

Name Jaidi Vortigem

Player

Point Total 150

Ht 5'6"

Wt 100 lbs.

Size Modifier 0 Age 28

Unspent Points 0

Notes **A very geeky engineer, whose employer gives her stuff to test and loans her to the government of Ankh-Morpork because they have the interesting jobs.**

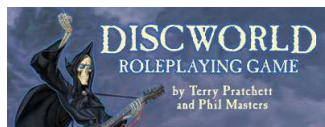
ST	9	[-10]	HP	10	CURRENT	[2]	MP	CURRENT		Magery:	[]	
								Staff:	[]			
DX	11	[20]	Will	11		[-10]	Languages Morporkian (Native) (Native) (Native) [0] Uberwaldian (Broken) (Broken) [2]					
IQ	13	[60]	Per	13		[0]	Spoken (Native) Written (Broken)					
HT	10	[0]	FP	10	CURRENT	[0]	DR 0 TL: 5 Cultural Familiarities Sto Plains/Uberwald (Native) [0]					

BASIC LIFT	16	DAMAGE Thr	1d-2	Sw	1d-1
BASIC SPEED	5	[-5]	BASIC MOVE	5	[0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 5	Dodge 8
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 4

ADVANTAGES AND PERKS	
Artificer 2	[20]
Gadgeteer	[25]
High Manual Dexterity 1	[5]
Lightning Calculator	[2]
Patrons (Burleigh & Stronginthearm - support for field testing) (Extremely Powerful) (15 or less)	[45]
Versatile (Inspiration Magnet)	[5]
DISADVANTAGES AND QUIRKS	
Callous	[-5]
Curious (9 or less)	[-7]
Disturbing Voice (Raging Stammer)	[-10]
Duty (Field-Test Engineer for Burleigh & Stronginthearm) (12 or less (quite often))	[-10]
Oblivious	[-5]
Truthfulness (6 or less)	[-10]
Code of Honour (Preserves Working-Class Respectability)	[-1]
Personality Change (Becomes a Bully When Wearing Power Armour)	[-1]

SKILLS		
Name	Level	Relative Level
Airshipman/TL(5+1)	13	IQ+0 [1]
Artillery/TL(5+1) (Cannon)	12	IQ-1 [1]
Battlesuit/TL(5+1)	13	DX+2 [8]
Brawling	13	DX+2 [4]
Parry: 9		
Current Affairs/TL(5+1) (Science & Technology)	13	IQ+0 [1]
Driving (Steam Car)	10	DX-1 [1]
Electrician/TL(5+1)	12	IQ-1 [1]
Engineer/TL(5+1) (Clockwork)	13	IQ+0 [1]
Includes: +2 from 'Artificer'		
Engineer/TL(5+1) (Steam Engines)	13	IQ+0 [1]
Includes: +2 from 'Artificer'		
Explosives/TL(5+1) (Demolition)	12	IQ-1 [1]
Gunner/TL(5+1) (Cannon)	11	DX+0 [1]
Guns/TL(5+1) (LAW)	13	DX+2 [4]
Guns/TL(5+1) (Pistol)	12	DX+1 [2]
Guns/TL(5+1) (Rifle)	13	DX+2 [4]
Mechanic/TL(5+1) (Battlesuits)	15	IQ+2 [2]
Includes: +2 from 'Artificer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Mechanic/TL(5+1) (Clockwork)	14	IQ+1 [1]
Includes: +2 from 'Artificer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Mechanic/TL(5+1) (Steam Engines)	14	IQ+1 [1]
Includes: +2 from 'Artificer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Scrounging	13	Per+0 [1]
Smith/TL(5+1) (Blacksmith)	14	IQ+1 [1]
Includes: +2 from 'Artificer'		
Writing	12	IQ-1 [1]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d-2 cr	C	13 (9)			
	Bite	1d-2 cr	C	13 (No)			
	Kick	1d-1 cr	C,1	11 (No)			
1	Power-Armour Punch	2d cr	C	13 (9) *		0	0

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Deringer, .44 Caplock	2d-1 pi+	1	50 / 550	1	1(20)	12	6	-1	3	3	[1,	2.5	.4
1	Helmet Gun (Integrated in Power Armour)	6d-1 pi++	4	230 / 2000	1	22(20)	13	10	-6	1	1		0	0
1	Superheavy Rifle (Only carried when in armour)												0	40
	w/o Bipod	5dx2 (2) pi	5	2100 / 8800	1	1(3i)	13	16B†	-8	6	1	[3]		
	w/ Bipod	5dx2 (2) pi	6	2100 / 8800	1	1(3i)	13	11B†	-8	6	1	[3]		

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	Iconograph (Basic)		4.2	1
12	Paint & Paper for Picture		1.2	0
1	Multi-Tool (Acts as improvised or limited tools for all sorts of tasks.)		2.5	.5
1	Ordinary Clothes		0	2
1	Portable Mechanic (Battlesuit) Tool Kit (Carried on Armour)		30	20
1	Pouch		56.61	1.11
5	Reloads for Deringer		.11	.11
1	Spare Cash		56	1
1	Steam-Powered Armour (For Testing. DR 10 on head & torso, DR 5 on limbs & eyes; grants Lifting ST 14, Striking ST 20; Move 4, or 5 if not carrying as much gear; -2 to tasks requiring a firm grip. 7.5 hour fuel duration.)		0	685

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[57]
Advantages/Perks/TL/Languages/Cultural Familiarity	[104]
Disadvantages/Quirks	[-49]
Skills/Standardised Spells	[38]
Other	[]