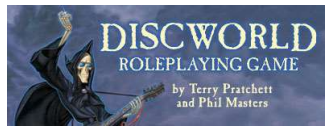


Player

Size Modifier 0 Age

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.

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

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	9 (7)	5			
	Thrust	1d-3 imp	C	9 (7)	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
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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Character Assistant.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
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	[]