

Name Joachim Swann Player Point Total 125
 Ht 5'9" Wt 135 lbs. Size Modifier 0 Age 38 Unspent Points 0
 Notes *Lecturer in Cabbages. Focussed and status-conscious (and convinced he should have that Professorship), and so works on his social skills.*

ST	9	[-10]	HP	9	CURRENT	[0]
DX	10	[0]	Will	14		[0]
IQ	14	[80]	Per	14		[0]
HT	10	[0]	FP	10	CURRENT	[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

ADVANTAGES AND PERKS	
Eidetic Memory	[5]
Magery 0 (Wizardry)	[5]
Single-Minded	[5]
Status (+1)	[5]
Hyper-Specialisation (Thaumatology: Brassica leaf structure variations under conditions of thaumic variation)	[1]

DISADVANTAGES AND QUIRKS	
Clueless	[-10]
Cowardice (12 or less)	[-10]
Phobia (Octophobia) (12 or less)	[-5]
Truthfulness (12 or less)	[-5]
Believes that hbe should have the Professorship in Cabbages.	[-1]
Proud	[-1]

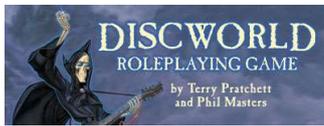
MP	5	CURRENT				
	Staff: 16				Magery (Wizardry) 2	[20]
					Staff:	[]

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

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

PARRY	8					
	DX					
BLOCK	6					
	DX					

SKILLS		
Name	Level	Relative Level
Alchemy/TL4	12	IQ-2 [2]
Area Knowledge (Sto Plains)	14	IQ+0 [1]
Carousing	11	HT+1 [2]
Fortune-Telling (Caroc)	15	IQ+1 [4]
Magic (Wizardry)	16	IQ+2 [8]
<small>Includes: +2 from 'Magery (Wizardry)'</small>		
Magical Form (Elementalism)	16	IQ+2 [8]
<small>Includes: +2 from 'Magery (Wizardry)'</small>		
Magical Form (Psychomancy)	16	IQ+2 [8]
<small>Includes: +2 from 'Magery (Wizardry)'</small>		
Physician/TL4 (Human)	12	IQ-2 [1]
Research/TL4	14	IQ+0 [2]
Riding (Equines)	9	DX-1 [1]
Savoir-Faire (High Society)	12	IQ-2 [4]
<small>Includes: -4 from 'Clueless'</small>		
Thaumatology	15	IQ+1 [4]
<small>Includes: +2 from 'Magery (Wizardry)'</small>		



Joachim Swann

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)		10	4
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			
1	Quarterstaff						
	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												Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		

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	Caroc Deck		100	.5
1	First Aid Kit		50	2
1	Ordinary Clothes		240	2

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[70]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[42]
Disadvantages/Quirks	[-32]
Skills/Standardised Spells	[45]
Other	[]