



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.*

<b>ST</b>	9	[-10]	<b>HP</b>	9	[ 0 ]
<b>DX</b>	10	[ 0 ]	<b>Will</b>	12	[-5]
<b>IQ</b>	13	[ 60 ]	<b>Per</b>	13	[ 0 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	[ 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]

<b>MP</b>	5	[ 20 ]
Staff:	15	[ 5 ]

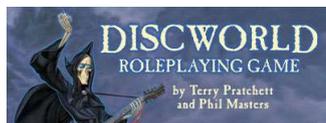
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [ 0 ]
NoThingFjorder	(Accented)	(Native) [ 5 ]
Uberwaldian	(Accented)	(Native) [ 5 ]

<b>DR</b>	0	<b>TL:</b> 4 [ 0 ]
		<b>Cultural Familiarities</b> Sto Plains/Uberwald (Native) [ 0 ]

<b>PARRY</b>	10	<b>Reaction Modifiers</b>
Staff		<b>Appearance:</b> <b>Status:</b> +1; <i>Includes:</i> +1 from 'Status'
<b>BLOCK</b>	6	<b>Other:</b> +0
DX		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)

**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 ]
Magical Form (Physiomancy)	15	IQ+2 [ 8 ]
Magical Form (Sortilege)	15	IQ+2 [ 8 ]
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 ]
Weather Sense	12	IQ-1 [ 1 ]



Professor Bruce

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)		10	4
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			
1	Quarterstaff						
	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													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		

**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	[ ]