

Name Hitotsu - Ninja Middle Manager Player
 Ht Wt Size Modifier 0 Age

Point Total 175
 Unspent Points 0

Notes Identified as a potential team leader, and hence reassigned to management in due course. Something of an idealist civil servant; wants to *serve* society.

| | | | | | |
|-----------|----|--------|-------------|----|-------|
| ST | 10 | [0] | HP | 10 | [0] |
| DX | 13 | [60] | Will | 12 | [0] |
| IQ | 12 | [40] | Per | 12 | [0] |
| HT | 11 | [10] | FP | 11 | [0] |

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

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

| ADVANTAGES AND PERKS | |
|--|---------|
| Administrative Rank 2 | [10] |
| Charisma 1 | [5] |
| Combat Reflexes | [15] |
| Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2 | [10] |
| Patrons (The Department of Despicable Necessities) (6 or less) | [8] |
| Unfazeable | [15] |
| DISADVANTAGES AND QUIRKS | |
| Duty (Government Ninja) (12 or less (quite often)) | [-10] |
| Low Pain Threshold | [-10] |
| Sense of Duty (All Agateans) (Entire Race) | [-15] |
| Always obeys administrative regulations. | [-1] |
| Chauvinistic | [-1] |
| Collects Captain Carrot fanfic | [-1] |

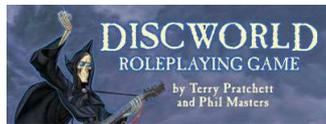
| | | | |
|-----------|-----|---------|-----|
| MP | [] | Magery: | [] |
| | [] | Staff: | [] |

| Languages | Spoken | Written |
|---------------------------|------------|------------------|
| Agatean (Native Language) | (Native) | () [0] |
| Morporkian | (Accented) | (Accented) [4] |

| | | |
|-----------|-------------------------------|-------|
| DR | TL: 4 | [0] |
| 1 | Cultural Familiarities | |
| | Agatean (Native) | [0] |
| | Sto Plains/Uberwald | [1] |

| | |
|--------------|--|
| PARRY | Reaction Modifiers |
| 10 | Appearance: |
| DX | Status: +0 |
| BLOCK | Other: +1; Includes: +1 from 'Charisma' |
| 8 | Conditional: +2 from 'Sense of Duty (All Agateans)' when in dangerous situations if Sense of Duty is known, -1 from 'Low Pain Threshold' when from "macho" individuals |
| DX | |

| SKILLS | | |
|---|-------|----------------|
| Name | Level | Relative Level |
| Acrobatics | 11 | DX-2 [1] |
| Administration | 14 | IQ+2 [8] |
| Area Knowledge (Ankh-Morpork) | 12 | IQ+0 [1] |
| Climbing | 12 | DX-1 [1] |
| Escape | 11 | DX-2 [1] |
| Fast-Draw (Throwing Star) | 14 | DX+1 [1] |
| Includes: +1 from 'Combat Reflexes' | | |
| First Aid/TL4 (Human) | 14 | IQ+2 [4] |
| Conditional: +1 from 'First Aid Kit' | | |
| Flail | 12 | DX-1 [2] |
| Parry: 10 | | |
| Intelligence Analysis/TL4 | 12 | IQ+0 [4] |
| Leadership | 13 | IQ+1 [2] |
| Includes: +1 from 'Charisma' | | |
| Politics | 11 | IQ-1 [1] |
| Public Speaking | 12 | IQ+0 [1] |
| Includes: +1 from 'Charisma' | | |
| Riding (Equines) | 12 | DX-1 [1] |
| Savoir-Faire (High Society) | 12 | IQ+0 [1] |
| Conditional: +1 from 'Charisma' when making Influence rolls | | |
| Shortsword | 12 | DX-1 [1] |
| Parry: 10 | | |
| Stealth | 14 | DX+1 [4] |
| Thrown Weapon (Throwing Star) | 13 | DX+0 [1] |



Hitotsu - Ninja Middle Manager

| HAND WEAPONS | | | | | | | Cost | Weight |
|--------------|------------------|----------|-------|----------|----|-------|------|--------|
| Qty | Weapon | Damage | Reach | Lvl(Pry) | ST | Notes | | |
| 1 | Agatean Numknuts | 1d+1 cr | 1 | 12 (10U) | 7 | [6] | 20 | 2 |
| | Bite | 1d-3 cr | C | 13 (No) | | | | |
| | Kick | 1d-2 cr | C,1 | 11 (No) | | | | |
| | Punch | 1d-3 cr | C | 13 (10) | | | | |
| 1 | Shortsword | | | | | | 400 | 2 |
| | Swing | 1d cut | 1 | 12 (10) | 8 | | | |
| | Thrust | 1d-1 imp | 1 | 12 (10) | 8 | | | |
| 1 | Small Knife | | | | | | 30 | .5 |
| | Swing | 1d-3 cut | C,1 | 9 (7) | 5 | | | |
| | Thrust | 1d-3 imp | C | 9 (7) | 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 | 5 / 10 | 1 | T(1) | 9 | 5 | -1 | | 4 | 30 | .5 |
| 3 | Throwing Stars | 1d-3 cut | 1 | 5 / 10 | 1 | T(1) | 13 | 5 | 0 | | 4 | 9 | .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 | | | | Cost | Weight |
|---------------------|-------------------|----------|--|------|--------|
| Qty | Item | Location | | | |
| 1 | First Aid Kit | | | 50 | 2 |
| 1 | Ordinary Clothes | | | 120 | 2 |
| 1 | Very Light Armour | all | | 150 | 9 |

APPEARANCE

| POINTS SUMMARY | |
|--|---------|
| Attributes/Secondary Characteristics | [110] |
| Advantages/Perks/TL/Languages/ Cultural Familiarity | [68] |
| Disadvantages/Quirks | [-38] |
| Skills/Standardised Spells | [35] |
| Other | [] |