



Name: Bruce Podrington  
 Race: Human  
 Appearance: Burly, sandy-haired, amiable, Fourecksian.

Player:  
 Ht: 6'3" Wt: 175 lbs. Age: 21

Spent: 50  
 Unspent: 0

### CHARACTER SHEET

ST	12	[ 20 ]	HP	12	[ 0 ]	Basic Speed	5.5	[ 0 ]
DX	11	[ 20 ]	Will	11	[ 5 ]	Basic Move	5	[ 0 ]
IQ	10	[ 0 ]	Per	10	[ 0 ]	BL	29 lb	(STxST)/5
HT	11	[ 10 ]	FP	11	[ 0 ]	Thr	1d-1	Sw 1d+2
TL	4	[ 0 ]	SM	+0				

Vision	10	Taste/Smell	10	Death Check	11
Hearing	10	Fright Check	13*	Broad Jump	2.33 yd
Touch	10	Consciousness	11	High Jump	1.67 ft

\* Includes: +2 from 'Fearlessness'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
█	█	█	█	█	█
█	█	█	█	█	█
█	█	█	█	█	█

FP	0 FP
█	█
█	█
█	█

} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

#### LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

\* Takes 2 seconds to complete † Double with a running start  
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

#### ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY		BLOCK		DODGE		OTHER			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	0	0	—	—
Neck	0	0	—	—	Arms	0	0	7	—
Skull	2	0	—	—	Hands	0	0	5	—
Face	0	0	—	—	Legs	0	0	7	—
Torso	0	0	—	—	Feet	0	0	5	—

#### REACTION MODIFIERS

Appearance: +0
Status: -1*
* Includes: -1 from 'Status'
Other: +0†
† Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

#### CULTURAL FAMILIARITIES

Name	Pts
Sto Plains/Uberwald (Native)	[ 0 ]

#### LANGUAGES

Name	Spoken	Written	Pts
Morporkian (Native)	Native	Native	[ 0 ]

#### ADVANTAGES

Name	Pts
Fearlessness 2	[ 4 ]

#### PERKS

Name	Pts
Heat Resistance (You can remain fully active in Hot conditions without penalty, and treat Very Hot temperatures as most people treat Hot.)	[ 1 ]
Improvised Weapons (Brawling)	[ 1 ]



#### DISADVANTAGES

Name	Pts
Overconfidence (12 or less)	[ -5 ]
Status -1	[ -5 ]
Truthfulness (12 or less)	[ -5 ]
Wealth (Struggling)	[ -10 ]

#### QUIRKS

Name	Pts
Autocondimentor	[ -1 ]
Code of Honor (Always be polite to the opposite sex)	[ -1 ]
Likes Wine	[ -1 ]

#### SKILLS

Name	Level	Relative	Pts
Axe/Mace	10	DX-1	[ 1 ]
Parry: 8			
Brawling	12	DX+1	[ 2 ]
Parry: 9			
Carousing	13	HT+2	[ 4 ]
First Aid/TL4 (Human)	10*	IQ+0	[ 1 ]
Hiking	12	HT+1	[ 4 ]
Knot-Tying	11	DX+0	[ 1 ]
Professional Skill (Bartender)	10	IQ+0	[ 2 ]
Scrounging	11	Per+1	[ 2 ]

\* Conditional: +1 from 'First Aid Kit (Gives +1 to First Aid skill)'

#### POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[ 55 ]
Advantages, Perks	[ 6 ]
Disadvantages, Quirks	[ -28 ]
Skills, Techniques	[ 17 ]
<b>Total Points Spent:</b>	<b>50</b>
<b>Unspent Points:</b>	<b>0</b>

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Blackjack/Improvised Blunt Instrument	12	9	1d-1 cr	C	7	4	
Brawling: Punch	12	9	1d-2 cr	C	—	—	
Brawling: Bite	12	—	1d-2 cr	C	—	—	
Brawling: Kick	10	—	1d-1 cr	C,1	—	—	
Small Knife: Swing	7	5	1d-1 cut	C,1	5	4	
Small Knife: Thrust	7	5	1d-2 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Small Knife	7	1d-2 imp	—	6 yd / 12 yd	1	T(1)	5	-1	—	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Basic Suit of Clothes (Starting characters receive these for free)	0	2 lb
1	Blackjack/Improvised Blunt Instrument <small>Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST:7 Skill:Brawling, DX</small>	0	1 lb
1	Bottle of Barely Semi-Adequate Wine	5	2 lb
1	First Aid Kit (Gives +1 to First Aid skill) <small>Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.</small>	50	2 lb
1	Ready Cash: AM\$5.50	110	1 lb
1	Rope, 3/8", 10 yards	5	1.5 lb
1	Small Knife <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]</small>	30	8 oz

#### NOTES

You were born in Fourecks - best bloody place on the Disc to be born, obviously - and you grew up like a proper Fourecksian, able to handle any bloody thing that came your way, polite to womenfolk, straight-talking to everyone, and with a taste for the good things - good food (though nobody ever puts enough bloody salt, pepper, or ketchup on anything) and good wine (like gets made in bits of Fourecks). No, not all blokes from your part of the Disc are beer-drinkers; so what?

But a couple of years back, you got a yen to see the rest of the Disc before you settled down. Nowhere could be as bloody good as home, obviously, but you ought to go walkabout and see for yourself, you reckoned. So you hopped on a ship to Genua, then chipped in with a few other blokes who were buying a cart, and ... well, you've ended up in Ankh-Morpork for now. Place is a bit bloody chilly and the smell could strip bloody paint, but it's an interesting town.

You've been paying your way by tending bars and doing whatever work as was going, but now, truth is, you're a bit low on funds (and people treat you as a bit of a scruff or a larrikin, just because you look like one). But no worries. Something's bound to come up.