

Name Auntie Mollification

Player

Point Total 125

Ht 5'3"

Wt 85 lbs.

Size Modifier 0 Age 27

Unspent Points 0

Notes *The Visiting Lecturer in Herbology and Aviation was crowded out of the witching scene in Skund, but she's sure that she can cut it in academia.*

ST	8	[-20]	HP	8	CURRENT		MP	5	CURRENT		Magery (Witchcraft) 2 [20] Staff: []
DX	10	[0]	Will	14							
IQ	14	[80]	Per	14							
HT	10	[0]	FP	10	CURRENT						

BASIC LIFT 13 DAMAGE Thr 1d-3 Sw 1d-2
BASIC SPEED 5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	13	BM x 1	5	Dodge	8
Light (1) = 2 x BL	26	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	39	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	78	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	130	BM x 0.2	1	Dodge - 4	4

ADVANTAGES AND PERKS

Charisma 1	[5]
Magery 0 (Witchcraft)	[5]
Resistant (Disease) (Occasional) (+8)	[5]
Social Regard (Respected) 1	[5]
Status (+1)	[5]

DISADVANTAGES AND QUIRKS

Code of Honor (Wise-Woman's)	[-5]
Overconfidence (12 or less)	[-5]
Skinny	[-5]

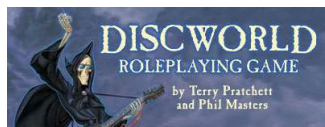
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [0]

DR 0	TL: 4 [0] Cultural Familiarities Sto Plains/Uberwald (Native) [0]
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PARRY 8	Reaction Modifiers Appearance: Status: +1; <i>Includes:</i> +1 from 'Status' Other: +2; <i>Includes:</i> +1 from 'Social Regard (Respected)', +1 from 'Charisma' Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
Brawling	
BLOCK 6	
DX	

SKILLS

Name	Level	Relative Level
Area Knowledge (Skund)	14	IQ+0 [1]
Brawling	10	DX+0 [1]
Parry: 8		
Current Affairs/TL4 (Skund)	14	IQ+0 [1]
Fast-Talk	13	IQ-1 [1]
Conditional: +1 from 'Charisma' when making Influence rolls		
Fortune-Telling (Palmistry)	14	IQ+0 [1]
Includes: +1 from 'Charisma'		
Herbalism	14	IQ+0 [4]
Housekeeping	14	IQ+0 [1]
Intimidation	14	Will+0 [2]
Conditional: +1 from 'Charisma' when making Influence rolls		
Magic (Witchcraft)	15	IQ+1 [4]
Includes: +2 from 'Magery (Witchcraft)'		
Magical Form (Divination)	14	IQ+0 [2]
Includes: +2 from 'Magery (Witchcraft)'		
Magical Form (Physiomancy)	15	IQ+1 [4]
Includes: +2 from 'Magery (Witchcraft)'		
Magical Form (Psychomancy)	14	IQ+0 [2]
Includes: +2 from 'Magery (Witchcraft)'		
Midwifery	15	IQ+1 [4]
Naturalist (Disc)	12	IQ-2 [1]
Occultism	13	IQ-1 [1]
Physician/TL4 (Human)	12	IQ-2 [1]
Psychology (Human)	12	IQ-2 [1]
Shouting at Foreigners	14	IQ+0 [1]
Teaching	14	IQ+0 [2]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d-4 cr	C	10 (8)			
	Bite	1d-4 cr	C	10 (No)			
	Kick	1d-3 cr	C,1	8 (No)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
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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	First Aid Kit		50	2
1	Magic Broomstick		500	3
1	Ordinary Clothes		240	2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[60]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[45]
Disadvantages/Quirks	[-15]
Skills/Standardised Spells	[35]
Other	[]