

DISCWORLD[®]

ROLEPLAYING GAME

Name _____ **Player** _____ **Point Total** _____

Ht _____ **Wt** _____ **Size Modifier** _____ **Age** _____ **Unspent Pts** _____

Notes _____

Character Sheet

ST DX IQ HT		[]	HP WILL PER FP		CURRENT	[]	MP		CURRENT	Magery: _____ [] Staff: _____ []
		[]						Languages _____ Spoken _____ Written _____ _____ _____ _____ _____		
		[]			CURRENT			DR _____ TL _____ Cultural Familiarities _____		
		[]								

BASIC LIFT $(ST \times ST)/5$ _____ **DAMAGE Thr** _____ **Sw** _____

BASIC SPEED _____ [] **BASIC MOVE** _____ []

ENCUMBRANCE	MOVE	DODGE
None (0) = BL	$BM \times 1$	Dodge
Light (1) = $2 \times BL$	$BM \times 0.8$	Dodge -1
Medium (2) = $3 \times BL$	$BM \times 0.6$	Dodge -2
Heavy (3) = $6 \times BL$	$BM \times 0.4$	Dodge -3
X-Heavy (4) = $10 \times BL$	$BM \times 0.2$	Dodge -4

ADVANTAGES AND PERKS					
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
Total Points in Advantages and Perks	[]		
DISADVANTAGES AND QUIRKS					
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
	[]		
Total Points in Disadvantages and Quirks	[]		

MP	CURRENT		Magery: _____ []															
			Staff: _____ []															
<table border="1"> <tr> <th>Languages</th> <th>Spoken</th> <th>Written</th> </tr> <tr><td>_____</td><td></td><td>[]</td></tr> <tr><td>_____</td><td></td><td>[]</td></tr> <tr><td>_____</td><td></td><td>[]</td></tr> <tr><td>_____</td><td></td><td>[]</td></tr> </table>				Languages	Spoken	Written	_____		[]	_____		[]	_____		[]	_____		[]
Languages	Spoken	Written																
_____		[]																
_____		[]																
_____		[]																
_____		[]																
DR	TL _____ [] Cultural Familiarities _____ [] _____ [] _____ []																	
	PARRY																	
	Reaction Modifiers Appearance, Status, Reputation, etc.: _____ _____ _____ _____ _____																	
	BLOCK																	

[illegible]

