

Name Miss Joyce Morigan-Granfall Player Point Total 150
 Ht 5'6" Wt 110 lbs. Size Modifier 0 Age 32 Unspent Points 0
 Notes *Born into a mercantile family, you realised that trading money itself seemed like a good way to get lots of it, so you bulldozed your way into the banking industry.*

ST	10	[0]	HP	10	[0]
DX	11	[0]	Will	12	[-10]
IQ	14	[80]	Per	15	[5]
HT	10	[0]	FP	10	[0]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5 [-5] 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
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
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

Absolute Direction	[5]
Charisma 2	[10]
Less Sleep 1	[2]
Lightning Calculator	[2]
Secret Elf-Kin Blood	[18]
Extra DX 1 (Affects DX)	[20]
Appearance (Attractive)	[4]
Secret (Elf Blood) (Serious Embarrassment)	[-5]
Sunburns Easily	[-1]
Status (+1)	[5]
Wealth ("Settled" lifestyle; 80% of wealth tied up in home, etc.) (Comfortable)	[10]
Haughty Sneer (Can make Savoir-Faire rolls with just a look)	[1]
High-Heeled Heroine	[1]

DISADVANTAGES AND QUIRKS

Bad Sight (Nearsighted) (Glasses)	[-10]
Callous	[-5]
Compulsive Gambling (15 or less)	[-2]
Compulsive Spending (12 or less)	[-5]
Always dresses to intimidate.	[-1]
Broad-Minded	[-1]
Gives a death glare and twirls her pencil when people waste her time	[-1]

MP			Magery:	[]
			Staff:	[]

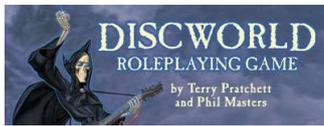
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [0]
Quirmian	(Accented)	(Accented) [4]

DR 0	TL: 4 [0]
	Cultural Familiarities
	Sto Plains/Uberwald (Native) [0]

PARRY 9	Reaction Modifiers
Brawling	Appearance: +1/+1
BLOCK	<i>Unappealing Includes:</i> +1 from 'Appearance'
	<i>Appealing Includes:</i> +1 from 'Appearance'
	Status: +1; <i>Includes:</i> +1 from 'Status'
	Other: +2; <i>Includes:</i> +2 from 'Charisma'
	Conditional: -1 from 'Callous' when past victim, or has Empathy, +1 from 'Merchant' when buying or selling, -1 from 'Compulsive Gambling'
DX 6	

SKILLS

Name	Level	Relative Level
Accounting	13	IQ-1 [2]
Acting	13	IQ-1 [1]
Administration	13	IQ-1 [1]
Brawling	13	DX+2 [4]
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Current Affairs/TL4 (Business)	15	IQ+1 [2]
Fast-Draw (Knife)	12	DX+1 [2]
Finance	16	IQ+2 [12]
Gesture	14	IQ+0 [1]
Knife	12	DX+1 [2]
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Law (Ankh-Morpork Commercial)	13	IQ-1 [2]
Merchant	17	IQ+3 [12]
Conditional: -2 from 'Compulsive Spending' when you bargain or haggle		
Riding (Equines)	12	DX+1 [4]
Savoir-Faire (High Society)	15	IQ+1 [2]
Conditional: +2 from 'Charisma' when making Influence rolls		



Miss Joyce Morrigan-Granfall

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes			
	Brawling							
	Punch	1d-2 cr	C	13 (9)				
	Bite	1d-2 cr	C	13 (No)				
	Kick	1d-1 cr	C,1	11 (No)				
	High-Heeled Heroine	1d-2 pi+	C,1	11 (No)				
2	Stiletto	1d-3 imp	C	12 (8) 5	[4]	40	.5	

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	Advanced Personal Dis-Organiser		600	2
1	Ordinary Clothes		240	2
1	Purse		10	0
1	Spare Cash		150	0

APPEARANCE
A robust professional woman in plain-but-smart Renaissance-flavour garb, but with horn-rim glasses and serious shoulder pads.

POINTS SUMMARY

Attributes/Secondary Characteristics	[70]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[58]
Disadvantages/Quirks	[-25]
Skills/Standardised Spells	[47]
Other	[]