

Name Darnelle Slice

Player

Point Total 150

Ht 5'9"

Wt 130 lbs.

Size Modifier 0

Age 32

Unspent Points 0

Notes **A state-employed wizard who obeys a professional code and is scrupulous about not harming innocents, but mostly regards conventional morality as faintly ludicrous.**

|    |    |         |       |        |         |           |       |                                |                              |           |          |          |
|----|----|---------|-------|--------|---------|-----------|-------|--------------------------------|------------------------------|-----------|----------|----------|
| ST | 9  | [ -10 ] | HP    | 9      | CURRENT | [ 0 ]     | MP    | 6                              | CURRENT                      | Magery 3  | [ 30 ]   |          |
|    |    |         |       |        |         | Staff: 17 |       |                                | Staff:                       | [ ]       |          |          |
|    | DX | 12      |       | [ 40 ] | Will    | 14        |       |                                | [ 0 ]                        | Languages | Spoken   | Written  |
|    |    | IQ      |       | 14     |         | [ 80 ]    |       | Per                            | 14                           |           | [ 0 ]    | Ephebean |
| HT | 10 |         | [ 0 ] | FP     | 10      | CURRENT   | [ 0 ] |                                | Morporkian (Native Language) | (Native)  | (Native) |          |
|    |    |         |       |        |         |           |       | Quirmian                       | (Broken)                     | (Broken)  |          |          |
|    |    |         |       |        |         |           | DR    | TL: 5                          |                              |           | [ 0 ]    |          |
|    |    |         |       |        |         |           | 0     | Cultural Familiarities         |                              |           |          |          |
|    |    |         |       |        |         |           |       | Sto Plains/I lberwald (Native) |                              |           | [ 0 ]    |          |

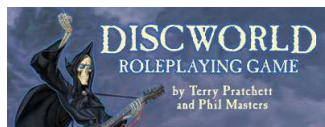
BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1  
BASIC SPEED 6 [ 10 ] BASIC MOVE 5 [ -5 ]

| ENCUMBRANCE           |     | MOVE     |   | DODGE     |   |
|-----------------------|-----|----------|---|-----------|---|
| None (0) = BL         | 16  | BM x 1   | 5 | Dodge     | 9 |
| Light (1) = 2 x BL    | 32  | BM x 0.8 | 4 | Dodge - 1 | 8 |
| Medium (2) = 3 x BL   | 48  | BM x 0.6 | 3 | Dodge - 2 | 7 |
| Heavy (3) = 6 x BL    | 96  | BM x 0.4 | 2 | Dodge - 3 | 6 |
| X-Heavy (4) = 10 x BL | 160 | BM x 0.2 | 1 | Dodge - 4 | 5 |

| PARRY        |    | Reaction Modifiers   |  |
|--------------|----|--|--|
| 9            | DX | <b>Appearance:</b>   |  |
| <b>BLOCK</b> |    | <b>Status:</b> +0  |  |
| 7            | DX | <b>Other:</b> +0   |  |
|              |    | Conditional: -1 from 'Compulsive Neatness' when from people who disapprove |  |

| ADVANTAGES AND PERKS                                    |         |
|---|---------|
| Magery 0  | [ 5 ]   |
| DISADVANTAGES AND QUIRKS                                |         |
| Code of Honour (Professional - State-Employed Wizard)   | [ -5 ]  |
| Compulsive Neatness (9 or less)                         | [ -7 ]  |
| Duty (Agent of Ankh-Morpork) (12 or less (quite often)) | [ -10 ] |
| Pacifism (Cannot Harm Innocents)                        | [ -10 ] |
| Assertively Amoral                                      | [ -1 ]  |

| SKILLS  |       |                |       |
|---|-------|----------------|-------|
| Name  | Level | Relative Level |       |
| Alchemy/TL(5+1)                                     | 12    | IQ-2           | [ 2 ] |
| Area Knowledge (Ankh-Morpork)                       | 14    | IQ+0           | [ 1 ] |
| Driving (Steam Car)                                 | 9     | DX-3           | [ 0 ] |
| Guns/TL(5+1) (Pistol)                               | 12    | DX+0           | [ 1 ] |
| Innate Attack (Beam)                                | 12    | DX+0           | [ 1 ] |
| Innate Attack (Projectile)                          | 12    | DX+0           | [ 1 ] |
| Lockpicking/TL(5+1)                                 | 9     | IQ-5           | [ 0 ] |
| Magic (Wizardry)                                    | 16    | IQ+2           | [ 4 ] |
| Includes: +3 from 'Magery'                          |       |                |       |
| Magical Form: Divination                            | 16    | IQ+2           | [ 4 ] |
| Includes: +3 from 'Magery'                          |       |                |       |
| Magical Form: Magianism                             | 16    | IQ+2           | [ 4 ] |
| Includes: +3 from 'Magery'                          |       |                |       |
| Magical Form: Sortilege                             | 16    | IQ+2           | [ 4 ] |
| Includes: +3 from 'Magery'                          |       |                |       |
| Occultism   | 14    | IQ+0           | [ 2 ] |
| Research/TL(5+1)                                    | 15    | IQ+1           | [ 4 ] |
| Thaumatology  | 14    | IQ+0           | [ 1 ] |
| Includes: +3 from 'Magery'                          |       |                |       |
| Spells  |       |                |       |
| A Little Luck (Magical Form: Sortilege)             | 16    | def+3          | [ 0 ] |
| Analyse Magic (Magical Form: Magianism)             | 13    | def+3          | [ 0 ] |
| Check Thaumic Flux (Magical Form: Magianism)        | 15    | def+3          | [ 0 ] |
| Cursing (Magical Form: Sortilege)                   | 13    | def+3          | [ 0 ] |
| Detect Magic (Magical Form: Magianism)              | 16    | def+3          | [ 0 ] |
| Dispel Magic (Magical Form: Magianism)              | 11    | def+3          | [ 0 ] |
| Hurled Curse (Magical Forms: Magianism & Sortilege) | 11    | def+3          | [ 0 ] |
| Magical Fortune-Telling (Magical Form: Sortilege)   | 14    | def+3          | [ 0 ] |
| Mechanical Failure (Magical Form: Sortilege)        | 14    | def+3          | [ 0 ] |
| Mystic Feedback (Magical Form: Magianism)           | 12    | def+3          | [ 0 ] |
| Nul Zone (Magical Form: Magianism)                  | 13    | def+3          | [ 0 ] |
| Octagram (Magical Form: Magianism)                  | 13    | def+3          | [ 0 ] |
| Scry Shield (Magical Form: Divination)              | 16    | def+3          | [ 0 ] |
| Scrying - Crystal Ball (Magical Form: Divination)   | 13    | def+3          | [ 0 ] |



Darnelle Slice

**HAND WEAPONS**

| Qty | Weapon | Damage  | Reach | Lvl(Pry)ST | Notes | Cost | Weight |
|-----|--------|---------|-------|------------|-------|------|--------|
|     | Bite   | 1d-3 cr | C     | 12 (No)    |       |      |        |
|     | Kick   | 1d-2 cr | C,1   | 10 (No)    |       |      |        |
|     | Punch  | 1d-3 cr | C     | 12 (9)     |       |      |        |

**RANGED WEAPONS**

| Qty | Weapon             | Damage   | Acc | Range      | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | No  | Cost | Weight |
|-----|--------------------|----------|-----|------------|-----|-------|-----|----|------|-----|----|-----|------|--------|
| 1   | Automatic Revolver | 2d-1 pi+ | 2   | 120 / 1300 | 3   | 6(3i) | 12  | 9  | -2   | 2   | 3  | [3] | 30   | 3      |

**SPEED/RANGE TABLE**

For complete table, see p. 550.

| Speed/<br>Range<br>Modifier | Linear<br>Measurement<br>(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   | Broomstick (Flight Capable - Move 18.) |          | 25   | 4      |
| 1   | Lockpicks                              |          | 2.5  | .1     |
| 1   | Ordinary Clothes                       |          | 0    | 2      |
| 1   | Personal Organiser (Dis-Organiser)     |          | 20   | 2      |
| 1   | Pouch                                  |          | 21.7 | 2.7    |
| 1   | Crystal Ball                           |          | 10   | 1      |
| 4   | Reloads for Revolver                   |          | 1.2  | 1.2    |
| 1   | Spare Cash                             |          | 10   | .5     |

**APPEARANCE****POINTS SUMMARY**

|  |   |     |   |
|--|---|-----|---|
| Attributes/Secondary Characteristics               | [ | 115 | ] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [ | 39  | ] |
| Disadvantages/Quirks                               | [ | -33 | ] |
| Skills/Standardised Spells                         | [ | 29  | ] |
| Other  | [ |     | ] |