

Name Professor Bruce

Player

Point Total 125

Ht 5'9"

Wt 125 lbs.

Size Modifier 0

Age 32

Unspent Points 0

Notes *The brash and weirdly-dressed Professor of Mixology is a long way from home, but knowing how to mix a drink is always respected.*

ST	9	[-10]	HP	9	CURRENT	[0]	MP	5	CURRENT	Magery (Wizardry) 2	[20]			
								Staff: 15		Staff:	[]			
DX	10	[0]	Will	12		[-5]	Languages					Spoken	Written	
							Morporkian (Native Language)	(Native)	(Native)	[0]				
IQ	13	[60]	Per	13		[0]	NoThingFjorder					(Accented)	(Native)	[5]
							Uberwaldian	(Accented)	(Native)	[5]				
HT	12	[20]	FP	12	CURRENT	[0]	DR		TL: 4	[0]				
							0	Cultural Familiarities						
							Sto Plains/Uberwald (Native)							[0]

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
BASIC SPEED 5.5 [0] 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

Lightning Calculator	[2]
Magery 0 (Wizardry)	[5]
Status (+1)	[5]

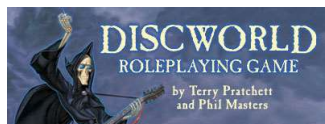
DISADVANTAGES AND QUIRKS

Compulsive Carousing (12 or less)	[-5]
Laziness	[-10]
Social Stigma (Overdressed Foreigner) -2	[-10]
Brash and outgoing	[-1]
Imaginative	[-1]

PARRY	10	Reaction Modifiers Appearance: Status: +1; <i>Includes:</i> +1 from 'Status' Other: +0 Conditional: -2 from 'Social Stigma (Overdressed Foreigner)', +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)	
	Staff		
BLOCK	6		
	DX		

SKILLS

Name	Level	Relative Level
Alchemy/TL4	11	IQ-2 [2]
Area Knowledge (Widdershins Roads)	13	IQ+0 [1]
Carousing	12	HT+0 [1]
Magic (Wizardry)	15	IQ+2 [8]
Includes: +2 from 'Magery (Wizardry)'		
Magical Form (Physiomancy)	15	IQ+2 [8]
Includes: +2 from 'Magery (Wizardry)'		
Magical Form (Sortilege)	15	IQ+2 [8]
Includes: +2 from 'Magery (Wizardry)'		
Professional Skill (Bartender)	12	IQ-1 [1]
Research/TL4	13	IQ+0 [2]
Riding (Equines)	11	DX+1 [4]
Sports (Darts)	9	DX-1 [1]
Staff	11	DX+1 [4]
Parry: 10		
Thaumatology	14	IQ+1 [4]
Includes: +2 from 'Magery (Wizardry)'		
Weather Sense	12	IQ-1 [1]



Professor Bruce

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	10 (No)			
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			
1	Quarterstaff					10	4
	Staff swing	1d+1 cr	1,2	11 (10) 7†			
	Staff thrust	1d cr	1,2	11 (10) 7†			
	Sword swing	1d+1 cr	1,2	5 (5) 9†			
	Sword thrust	1d-1 cr	2	5 (5) 9†			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight

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	Basic Iconograph		60	1
1	Ordinary Clothes		240	2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[65]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[42]
Disadvantages/Quirks	[-27]
Skills/Standardised Spells	[45]
Other	[]