DISCWORLD
ROLEPLAYING GAME
by Terry Pratchett and Phil Masters

Name Professor Opallescu   Player   Point Total 125
Ht 5'8"   Wt 130 lbs.   Size Modifier 0   Age 38   Unspent Points 0
Notes *An adept in academic politics, who has used this to acquire the Professorship in Cabbages.*

						CURRENT		

ST 9 [-10]   **HP** 9 [0]   **MP** 5 Staff: 16

Magery (Wizardry) 3 [30]
Staff: [ ]

DX 10 [0]   **Will** 13 [0]

Languages | **Spoken** | **Written**
Morporkian (Native Language) | (Native) | (Native) [0]

IQ 13 [60]   **Per** 13 [0]

HT 10 [0]   **FP** 10 [0]

DR 0

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

BASIC LIFT 16   DAMAGE Thr 1d-2   Sw 1d-1
BASIC SPEED 5 [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

PARRY 8 DX
BLOCK 6 DX

Reaction Modifiers
Appearance:
Status: +2; *Includes:* +2 from 'Status'
Other: +0
Conditional: -1 from 'Low Pain Threshold' when from "macho" individuals

ADVANTAGES AND PERKS

Magery 0 (Wizardry)	[5]
Status (+2)	[10]
Tenure (Professorship)	[5]
Wealth (Comfortable)	[10]
Good with Wizards	[1]
Secret Name	[1]

DISADVANTAGES AND QUIRKS

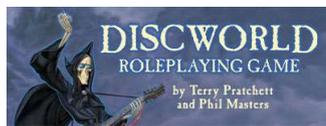|	
Addiction (Tobacco) (Cheap) (Highly addictive; Legal)	[-5]
Bad Sight (Nearsighted) (Glasses)	[-10]
Low Pain Threshold	[-10]
Skinny	[-5]
Careful	[-1]

SKILLS

Name	Level	Relative Level	
Administration	14	IQ+1	[4]
Alchemy/TL4	11	IQ-2	[2]
Carousing	12	HT+2	[4]
History (Modern Magic)	11	IQ-2	[1]
Innate Attack (Projectile)	10	DX+0	[1]

Parry: 8
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties

Intimidation	12	Will-1	[1]
Magic (Wizardry)	16	IQ+3	[8]

Includes: +3 from 'Magery (Wizardry)'

Magical Form (Divination)	16	IQ+3	[8]

Includes: +3 from 'Magery (Wizardry)'

Magical Form (Elementalism)	16	IQ+3	[8]

Includes: +3 from 'Magery (Wizardry)'

Research/TL4	13	IQ+0	[2]
Sports (Darts)	9	DX-1	[1]
Thaumatology	15	IQ+2	[4]

Includes: +3 from 'Magery (Wizardry)'

DISCWORLD
ROLEPLAYING GAME
by Terry Pratchett
and Phil Masters

Professor Opallescu

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	Notes	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.

ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Matches		4	.01
1	Ordinary Clothes		600	2
1	Personal Dis-Organiser		400	1

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[	50]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	62]
Disadvantages/Quirks	[	-31]
Skills/Standardised Spells	[	44]
Other	[	]