DISCWORLD ROLEPLAYING GAME
by Terry Pratchett and Phil Masters

Name Harry Ferret-Masher   Player   Point Total 50
Ht 9"   Wt 5 oz.   Size Modifier -5   Age 19   Unspent Points 0
Notes   A slightky scruffy rustic gnome with a stabby little blade and a nervously
cautiously, pragmatic attitude.

ST	4	[0]	**HP**	4	CURRENT [0]	**MP**
DX	12	[0]	**Will**	10	[0]	
IQ	10	[0]	**Per**	11	[0]	
HT	11	[0]	**FP**	11	CURRENT [0]	

Magery:	[ ]
Staff:	[ ]

Languages	Spoken	Written	
Morporkian (Native Language)	(Native)	(Native)	[0]

DR	TL: 4	[0]
0+17	**Cultural Familiarities** Sto Plains/Uberwald (Native)	[0]

BASIC LIFT   3.2   DAMAGE Thr 1d-5   Sw 1d-4
BASIC SPEED   6   [5]   BASIC MOVE   4   [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	**3.2**	**BM x 1**	**4**	**Dodge**	**10**
Light (1) = 2 x BL	6.4	BM x 0.8	3	Dodge - 1	9
Medium (2) = 3 x BL	9.6	BM x 0.6	2	Dodge - 2	8
Heavy (3) = 6 x BL	19.2	BM x 0.4	1	Dodge - 3	7
X-Heavy (4) = 10 x BL	32	BM x 0.2	1	Dodge - 4	6

PARRY	**Reaction Modifiers**
10 DX	**Appearance:** **Status:** -1; *Includes:* -1 from 'Status'
BLOCK	**Other:** +0
8 DX	Conditional: -1 from 'Callous' when past victim, or has Empathy

TEMPLATES AND METATRAITS

Gnome or Pictsie   [18]
Gnome or Pictsie DX Bonus 2 [40]; Gnome or Pictsie HT
Bonus 1 [10]; Gnome or Pictsie Perception Bonus 1 [5];
Racial Skill Point Bonus (Camouflage) 2 [2]; Racial Skill
Point Bonus (Stealth) 4 [4]; Gnome or Pictsie Basic Move
Penalty -2 [-10]; Gnome or Pictsie SM Penalty -5 [0];
Gnome or Pictsie ST Penalty -6 [-60]; Catfall [10];
Damage Resistance 2 (Can't Wear Armour; Tough Skin)
[2]; Damage Resistance 15 (Only vs. Falling Damage)
[15]; Silence 2 [10]; Short Arms (2 Arms) [-10].

ADVANTAGES AND PERKS

Combat Reflexes   [15]
Perfect Balance   [15]
Unfazed by Size   [1]

DISADVANTAGES AND QUIRKS

Callous   [-5]
Status -1   [-5]
Wealth (Struggling)   [-10]
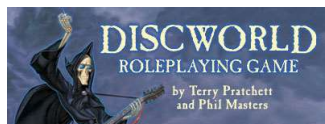Cannot Run Long Distances   [-1]
Mild Paranoia   [-1]
Uses that (invented) surname to try to look hard   [-1]

SKILLS

Name	Level	Relative Level	
Acrobatics	12	DX+0	[2]
Includes: +1 from 'Perfect Balance'			
Camouflage	11	IQ+1	[0]
Includes: +2pts from 'Racial Skill Point Bonus (Camouflage)'			
Climbing	13	DX+1	[2]
Includes: +1 from 'Perfect Balance'			
Filch	11	DX-1	[1]
Knife	12	DX+0	[1]
Parry: 9			
Naturalist	10	IQ+0	[4]
Observation	11	Per+0	[2]
Scrounging	11	Per+0	[1]
Stealth	14	DX+2	[4]
Includes: +4pts from 'Racial Skill Point Bonus (Stealth)' Conditional: +2 from 'Silence' when moving, vs. hearing only, +4 from 'Silence' when standing still, vs. hearing only			
Survival (Woodlands)	11	Per+0	[2]

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-6 cr	C	12 (No)			
1	Dagger	1d-6 imp	C	12 (9) 5	[1]	1	.25
	Kick	1d-5 cr	C,1	10 (No)			
	Punch	1d-6 cr	C	12 (10)			

Harry Ferret-Masher

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Dagger	1d-6 imp	0	0 / 0	1	T(1)	8	5	-1				1	.25

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	Ordinary Gnome-Sized Clothes (Free to starting character)		0	0
1	Personal Basics (Gnome-Sized)		.25	.1
1	Pouch		48.5	0
1	Spare Cash		48	0

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[	5]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	49]
Disadvantages/Quirks	[	-23]
Skills/Standardised Spells	[	19]
Other	[	]