

Name Yotts - Ninja Press Spokesman Player

Point Total 175

Ht Wt Size Modifier 0 Age

Unspent Points 0

Notes Blue-haired, good-looking, status-conscious, impulsive, a bit smarmy but with a personal code...
Much more a press spokesperson than a ninja, surely.

ST	10	[0]	HP	10	CURRENT	[0]	MP	CURRENT		Magery:	[]
									Staff:	[]	
DX	13	[60]	Will	11		[0]		Languages		Spoken	Written
									Agatean (Native Language)	(Native)	()
IQ	11	[20]	Per	11		[0]		Morporkian		(Accented)	(Accented [4]
HT	11	[10]	FP	11	CURRENT	[0]	DR	1	TL: 4		[0]
										Cultural Familiarities	
									Agatean (Native)		[0]
									beTrobi Islands Native		[1]
									Sto Plains/Uberwald		[1]

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

PARRY	Reaction Modifiers	
10	Appearance: +3/+3	
DX	Unappealing Includes: +3 from 'Appearance'	
BLOCK	Appealing Includes: +3 from 'Appearance'	
8	Status: +0	
DX	Other: +0	

ADVANTAGES AND PERKS

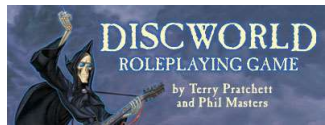
Administrative Rank 1	[5]
Appearance (Handsome) (Androgynous)	[12]
Combat Reflexes	[15]
Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2	[10]
Patrons (The Department of Despicable Necessities) (6 or less)	[8]

DISADVANTAGES AND QUIRKS

Code of Honor (Pirate's)	[-5]
Duty (Government Ninja) (12 or less (quite often))	[-10]
Impulsiveness (12 or less)	[-10]
Selfish (15 or less)	[-2]
Distinctive Feature (Brilliant Blue Hair)	[-1]
Lecherous towards potential partners with weird physical features.	[-1]
Likes Attention	[-1]

SKILLS

Name	Level	Relative Level
Acrobatics	12	DX-1 [2]
Acting	12	IQ+1 [4]
Climbing	12	DX-1 [1]
Current Affairs/TL4 (Headline News)	13	IQ+2 [4]
Diplomacy	12	IQ+1 [8]
Escape	11	DX-2 [1]
Fast-Draw (Throwing Star)	14	DX+1 [1]
Includes: +1 from 'Combat Reflexes'		
Fast-Talk	14	IQ+3 [12]
Filch	13	DX+0 [2]
Flail	12	DX-1 [2]
Parry: 10		
Holdout	11	IQ+0 [2]
Interrogation	12	IQ+1 [4]
Knife	13	DX+0 [1]
Parry: 9		
Propaganda/TL4	11	IQ+0 [2]
Public Speaking	12	IQ+1 [4]
Riding (Equines)	12	DX-1 [1]
Savoir-Faire (High Society)	12	IQ+1 [2]
Shortsword	12	DX-1 [1]
Parry: 10		
Stealth	14	DX+1 [4]
Thrown Weapon (Throwing Star)	13	DX+0 [1]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
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	13 (9)	5			
	Thrust	1d-3 imp	C	13 (9)	5	[1]		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	9	5	-1		4		30	.5
5	Throwing Stars	1d-3 cut	1	5 / 10	1	T(1)	13	5	0		4		15	.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	Ordinary Clothes		120	2
1	Very Light Armour	all	150	9

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[90]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[56]
Disadvantages/Quirks	[-30]
Skills/Standardised Spells	[59]
Other	[]