

Name **Oswestry Vestiment** Player **Point Total 125**  
 Ht **5'4"** Wt **145 lbs.** Size Modifier **0** Age **25** Unspent Points **0**  
 Notes *Non-teaching assistant in Miscellaneous Impedimenta - i.e. college academic dogsbody. Annoyingly functionally bright.*

<b>ST</b>	<b>9</b>	<b>[-10]</b>	<b>HP</b>	<b>9</b>	<small>CURRENT</small>	<b>[ 0 ]</b>
<b>DX</b>	<b>10</b>	<b>[ 0 ]</b>	<b>Will</b>	<b>13</b>		<b>[ 0 ]</b>
<b>IQ</b>	<b>13</b>	<b>[ 60 ]</b>	<b>Per</b>	<b>14</b>		<b>[ 5 ]</b>
<b>HT</b>	<b>11</b>	<b>[ 10 ]</b>	<b>FP</b>	<b>11</b>	<small>CURRENT</small>	<b>[ 0 ]</b>

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 <b>16</b>	BM x 1 <b>5</b>	Dodge <b>8</b>
Light (1) = 2 x BL <b>32</b>	BM x 0.8 <b>4</b>	Dodge - 1 <b>7</b>
Medium (2) = 3 x BL <b>48</b>	BM x 0.6 <b>3</b>	Dodge - 2 <b>6</b>
Heavy (3) = 6 x BL <b>96</b>	BM x 0.4 <b>2</b>	Dodge - 3 <b>5</b>
X-Heavy (4) = 10 x BL <b>160</b>	BM x 0.2 <b>1</b>	Dodge - 4 <b>4</b>

**ADVANTAGES AND PERKS**

Magery 0 (Wizardry)	[ 5 ]
Status (+1)	[ 5 ]

**DISADVANTAGES AND QUIRKS**

Bad Sight (Nearsighted) (Glasses)	[-10]
Code of Honor (Academic)	[-5]
Easy to Read	[-10]
Pacifism (Reluctant Killer)	[-5]
Imaginative	[-1]

<b>MP</b>	<b>5</b>	<small>CURRENT</small>	<b>Magery (Wizardry) 3</b>	<b>[ 30 ]</b>
	Staff: 16		Staff:	[ ]

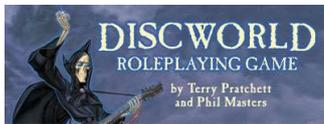
Languages	Spoken	Written
Ephebean		(Semi-Liter [ 1 ])
Latian	(Accented)	(Native) [ 5 ]
Morporkian (Native Language)	(Native)	(Native) [ 0 ]
Uberwaldian		(Semi-Liter [ 1 ])

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

<b>PARRY</b>	<b>8</b>	<b>Reaction Modifiers</b>
<b>DX</b>		
<b>BLOCK</b>	<b>6</b>	
<b>DX</b>		<b>Appearance:</b>
		<b>Status:</b> +1; <i>Includes:</i> +1 from 'Status'
		<b>Other:</b> +0

**SKILLS**

Name	Level	Relative Level
Administration	12	IQ-1 [ 1 ]
Alchemy/TL4	11	IQ-2 [ 2 ]
Astronomy/TL4	11	IQ-2 [ 1 ]
Magery (Wizardry)	16	IQ+3 [ 8 ]
Includes: +3 from 'Magery (Wizardry)'		
Magical Form (Magianism)	16	IQ+3 [ 8 ]
Includes: +3 from 'Magery (Wizardry)'		
Magical Form (Summonation)	16	IQ+3 [ 8 ]
Includes: +3 from 'Magery (Wizardry)'		
Mathematics/TL4 (Applied)	11	IQ-2 [ 1 ]
Natural Philosophy	13	IQ+0 [ 4 ]
Occultism	12	IQ-1 [ 1 ]
Research/TL4	13	IQ+0 [ 2 ]
Teaching	14	IQ+1 [ 4 ]
Thaumatology	15	IQ+2 [ 4 ]
Includes: +3 from 'Magery (Wizardry)'		



Oswestry Vestiment

**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	Wax Tablet		10	2

**APPEARANCE**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 65 ]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[ 47 ]
Disadvantages/Quirks	[ -31 ]
Skills/Standardised Spells	[ 44 ]
Other	[ ]

**NOTES**

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