

Name Constable Wing Player
 Ht 5'10" Wt 160 lbs. Size Modifier 0 Age 19
 Notes *A young watchman, quick in every way, with clear ambitions.*

Point Total 100
 Unspent Points 0

ST	11	[10]	HP	11	[0]
DX	11	[20]	Will	11	[0]
IQ	11	[20]	Per	11	[0]
HT	11	[10]	FP	11	[0]

MP			Magery:	[]
			Staff:	[]

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

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

PARRY	Reaction Modifiers
10	Appearance:
Shortsword	Status: +0
BLOCK	Other: +0
7	Conditional: -2 from 'No Sense of Humor', -2 from
DX	'Reputation (Too Keen, Among the local underworld)'

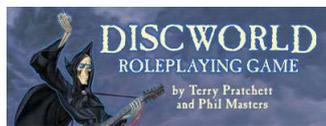
BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [10] BASIC MOVE 7 [5]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 7	Dodge 10
Light (1) = 2 x BL 48	BM x 0.8 5	Dodge - 1 9
Medium (2) = 3 x BL 72	BM x 0.6 4	Dodge - 2 8
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS	
Absolute Direction	[5]
Combat Reflexes	[15]
Legal Enforcement Powers 1	[5]
Night Vision 4	[4]
Watch Rank 0	[0]
Alcohol Tolerance	[1]

DISADVANTAGES AND QUIRKS	
Code of Honor (Watchman's)	[-5]
Duty (Watchman) (12 or less (quite often))	[-10]
No Sense of Humor	[-10]
Reputation (Too Keen, Among the local underworld) 2 (All the time; Large class)	[-5]
Always willing to give Fast-Talk a try	[-1]
Gets very formal with posh people	[-1]
Keen to progress in the Watch	[-1]
Polishes his sword at every spare moment	[-1]

SKILLS		
Name	Level	Relative Level
Administration	10	IQ-1 [1]
Area Knowledge (Ankh-Morpork)	12	IQ+1 [2]
Brawling	12	DX+1 [2]
Climbing	10	DX-1 [1]
Criminology/TL4	11	IQ+0 [2]
Crossbow	12	DX+1 [2]
Current Affairs/TL4 (Ankh-Morpork)	12	IQ+1 [2]
Detect Lies	10	Per-1 [2]
Fast-Draw (Sword)	12	DX+1 [1]
Includes: +1 from 'Combat Reflexes'		
Fast-Talk	11	IQ+0 [2]
First Aid/TL4 (Human)	11	IQ+0 [1]
Conditional: +1 from 'First Aid Kit'		
Interrogation	11	IQ+0 [2]
Knot-Tying	11	DX+0 [1]
Law (Ankh-Morpork Police)	10	IQ-1 [2]
Observation	10	Per-1 [1]
Search	10	Per-1 [1]
Shortsword	12	DX+1 [4]



Constable Wing

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d-2 cr	C	12 (10)			
	Bite	1d-2 cr	C	12 (No)			
	Kick	1d-1 cr	C,1	10 (No)			
1	Shortsword					20	2
	Swing	1d+1 cut	1	12 (10) 8			
	Thrust	1d-1 imp	1	12 (10) 8			
1	Small Truncheon					1	1
	Swing	1d+1 cr	1	12 (10) 6			
	Thrust	1d-1 cr	1	12 (10) 6			

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Crossbow (ST 11)	1d+3 imp	4	220 / 275	1	1(4)	12	7†	-6		4 [3]	7.5	6

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
12	Crossbow Bolt		1.2	.72
1	First Aid Kit		2.5	2
1	Shoulder Quiver		.5	.5
1	Very Light Armour	all	7.5	9

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[75]
Advantages/Perks/TL/Languages/Cultural Familiarity	[30]
Disadvantages/Quirks	[-34]
Skills/Standardised Spells	[29]
Other	[]