

<b>ST</b> 12 [ 20]	<b>HP</b> 12 [ 0]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 14 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 14 [ 80]	<b>Per</b> 14 [ 0]	<b>BL</b> 29 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+2
<b>TL</b> 3 [ 0]	<b>SM</b> +0	

Vision 14	Fright Check 14	High Jump 2.17 ft
Hearing 14	Consciousness 12	Money 0
Touch 14	Death Check 12	
Taste/Smell 14	Broad Jump 3 yd	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

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

TEMPLATES AND META-TRAITS	
Name	Pts
Cleric (Dungeon Fantasy) {p. DF1:6}	[ 0 ]

Description: You're the mortal representative of the Powers of Good. You might not be the physical foe of Evil that is the holy warrior (p.7), but you're no cloistered idealist...

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

\* Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -1 from 'Stubbornness'

CULTURAL FAMILIARITIES	
Native	Pts
Human (Native) {p. B23}	[ 0 ]
Non-native	Pts
Culture - To Be Determined {p. B23}	[ 1 ]

LANGUAGES			
Native	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[ 0 ]
Non-native	Spoken	Written	Pts
Language To Be Determined {p. B24}	Broken	Broken	[ 2 ]

ADVANTAGES	
Name	Pts
Clerical Investment {p. B43}	[ 5 ]
Extra Power Investiture 2 (Holy) {p. B77}	[ 20 ]
Holy Might Ally (Divine servant of equal points; 12 or less, *2; Holy, -10%; Summonable, +100%) {p. B36}	[ 19 ]
Power Investiture 3 (Holy) {p. B77}	[ 30 ]

Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery

DISADVANTAGES	
Name	Pts
Fanaticism (Cyric) {p. B136}	[ -15 ]
Honesty (12 or less, *1) {p. B138}	[ -10 ]



DISADVANTAGES (continued)	
Name	Pts
Miserliness (12 or less, *1) {p. B144}	[ -10 ]
Overconfidence (12 or less, *1) {p. B148}	[ -5 ]
Sense of Duty (Adventuring companions) {p. B153}	[ -5 ]
Stubbornness {p. B157}	[ -5 ]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[ -1 ]
_Unused Quirk 2 {p. B163}	[ -1 ]
_Unused Quirk 3 {p. B163}	[ -1 ]
_Unused Quirk 4 {p. B163}	[ -1 ]
_Unused Quirk 5 {p. B163}	[ -1 ]



MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Quarterstaff: staff swing	15	12	1d+4 cr	1,2	7†	4	
Quarterstaff: staff thrust	15	12	1d+1 cr	1,2	7†	4	
Quarterstaff: sword swing	7	6	1d+4 cr	1,2	9†	4	
Quarterstaff: sword thrust	7	6	1d cr	2	9†	4	

**ATTACKS TABLES COLUMN NOTES**

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**RANGED ATTACKS**

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd / 150 yd	-	-	-	-	-	-	~1-3en

**SLAM TABLE**

1-2	3-4	5-7
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
12	9	7	9	
Staff	DX	DX		

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

**SIZE AND SPEED/RANGE TABLE**

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

**HUMANOID HIT LOCATION TABLE**

Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
 \*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -58 -59

HP loss effects are cumulative with each other and any effects suffered from FP loss.  
**less than 1/3 HP:** Dodge/2 and Move/2 (round up).  
**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.  
**-1xHP or less:** Make a HT roll vs. death immediately and for every full multiple of HP below 0.  
**-5xHP or less:** Immediate death.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4

FP loss effects are cumulative with each other and any effects suffered from HP loss.  
**less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.  
**0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.  
**-1xFP or less:** Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SPELL GRIMOIRE									
~Holy - Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Stop Spasm (Holy)	17 [1]	PI 2	Regular	1 sec.	Instant	1	Ho, BC, He	2	M35
~Holy - Earth	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Stone to Flesh (Holy)	17 [1]	PI 3	Regular	5 sec.	Instant	10	Ho, Ea	5	M53, B246
~Holy - Fire	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Flaming Weapon (Holy)	17 [1]	PI 3	Regular	2 sec.	1 min.	4/1	Ho, Fi	4	M75
~Holy - Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Awaken (Holy)	17 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Cleansing (Holy)	17 [1]	PI 4	Regular/R-Spec	3 sec.	Perm.	Varies	Ho, He	12	M94
Instant Neutralize Poison (Holy)	16 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Instant Regeneration (Holy)	16 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	16 [1]	PI 4	Regular	Special	Perm.	50	Ho, He	5	M93
Lend Energy (Holy)	17 [1]	PI 1	Regular	1 sec.	Perm.	Varies	Ho, He	–	M89, B248
Lend Vitality (Holy)	17 [1]	PI 1	Regular	1 sec.	1 hr.	1 per HP loaned	Ho, He	1	M89, B248
Major Healing (Holy)	16 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	17 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
Relieve Paralysis (Holy)	17 [1]	PI 3	Regular	10 sec.	1 min.	Varies	Ho, He	5	M93
Restore Hearing (Holy)	17 [1]	PI 2	Regular	5 sec.	1 hr.	Varies	Ho, He	4	M92
Restore Sight (Holy)	17 [1]	PI 2	Regular	5 sec.	1 hr.	Varies	Ho, He	4	M92
Restore Speech (Holy)	17 [1]	PI 2	Regular	5 sec.	1 hr.	5/3	Ho, He	6	M93
Share Vitality (Holy)	17 [1]	PI 1	Regular	1 sec./HP	Perm.	0#	Ho, He	2	M90
Stop Bleeding (Holy)	17 [1]	PI 1	Regular	1 sec.	Perm.	1 or 10	Ho, He	2	M91, F169
Stop Paralysis (Holy)	17 [1]	PI 3	Regular	1 sec.	Perm.	1 or 2	Ho, He	4	M93
Stop Spasm (Holy)	17 [1]	PI 2	Regular	1 sec.	Instant	1	Ho, BC, He	2	M35
~Holy - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Detect Magic (Holy)	17 [1]	PI 1	Regular	5 sec.	Instant	2	Ho, Kn	–	M101, B249
~Holy - Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Sunbolt (Holy)	17 [1]	PI 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
~Holy - Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Bless (Holy)	17 [1]	PI 5	Regular	min.=cost	Special	Varies	Ho, MS	20	M129
~Holy - Necromancy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Command Spirit (Offen, Holy)	17 [1]	PI 3	Regular/R-Will	2 sec.	1 min.	Varies	Ho, Ne	5	M153
Repel Spirits (Holy)	17 [1]	PI 3	Area/R-Will	10 sec.	1 hr.	4/H	Ho, Ne	14	M158
~Holy - Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Shield (Holy)	17 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	–	M167, B252
Watchdog (Holy)	17 [1]	PI 1	Area	10 sec.	10 hrs.	1/1	Ho, PW	1	M167

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor <small>Description: Parent Item</small>	340	19.5 lb
1	Leather Armor Suit {p. L18} <small>Description: TL:1 LC:- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding seperately, or account for its DR and weight. Location: all</small>	340	19.5 lb
1	Belt <small>Description: Parent Item</small>	0	-
1	Carry-Sling <small>Description: Parent Item</small>	10	4 lb
1	Quarterstaff {p. B273, B274} <small>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.]</small>	10	4 lb
1	Ordinary Clothes {p. B266} <small>Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.</small>	0	2 lb
<b>Totals:</b>		<b>350</b>	<b>25.5 lb</b>
Qty	Rucksack	Cost	Weight
1	Backpack, Small {p. B288} <small>Description: TL:1 Notes: Holds 40 lbs. of gear.</small>	650	5.08 lb
1	Purse {p. B288} <small>Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)</small>	540	1.28 oz
0	Copper Farthing	0	-
5	Gold Mark	500	12.8 dr
0	Platinum Franc	0	-
3	Silver Penny	30	7.68 dr
1	First Aid Kit {p. DF1:24} <small>Description: Notes: A complete kit for treating wounds. +1 to First Aid skill.</small>	50	2 lb
<b>Totals:</b>		<b>650</b>	<b>5.08 lb</b>

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	160
Advantages, Perks	77
Disadvantages, Quirks	-55
Skills, Techniques	45
Spells	26
<b>Total Points Spent:</b>	<b>253</b>
<b>Unspent Points:</b>	<b>-3</b>

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4		
17.10.2011: 0 pts		