

Name Sharlen O'Dire Player Point Total 50
 Ht 5'7" Wt 120 lbs. Size Modifier 0 Age 22 Unspent Points 0
 Notes A healthy, well-built Fourecksian who enjoys travel, and knows how to look after a cart and drive off problems.

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

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 9
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Fearlessness 2	[4]
Statuesque	[1]
DISADVANTAGES AND QUIRKS	
Overconfidence (12 or less)	[-5]
Sense of Duty (Travelling Companions) (Small Group)	[-5]
Status -1	[-5]
Wealth (Struggling)	[-10]
Expression ("D'ya have to be such a ...")	[-1]
Scary-Pragmatic	[-1]

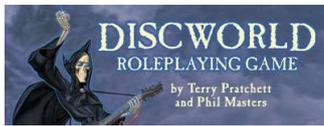
MP			Magery:	[]
			Staff:	[]

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

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

PARRY 9	Reaction Modifiers Appearance: Status: -1; <i>Includes:</i> -1 from 'Status' Other: +0 Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
DX	
BLOCK 7	

SKILLS		
Name	Level	Relative Level
Animal Handling (Equines)	10	IQ-1 [1]
Carousing	13	HT+2 [4]
Fast-Talk	12	IQ+1 [4]
Hiking	12	HT+1 [4]
Knot-Tying	11	DX+1 [2]
Mechanic/TL4 (Animal-Drawn Vehicle)	12	IQ+1 [4]
Scrounging	12	Per+1 [2]
Singing	12	HT+1 [2]
Sling	10	DX+0 [4]



Sharlen O'Dire

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	(9)			
1	Small Knife						1.5	.5
	Swing	1d-3 cut	C,1	6	(6)	5		
	Thrust	1d-3 imp	C	6	(6)	5 [1]		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
1	Sling													
	Stone	1d pi	0	0 / 0	1	1(2)	10	6	-4				[1,]	
	Lead bullet	1d+1 pi	0	0 / 0	1	1(2)	10	6	-4				[1,]	
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

Qty	Item	Location	Cost	Weight
1	Backpack, Small		3.25	4
1	Ordinary Clothes (Free to starting character)		0	2
1	Personal Basics		.25	1
1	Pouch		.5	.5
1	Pouch		39.5	0
10	Sling Stone		0	.5
1	Spare Cash		39	0

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[30]
Advantages/Perks/TL/Languages/Cultural Familiarity	[20]
Disadvantages/Quirks	[-27]
Skills/Standardised Spells	[27]
Other	[]