



Name: Carson Vole

Race: Human

Appearance: A skinny young wizard, always dressed as such; unable to grow a beard, despite occasional attempts.

Player:

Ht: 5'9"

Wt: 98 lbs.

Age: 22

Spent: 50

Unspent: 0

CHARACTER SHEET

ST	9*	[-10]	HP	9	[0]	Basic Speed	5	[5]
DX	10	[0]	Will	11	[-5]	Basic Move	4	[-5]
IQ	12	[40]	Per	10	[-10]	BL	16 lb	(STxST)/5
HT	9	[-10]	FP	9	[0]	Thr	1d-2	Sw 1d-1
TL	4	[0]	SM	+0				

* Conditional: -2 from 'Skinny' when you resist knockback

Vision	10	Taste/Smell	10	Death Check	9
Hearing	10	Fright Check	11	Broad Jump	1.67 yd
Touch	10	Consciousness	9	High Jump	1.17 ft

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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FP	0 FP
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} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	32 lb	128 lb	192 lb	240 lb	800 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	16 lb	32 lb	48 lb	96 lb	160 lb
Ground	4 yd	3 yd	2 yd	1 yd	1 yd
Jump	4 yd	3 yd	2 yd	1 yd	1 yd
Dodge	8	7	6	5	4

PARRY		PARRY		BLOCK		DODGE		OTHER	
8		8		6		8			
DX		DX		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	1	_____	Groin	0	0	—	_____
Neck	0	0	—	_____	Arms	0	0	5	_____
Skull	2	0	—	_____	Hands	0	0	4	_____
Face	0	0	—	_____	Legs	0	0	5	_____
Torso	0	0	—	_____	Feet	0	0	4	_____

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0

CULTURAL FAMILIARITIES

Name	Pts
Sto Plains/Uberwald (Native)	[0]

LANGUAGES

Name	Spoken	Written	Pts
Latatian	Accented	Native	[5]
Morporkian (Native)	Native	Native	[0]

ADVANTAGES

Name	Pts
Eidetic Memory	[5]
Roll: 12 (IQ)	
Magery 2	[20]
Magery 0	[5]

DISADVANTAGES

Name	Pts
Duty (Unseen University Student) (6 or less (quite rarely))	[-2]
Easy to Read	[-10]
Skinny	[-5]
Squeamish (12 or less)	[-10]



QUIRKS

Name	Pts
Dislikes Salad Vegetables	[-1]
Horrible Hangovers	[-1]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Ankh-Morpork)	12	IQ+0	[1]
Climbing	10	DX+0	[2]
History (Ancient Magic)	10	IQ-2	[1]
Innate Attack (Projectile)	10	DX+0	[1]
Parry: 8			
Magic (Wizardry)	14*	IQ+2	[8]
Magical Form (Divination)	13*	IQ+1	[4]
Magical Form (Elementalism)	14*	IQ+2	[8]
Magical Form (Magianism)	13*	IQ+1	[4]
Occultism	12	IQ+0	[2]
Research/TL4	12	IQ+0	[2]
Thaumatology	13*	IQ+1	[4]

* Includes: +2 from 'Magery'

TECHNIQUES

Name	Level	Relative	Pts
Analyse Magic (Magical Form (Magianism))	10	def+0	[0]
Balanced Levitation (Magical Form (Elementalism))	11	def+0	[0]
Check Thaumic Flux (Magical Form (Magianism))	12	def+0	[0]
Detect Magic (Magical Form (Magianism))	13	def+0	[0]
Dispel Magic (Magical Form (Magianism))	8	def+0	[0]
Fireball (Magical Form (Elementalism))	11	def+0	[0]
Grindle's Effortless Elevator (Magical Form (Elementalism))	10	def+0	[0]
Herpetty's Seismic Reorganizer (Magical Form (Elementalism))	8	def+0	[0]
Magic Lightning (Magical Form (Elementalism))	12	def+1	[2]
Nul Zone (Magical Form (Magianism))	10	def+0	[0]
Octagram (Magical Form (Magianism))	10	def+0	[0]
Rock Soften (Magical Form (Elementalism))	11	def+0	[0]
Scry Shield (Magical Form (Divination))	13	def+0	[0]

TECHNIQUES (continued)			
Name	Level	Relative	Pts
Scrying (Crystal Ball) (Magical Form (Divination))	10	def+0	[0]
Snap - Fragile Target (Magical Form (Elementalism))	13	def+0	[0]
Snap - Solid Target (Magical Form (Elementalism))	12	def+0	[0]
Visual Illusion (Magical Form (Elementalism))	11	def+0	[0]
Wind (Magical Form (Elementalism))	10	def+0	[0]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		5
Advantages, Perks		35
Disadvantages, Quirks		-29
Skills, Techniques		39
Total Points Spent:		50
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	10	—	1d-3 cr	C	—	—	
Kick	8	—	1d-2 cr	C,1	—	—	
Punch	10	8	1d-3 cr	C	—	—	
Small Knife: Swing	6	5	1d-4 cut	C,1	5	4	
Small Knife: Thrust	6	5	1d-3 imp	C	5	4	[1]
Wizard's Staff (A wizard receives this for free): Staff swing	5	7	1d+1 cr	1,2	7†	4	
Wizard's Staff (A wizard receives this for free): Staff thrust	5	7	1d cr	1,2	7†	4	
Wizard's Staff (A wizard receives this for free): Sword swing	5	5	1d+1 cr	1,2	9†	4	
Wizard's Staff (A wizard receives this for free): Sword thrust	5	5	1d-1 cr	2	9†	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Small Knife	6	1d-3 imp	—	5 yd / 9 yd	1	T(1)	5	-1	—	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Crystal Ball	200	1 lb
1	Ready Cash: AM\$8.50	170	1 lb
1	Small Knife	30	8 oz
	Description: TL:0 LC:4, [Mode:thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]		
1	Wizard Robes (Starting characters receive these for free)	0	2 lb
1	Wizard's Staff (A wizard receives this for free)	0	4 lb
	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]		

NOTES

You were born in a shabby suburb of Sto Helit, and would probably have had a boring life if you hadn't had the good luck to be spotted as a potential wizard when you were thirteen. This got you a short apprenticeship with a local enchanter, followed by a bursary to attend Unseen University, where you passed your exams without *too* much trouble and eventually, recently, graduated and earned your staff. Some of what you crammed for the exams even stuck.

You then decided that the University looked more comfortable than the cold, sordid world outside its gates, so you're sticking around for a while, wangling your way onto some post-graduate courses. This means having to turn up for a few advanced lectures and to help with some teaching, and the slight risk of being in the wrong place when the High-Energy Magic spods have one of their little accidents, but at least the food is decent.

However, following a recent budget and conditions review by that ass Ponder Stibbons, you were told that the University would be grateful if you could find rooms out in the town. Well, at least they upped your teaching stipend to cover the cost - and the robe and staff mean that you can find your way around the streets of much of Ankh-Morpork without too much danger.