

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.

|           |    |        |             |    |         |         |
|-----------|----|--------|-------------|----|---------|---------|
| <b>ST</b> | 12 | [ 20 ] | <b>HP</b>   | 12 | CURRENT | [ 0 ]   |
| <b>DX</b> | 11 | [ 20 ] | <b>Will</b> | 12 |         | [ 0 ]   |
| <b>IQ</b> | 12 | [ 40 ] | <b>Per</b>  | 10 |         | [ -10 ] |
| <b>HT</b> | 12 | [ 20 ] | <b>FP</b>   | 12 | CURRENT | [ 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 ]  |

|           |         |  |         |     |
|-----------|---------|--|---------|-----|
| <b>MP</b> | CURRENT |  | Magery: | [ ] |
|           |         |  | Staff:  | [ ] |

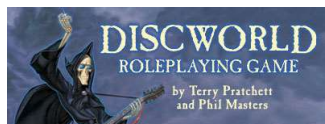
| Languages                    | Spoken   | Written        |
|------------------------------|----------|----------------|
| Latatian                     | (Broken) | (Broken) [ 2 ] |
| Morporkian (Native Language) | (Native) | (Native) [ 0 ] |

|           |                               |       |
|-----------|-------------------------------|-------|
| <b>DR</b> | <b>TL: 5</b>                  | [ 0 ] |
| <b>1</b>  | <b>Cultural Familiarities</b> |       |
|           | Sto Plains/Uberwald (Native)  | [ 0 ] |

|              |  |
|--------------|--|
| <b>PARRY</b> | <b>Reaction Modifiers</b>  |
| <b>9</b>     | <b>Appearance: +1/+1</b>   |
|              | <i>Unappealing Includes: +1 from 'Appearance'</i>  |
|              | <i>Appealing Includes: +1 from 'Appearance'</i>  |
|              | <b>Status: +1; Includes: +1 from 'Status'</b>  |
| <b>DX</b>    | <b>Other: +0</b>   |
| <b>BLOCK</b> | 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 |
| <b>7</b>     |  |
| <b>DX</b>    |  |

**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 Boxing Rules) | 12    | IQ+0 [ 1 ]     |
| 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/<br>Range<br>Modifier | Linear<br>Measurement<br>(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/<br>Cultural Familiarity | [ | 64  | ] |
| Disadvantages/Quirks                                   | [ | -51 | ] |
| Skills/Standardised Spells                             | [ | 42  | ] |
| Other  | [ |     | ] |