

Name Hagrid Bloomberg      Player      Point Total 150  
 Ht 4'6"      Wt 100 lbs.      Size Modifier -1      Age 33      Unspent Points 0  
 Notes A fairly modern dwarf who has sublimated the old dwarfish love of gold to empower a career as a financial journalist with the *Times*.

<b>ST</b>	11	[ 0 ]	<b>HP</b>	13	[ 0 ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	13	[ 0 ]
<b>IQ</b>	13	[ 60 ]	<b>Per</b>	13	[ 0 ]
<b>HT</b>	11	[ 0 ]	<b>FP</b>	11	[ 0 ]

BASIC LIFT 39      DAMAGE Thr 1d-1      Sw 1d+1  
 BASIC SPEED 5.5 [ 0 ]      BASIC MOVE 5 [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <b>39</b>	BM x 1 <b>5</b>	Dodge <b>8</b>
Light (1) = 2 x BL      78	BM x 0.8      4	Dodge - 1      7
Medium (2) = 3 x BL      117	BM x 0.6      3	Dodge - 2      6
Heavy (3) = 6 x BL      234	BM x 0.4      2	Dodge - 3      5
X-Heavy (4) = 10 x BL      390	BM x 0.2      1	Dodge - 4      4

**ADVANTAGES AND PERKS**

Average Wealth, "Settled" lifestyle (80% of wealth is tied up in home, etc.)	[ 0 ]
Charisma 1	[ 5 ]
Dwarf Racial Package	[ 41 ]
Extra ST 1 (Affects ST)	[ 10 ]
Extra HT 1 (Affects HT)	[ 10 ]
Reduced SM -1	[ 0 ]
Extra Hit Points 2 (Affects HP)	[ 4 ]
Lifting ST 3	[ 9 ]
Metalwork 1	[ 10 ]
Longevity	[ 1 ]
Cannot run long distances	[ -1 ]
Considers dwarf gender a very private matter	[ -1 ]
Insists on being paid in gold	[ -1 ]
Personality Change (Gains Bad Temper when drinking)	[ -1 ]
Touchy about height and beard	[ -1 ]
Axe/Mace	[ 2 ]
Serendipity 1	[ 15 ]

**DISADVANTAGES AND QUIRKS**

Alcoholism (Withdrawn)	[ -10 ]
Callous	[ -5 ]
Code of Honor (Professional)	[ -5 ]
Reputation (As a nuisance, among Ankh-Morpork merchants) -2 (All the time; Large class)	[ -5 ]
Horrible Hangovers	[ -1 ]
Imaginative	[ -1 ]

<b>MP</b>			Magery:	[   ]
			Staff:	[   ]

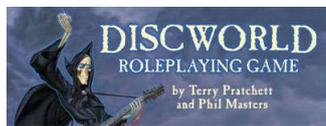
Languages	Spoken	Written
Dwarfish (Native Language)	(Native)	() [ 0 ]
Morporkian	(Native)	(Native) [ 6 ]

<b>DR</b>	<b>TL: 4</b>	[ 0 ]
<b>1</b>	<b>Cultural Familiarities</b>	
	Dwarfish (Native)	[ 0 ]
	Sto Plains/Uberwald	[ 1 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
<b>8</b>	<b>Appearance:</b>
<b>Axe/Mace</b>	<b>Status: +0</b>
<b>BLOCK</b>	<b>Other: +1; Includes: +1 from 'Charisma'</b>
<b>6</b>	Conditional: +1 from 'Metalwork' when observed by other skilled metalworkers, -2 from 'Reputation (As a nuisance, among Ankh-Morpork merchants)', -1 from 'Callous' when past victim, or has Empathy
<b>DX</b>	

**SKILLS**

Name	Level	Relative Level
Accounting	12	IQ-1 [ 2 ]
Acting	12	IQ-1 [ 1 ]
Area Knowledge (Ankh-Morpork)	13	IQ+0 [ 1 ]
Axe/Mace	11	DX+0 [ 2 ]
Carousing	12	HT+1 [ 2 ]
Criminology/TL4	12	IQ-1 [ 1 ]
Current Affairs/TL4 (Business)	14	IQ+1 [ 2 ]
Current Affairs/TL4 (Headline News)	13	IQ+0 [ 1 ]
Detect Lies	11	Per-2 [ 1 ]
Fast-Talk	13	IQ+0 [ 2 ]
Conditional: +1 from 'Charisma' when making Influence rolls		
Finance	12	IQ-1 [ 2 ]
History (Modern Financial)	11	IQ-2 [ 1 ]
Holdout	12	IQ-1 [ 1 ]
Observation	12	Per-1 [ 1 ]
Photography/TL4	14	IQ+1 [ 4 ]
Printing	12	IQ-1 [ 1 ]
Research/TL4	13	IQ+0 [ 2 ]
Riding (Equines)	10	DX-1 [ 1 ]
Streetwise	12	IQ-1 [ 1 ]
Conditional: +1 from 'Charisma' when making Influence rolls		
Writing	13	IQ+0 [ 2 ]



Hagrid Bloomberg

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
1	Axe						60	4
	1H	1d+3 cut	1	11 (8U)	11	[1]		
	Thrown	1d+3 cut	1	8 (7U)	10	[1]		
	Bite	1d-2 cr	C	11 (No)				
	Kick	1d-1 cr	C,1	9 (No)				
	Punch	1d-2 cr	C	11 (8)				
1	Small Knife						30	.5
	Swing	1d-2 cut	C, 1	7 (5)	5			
	Thrust	1d-2 imp	C	7 (5)	5	[1]		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
1	Small Knife	1d-2 imp	0	6 / 11	1	T(1)	7	5	-1	-	4		30	.5

**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	Ordinary Clothes		120	2
1	Photographic Equipment		140	2
1	Basic Iconograph		60	2
1	Iconograph Flash Fitting		10	0
15	Iconographic Supplies (per picture)		30	0
2	Salamanders		40	0
1	Pouch		10	0
1	Spare Cash		10	0
1	Very Light Armour	all	150	9

APPEARANCE

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 80 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 68 ]
Disadvantages/Quirks	[ -27 ]
Skills/Standardised Spells	[ 29 ]
Other	[ ]