

Name Blue Shoe Player Point Total 50
 Ht 5'6" Wt 145 lbs. Size Modifier 0 Age 33 Unspent Points 0
 Notes A typical Agatean tourist, complete with camera and colourful shirt.

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	10	[0]	Will	10		[0]
IQ	10	[0]	Per	12		[10]
HT	10	[0]	FP	10	<small>CURRENT</small>	[0]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 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
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

Resistant (Disease) (Occasional) (+3)	[3]
Status (+1)	[0]
Unfazeable	[15]
Wealth (Very Wealthy)	[30]

DISADVANTAGES AND QUIRKS

Curious (12 or less)	[-5]
Pacifism (Self-Defence Only)	[-15]
Social Stigma (Overdressed Foreigner)	[-10]
Broad-Minded	[-1]
Habit (Makes origami flowers to keep his hands busy)	[-1]
Responsive	[-1]

MP	<small>CURRENT</small>	Magery:	[]
		Staff:	[]

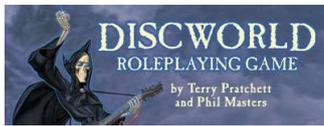
Languages	Spoken	Written
Agatean (Native Language)	(Native)	() [0]
Morporkian	(Accented)	(Accented) [4]

DR	TL: 4	[0]
0	Cultural Familiarities	
	Agatean (Native)	[0]
	Sto Plains/Uberwald	[1]

PARRY	Reaction Modifiers
8	Appearance:
DX	Status: +1; Includes: +1 from 'Status'
BLOCK	Other: +0
6	Conditional: -1 from 'Social Stigma (Overdressed Foreigner)' when dealing with non-cosmopolitan people who don't want your money, -3 from 'Social Stigma (Overdressed Foreigner)' when thought to be a wizard and dealing with UU graduates and barbarian heroes, -1 from 'Curious' when excessive curiosity observed
DX	

SKILLS

Name	Level	Relative Level
Accounting	9	IQ-1 [2]
First Aid/TL4 (Human)	11	IQ+1 [2]
Conditional: +1 from 'First Aid Kit'		
Fishing	13	Per+1 [2]
Hobby Skill (Origami)	11	IQ+1 [2]
Observation	12	Per+0 [2]
Photography	11	IQ+1 [4]
Savoir-Faire (High Society)	11	IQ+1 [2]
Shouting at Foreigners	12	IQ+2 [4]



Blue Shoe

HAND WEAPONS

Qty Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
Bite	1d-3 cr	C	10 (No)			
Kick	1d-2 cr	C,1	8 (No)			
Punch	1d-3 cr	C	10 (8)			

RANGED WEAPONS

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

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	Backpack, Small	10.95	10.1
1	First Aid Kit	2.5	2
1	Fishhooks & Line	2.5	.1
1	Iconograph (Basic)	3	1
1	Iconograph Flash Fitting	.5	0
20	Iconograph Paint and Paper (per picture)	2	1
1	Imp Watch	2.5	.25
1	Matches	.2	0
1	Ordinary Clothes (Free to starting character)	0	2
1	Ordinary Clothes (Spare Set - Free to starting high-Status character)	0	2
1	Personal Basics	.25	1
1	Pole, 6'	.25	3
1	Pouch	70.5	0
10	Salamander	10	0
1	Scribe's Kit	2.5	2
1	Spare Cash	70	0

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[10]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[53]
Disadvantages/Quirks	[-33]
Skills/Standardised Spells	[20]
Other	[]