	Hublands (Native)	[ 0 ]
	Sto Plains/Uberwald	[ 1 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
<b>11</b>	<b>Appearance:</b>
<b>Broadsword</b>	<b>Status: +0</b>
<b>BLOCK</b>	<b>Other: +0</b>
<b>11</b>	Conditional: +2 from 'Sense of Duty (Companions)' when in dangerous situations if Sense of Duty is known
<b>Shield (Shield)</b>	

**SKILLS**

Name	Level	Relative Level
Area Knowledge (The Disc)	11	IQ+0 [ 1 ]
Axe/Mace	14	DX+1 [ 4 ]
Broadsword	14	DX+1 [ 4 ]
Camouflage	11	IQ+0 [ 1 ]
Carousing	12	HT+0 [ 1 ]
Climbing	13	DX+0 [ 2 ]
Detect Lies	11	Per+0 [ 4 ]
Fast-Draw (Sword)	14	DX+1 [ 1 ]
Includes: +1 from 'Combat Reflexes'		
Naturalist (Disc)	9	IQ-2 [ 1 ]
Navigation/TL4 (Land)	11	IQ+0 [ 2 ]
Riding (Equines)	13	DX+0 [ 2 ]
Shield (Shield)	14	DX+1 [ 2 ]
Shouting at Foreigners	11	IQ+0 [ 1 ]
Spear	14	DX+1 [ 4 ]
Stealth	13	DX+0 [ 2 ]
Survival (Mountain)	12	Per+1 [ 4 ]
Weather Sense	12	IQ+1 [ 4 ]



Yarrok the Consultant

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
1	Axe						60	4
	1H	2d+1 cut	1	14	(11U)11	[1]		
	Thrown	2d+1 cut	1	11	(9U) 10	[1]		
	Bite	1d-1 cr	C	13	(No)			
	Kick	1d cr	C,1	11	(No)			
	Punch	1d-1 cr	C	13	(10)			
1	Thrusting Broadsword						600	3
	Swing	2d cut	1	14	(11) 10			
	Thrust	1d+2 imp	1	14	(11) 10			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		

**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	Light Armour	all	350	20
1	Ordinary Clothes		120	2
1	Pouch		10	0
1	Spare Cash		980	0

APPEARANCE

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 125 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 28 ]
Disadvantages/Quirks	[ -43 ]
Skills/Standardised Spells	[ 40 ]
Other	[ ]