



Name: Brother Pobjob

Race: Human

Appearance: Old before his time, hunchbacked, and always dressed and made up as a clown.

Player:

Ht: 5'7"

Wt: 150 lbs. Age: 28

Spent: 50

Unspent: 0

## CHARACTER SHEET

ST	10	[ 0 ]	HP	10	[ 0 ]	Basic Speed	5.25	[ 0 ]
DX	11	[ 20 ]	Will	10	[ 0 ]	Basic Move	6	[ 5 ]
IQ	10	[ 0 ]	Per	12	[ 10 ]	BL	20 lb	(STxST)/5
HT	10	[ 0 ]	FP	10	[ 0 ]	Thr	1d-2	Sw 1d
TL	4	[ 0 ]	SM	+0				

Vision	12	Taste/Smell	12	Death Check	10
Hearing	12	Fright Check	10	Broad Jump	3 yd
Touch	12	Consciousness	10	High Jump	2.17 ft

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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FP	0 FP
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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	40 lb	160 lb	240 lb	300 lb	1000 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	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY		PARRY		BLOCK		DODGE		OTHER	
8		8		6		8			
DX		DX		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	_____	Groin	0	0	—	_____
Neck	0	0	—	_____	Arms	0	0	6	_____
Skull	2	0	—	_____	Hands	0	0	4	_____
Face	0	0	—	_____	Legs	0	0	6	_____
Torso	0	0	—	_____	Feet	0	0	4	_____

## REACTION MODIFIERS

Appearance: +0

Status: +0

Other: -1\*

\* Includes: -1 from 'Hunchback'; Conditional: +3 from 'Pitiable' when you appear to be in a position of helplessness, weakness, or need, -2 from 'Odious Personal Habit (Witless witticisms, calling people "nuncle," abuse of custard, etc.)' when people notice your problem

## CULTURAL FAMILIARITIES

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

## LANGUAGES

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

## ADVANTAGES

Name	Pts
Pitiable	[ 5 ]

## PERKS

Name	Pts
Controllable Disadvantage (Disturbing Voice - High-Pitched Gabble)	[ 1 ]

## DISADVANTAGES

Name	Pts
Hunchback	[ -10 ]
Odious Personal Habit (Witless witticisms, calling people "nuncle," abuse of custard, etc.) -2	[ -10 ]



## DISADVANTAGES (continued)

Name	Pts
Pacifism (Reluctant Killer)	[ -5 ]
Post-Combat Shakes (12 or less)	[ -5 ]

## QUIRKS

Name	Pts
Can't see a bucket or a ladder without going into a standard routine	[ -1 ]
Keeps a very secret notebook of ORIGINAL humour	[ -1 ]
Regards a clown's make-up as his real face	[ -1 ]
Takes his hat off and bows LOW on meeting anyone	[ -1 ]

## SKILLS

Name	Level	Relative	Pts
Acrobatics	12	DX+1	[ 8 ]
Bicycling (Unicycle)	12	DX+1	[ 2 ]
Climbing	11	DX+0	[ 2 ]
Dancing	10	DX-1	[ 1 ]
Fast-Talk	11	IQ+1	[ 4 ]
Fool's Lore	14	IQ+4	[ 16 ]
Gesture	11	IQ+1	[ 2 ]
Hobby Skill (Juggling)	12	DX+1	[ 2 ]
Observation	11	Per-1	[ 1 ]
Performance	10	IQ+0	[ 2 ]
Savoir-Faire (Servant)	10	IQ+0	[ 1 ]
Stealth	11	DX+0	[ 2 ]

## POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[ 35 ]
Advantages, Perks	[ 6 ]
Disadvantages, Quirks	[ -34 ]
Skills, Techniques	[ 43 ]
Total Points Spent:	50
Unspent Points:	0

Name	MELEE ATTACKS			Damage	Reach	ST	LC	Notes
	Skill	Parry						
Bite	11	—		1d-3 cr	C	—	—	
Kick	9	—		1d-2 cr	C,1	—	—	
Punch	11	8		1d-3 cr	C	—	—	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Basic Suit of Clothes (Starting characters receive these for free)	0	2 lb
1	Clockwork Pocket-Watch	50	4 oz
1	Notebook	8	8 oz
1	Pencil	2	—
1	Spare Cash: AM\$7	140	1 lb
1	Unicycle	200	15 lb

LOAD-OUTS			
Qty	Standard Load	Cost	Weight
1	Basic Suit of Clothes (Starting characters receive these for free)	0	2 lb
1	Clockwork Pocket-Watch	50	4 oz
1	Notebook	8	8 oz
1	Pencil	2	—
1	Spare Cash: AM\$7	140	1 lb
Totals:		200	3.75 lb

NOTES	
<p>You're a victim of circumstance and your birth. You were <i>born</i> into showbusiness, which might not be so bad, except that the branch into which you were born happened to be <i>clowning</i>. The men of your family have almost all been paid-up members of the Fool's Guild for decades, and you couldn't escape your fate. The congenital hunchback doesn't help.</p> <p>So you enrolled at the Guild School, and ground your way through countless cold, miserable years, picking up the rudiments of classical physical comedy. You're fairly competent at falling over, unicycling, and juggling, and you know the Book of Approved Jests and Japes backwards. Actually, some people would say it's been a little too well drilled into you.</p> <p>(You might even agree, although you can't break those habits easily. You're a bit of a rebel at heart. Shamefully, you have a notebook stuffed under the thin mattress in your room which contains a few jokes of <i>your own invention</i>. You just hope that no one ever discovers this loathsome habit.)</p> <p>Anyway, after graduating from the school, you landed a semi-regular gig doing interval entertainments at the Dysk Theatre, and that and some children's parties bring you an adequate income. Some day, you might even think about moving out of this grotty boarding-house.</p>	