

Name Professor Armistead Player Point Total 125
 Ht 5'6" Wt 180 lbs. Size Modifier 0 Age 30 Unspent Points 0
 Notes *The Professor of Goblinology is torn between laziness and curiosity. A new field with very few other specialists looks like a good compromise.*

ST	9	[-10]	HP	9	[0]
DX	10	[0]	Will	14	[5]
IQ	13	[60]	Per	14	[5]
HT	11	[10]	FP	11	[0]

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 5	Dodge 8
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 4

ADVANTAGES AND PERKS

Magery 0 (Wizardry)	[5]
Status (+1)	[5]
Wealth (Comfortable)	[10]

DISADVANTAGES AND QUIRKS

Clueless	[-10]
Curious (12 or less)	[-5]
Laziness	[-10]
Obsession (Get in on the ground floor with Goblinology) (Short-Term Goal) (12 or less)	[-5]
Overweight	[-1]

MP	5	[20]
Staff:	15	[]

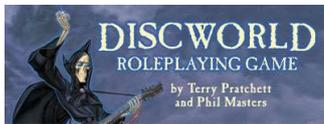
Languages	Spoken	Written
Dwarfish		(Semi-Lite [1])
Goblin		(Semi-Lite [1])
Morporkian (Native Language)	(Native)	(Native) [0]

DR	TL: 4	[0]
0	Cultural Familiarities	
	Sto Plains/Uberwald (Native)	[0]

PARRY	Reaction Modifiers
8	Appearance:
DX	Status: +1; <i>Includes:</i> +1 from 'Status'
BLOCK	Other: -2; <i>Includes:</i> -2 from 'Clueless'
6	
DX	

SKILLS

Name	Level	Relative Level
Alchemy/TL4	11	IQ-2 [2]
Hidden Lore (Goblin Secrets)	12	IQ-1 [1]
Intimidation	15	Will+1 [4]
Magery (Wizardry)	15	IQ+2 [8]
<i>Includes: +2 from 'Magery (Wizardry)'</i>		
Magical Form (Necromancy)	15	IQ+2 [8]
<i>Includes: +2 from 'Magery (Wizardry)'</i>		
Magical Form (Physiomancy)	15	IQ+2 [8]
<i>Includes: +2 from 'Magery (Wizardry)'</i>		
Naturalist (Disc)	13	IQ+0 [4]
Occultism	12	IQ-1 [1]
Research/TL4	13	IQ+0 [2]
Riding (Equines)	9	DX-1 [1]
Shouting at Foreigners	13	IQ+0 [1]
Thaumatology	14	IQ+1 [4]
<i>Includes: +2 from 'Magery (Wizardry)'</i>		



Professor Armistead

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	10	(No)			
	Kick	1d-2 cr	C,1	8	(No)			
	Punch	1d-3 cr	C	10	(8)			
1	Quarterstaff						10	4
	Staff swing	1d+1 cr	1,2	5	(7) 7†			
	Staff thrust	1d cr	1,2	5	(7) 7†			
	Sword swing	1d+1 cr	1,2	5	(5) 9†			
	Sword thrust	1d-1 cr	2	5	(5) 9†			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight

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		240	2
1	Pocket Watch		50	.5
1	Scribe's Kit		50	2

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[70]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[42]
Disadvantages/Quirks	[-31]
Skills/Standardised Spells	[44]
Other	[]