

Name **Dr. Ross Parker-Pointer** Player **Point Total 150**
 Ht **6'2"** Wt **185 lbs.** Size Modifier **0** Age **29** Unspent Points **0**
 Notes **A bluff, hearty ex-public school chap with enough brains to qualify as a doctor and enough patriotism to serve the city voluntarily.**

ST	12	[20]	HP	12	[0]
DX	11	[20]	Will	12	[0]
IQ	12	[40]	Per	10	[-10]
HT	12	[20]	FP	12	[0]

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6 [5] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 29	BM x 1 6	Dodge 10
Light (1) = 2 x BL 58	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 87	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 174	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 290	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS	
Appearance (Attractive)	[4]
Combat Reflexes	[15]
Fearlessness 2	[4]
Healer 1	[10]
High Pain Threshold	[10]
Resistant (Disease) (Occasional) (+3)	[3]
Status (+1)	[5]
Wealth (Comfortable)	[10]
Alcohol Tolerance	[1]
DISADVANTAGES AND QUIRKS	
Code of Honour (Gentleman's)	[-10]
Compulsive Carousing (12 or less)	[-5]
Duty (Agent of Ankh-Morpork) (12 or less (quite often))	[-10]
Easy to Read	[-10]
Impulsiveness (12 or less)	[-10]
Odious Personal Habit (Loudly Hearty) -1	[-5]
Minimal Medical Ethics (Won't Abuse Medical Skills or Equipment)	[-1]

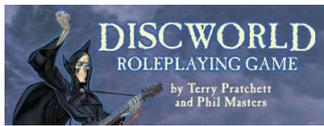
MP			Magery:	[]
			Staff:	[]

Languages	Spoken	Written
Latatian	(Broken)	(Broken) [2]
Morporkian (Native Language)	(Native)	(Native) [0]

DR	TL: 5 [0]
1	Cultural Familiarities Sto Plains/Uberwald (Native) [0]

PARRY	Reaction Modifiers
9	Appearance: +1/+1 <i>Unappealing Includes: +1 from 'Appearance'</i> <i>Appealing Includes: +1 from 'Appearance'</i> Status: +1; Includes: +1 from 'Status'
DX	Other: +0
BLOCK	Conditional: +1 from 'Healer' when dealing with patients (NOT doctors), -2 from 'Impulsiveness' when from sensible people, when impulsiveness is observed, -1 from 'Compulsive Carousing' when from people who disapprove, -1 from 'Odious Personal Habit (Loudly Hearty)' when people notice your problem
7	
DX	

SKILLS		
Name	Level	Relative Level
Boating/TL(5+1) (Unpowered)	10	DX-1 [1]
Boxing	12	DX+1 [4]
Parry: 10		
Carousing	13	HT+1 [2]
Detect Lies	8	Per-2 [1]
Diagnosis/TL(5+1) (Human)	13	IQ+1 [4]
Includes: +1 from 'Healer'		
Driving (Steam Car)	10	DX-1 [1]
Games (Hugglestones Football)	12	IQ+0 [1]
Games (Marquis of Fantailier)	12	IQ+0 [1]
Boxing Rules)		
Guns/TL(5+1) (Pistol)	12	DX+1 [2]
Leadership	11	IQ-1 [1]
Physician/TL(5+1) (Human)	14	IQ+2 [8]
Includes: +1 from 'Healer'		
Psychology (Human)	11	IQ-1 [1]
Includes: +1 from 'Healer'		
Riding (Equines)	10	DX-1 [1]
Running	12	HT+0 [2]
Savoir-Faire (High Society)	13	IQ+1 [2]
Shouting at Foreigners	12	IQ+0 [1]
Sports (Hugglestones Football)	12	DX+1 [4]
Surgery/TL(5+1) (Human)	11	IQ-1 [2]
Includes: +1 from 'Healer'		
Throwing	10	DX-1 [1]
Veterinary/TL(5+1)	11	IQ-1 [1]
Includes: +1 from 'Healer'		
Wrestling	10	DX-1 [1]
Parry: 9		



Dr. Ross Parker-Pointer

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-2 cr	C	11 (No)			
	Boxing	1d-1 cr	C	12 (10)			
	Kick	1d-1 cr	C,1	9 (No)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Automatic Revolver	2d-1 pi+	2	120 / 1300	3	6(3i)	12	9	-2	2	3	[3]	30	3

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	First Aid Kit		2.5	2
1	Ordinary Clothes		0	2
1	Pouch		159.3	2.8
6	Reloads for Revolver		1.8	1.8
1	Spare Cash		157	1
1	Very Light Armour	full suit, skull	7.5	9

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[95]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[64]
Disadvantages/Quirks	[-51]
Skills/Standardised Spells	[42]
Other	[]