

Name Hargo "Miscellaneous" Drust Player Point Total 50
 Ht 5'9" Wt 160 lbs. Size Modifier 0 Age 35 Unspent Points 0
 Notes A moderately successful wandering pedlar who uses his tastes for travel and big well-spiced meals to keep his mind off the booze that he's foresworn.

ST	10	[0]	HP	11	[2]
DX	10	[0]	Will	11	[0]
IQ	11	[20]	Per	12	[5]
HT	10	[0]	FP	10	[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

Absolute Direction	[5]
Charisma 2	[10]
Lightning Calculator	[2]
Honest Face	[1]

DISADVANTAGES AND QUIRKS

Gluttony (12 or less)	[-5]
Pacifism (Reluctant Killer)	[-5]
Squeamish (12 or less)	[-10]
Autocondimentor	[-1]
Former Alcoholic	[-1]
Likes Travel	[-1]

MP		Magery:	[]
		Staff:	[]

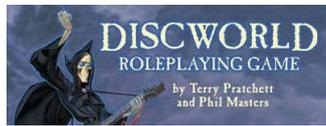
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [0]

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

PARRY	Reaction Modifiers
8	Appearance: Status: +0
BLOCK	Other: +2; Includes: +2 from 'Charisma' Conditional: -1 from 'Gluttony' when when gluttony is observed in action
6	
DX	

SKILLS

Name	Level	Relative Level
Area Knowledge (Trade Roads)	12	IQ+1 [2]
Body Language	12	Per+0 [2]
Fast-Talk	12	IQ+1 [4]
First Aid/TL4 (Human)	11	IQ+0 [1]
Merchant	14	IQ+3 [12]
Public Speaking	13	IQ+2 [2]
Riding (Equines)	10	DX+0 [2]
Shortsword	10	DX+0 [2]
Streetwise	10	IQ-1 [1]



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HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)			
1	Boots	1d-1 cr	C,1	8 (No)		4	3
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			
1	Shortsword					20	2
	Swing	1d cut	1	10 (8) 8			
	Thrust	1d-1 imp	1	10 (8) 8			
1	Small Knife					1.5	.5
	Swing	1d-3 cut	C,1	6 (5) 5			
	Thrust	1d-3 imp	C	6 (5) 5	[1]		

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Small Knife	1d-3 imp	0	0 / 0	1	T(1)	6	5	-1			1.5	.5

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				Cost	Weight
Qty	Item	Location			
1	Backpack, Small			6.15	8
1	First Aid Kit			2.5	2
1	Ordinary Clothes (Free to starting character)			0	2
1	Personal Basics			.25	1
1	Pouch			66.5	0
1	Spare Cash			66	0
4	Traveller's Rations			.4	2

APPEARANCE

POINTS SUMMARY	
Attributes/Secondary Characteristics	[27]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[18]
Disadvantages/Quirks	[-23]
Skills/Standardised Spells	[28]
Other	[]