

GURPS

CHARACTER SHEET

Name: Le Chansonier
Race: High Elf
Appearance: Ausfüllen

Player: Simon Jurt
Ht: 1.90m Wt: 80kg Age: ?

Spent: 268
Unspent: -6

+19

ST 10*	[10]	HP 10	[0]	Basic Speed 6	[5]
DX 12	[40]	Will 15	[0]	Basic Move 6	[0]
IQ 15†	[80]	Per 15	[0]	BL 20 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-2	Sw 1d
TL 3	[0]	SM +0			

* Includes: -1 from 'Racial ST Penalty'
† Includes: +1 from 'High Elf (Dungeon Fantasy)'; Conditional: -1 from 'Gregarious' when in a group of four or less, -4 from 'Gregarious' when alone

Vision 15	Fright Check 15	High Jump 2.17 ft
Hearing 15	Consciousness 11	Money 0*
Touch 15	Death Check 11	
Taste/Smell 15	Broad Jump 3 yd	

* Includes: +6491 from 'Money', +1800 from 'Money'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 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	-	-1	-2	-3	-4
	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 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.

TEMPLATES AND META-TRAITS

Name	Pts
Bard (Dungeon Fantasy) {p. DF1:5}	[0]
Description: You're a magical minstrel who dabbles in a little of everything; the roguish pursuits of the thief (p.12), the wordplay of the swashbuckler (p.11), and the spellcraft of the wizard (p.13).	
High Elf (Dungeon Fantasy) {p. DF3:7}	[20]
Features: Gold or silver hair. Description: High elves are the ones in splendid clothing who go about singing laments and being ominous.	
Racial ST Penalty -1 (Size, +0%)	[-10]
Elven Gear {p. DF3:7}	[1]
Appearance (Attractive) {p. B21}	[4]
Magery 0 {p. B66}	[5]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	
Musical Ability 1 {p. B90}	[5]
Description: Group Performance (Conducting), Musical Composition, Musical Influence, Musical Instrument, Singing	
Voice {p. B97}	[10]
Sense of Duty (Nature) {p. B153}	[-15]

REACTION MODIFIERS

Appearance: +1*
* Includes: +1 from 'Appearance'
Status: +0
Other: +1†
† Includes: +1 from 'Charisma'; Conditional: +1 from 'Merchant' when buying or selling, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Odious Personal Habit (Continuous singing or strumming)' when people are annoyed by your tuning, +1 from 'Musical Ability', +2 from 'Voice' when your voice can be heard, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

Native	Pts
High Elf (Native) {p. B23}	[0]



CULTURAL FAMILIARITIES (continued)

Non-native	Pts
Human {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
High Elfish (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Native	Native	[6]

ADVANTAGES

Name	Pts
Bard-Song Rapier Wit* (Bard Song, -30%) {p. B79}	[4]
Roll: 19 (Public Speaking+2)	
Bard-Song Terror (Will-0; Bard Song, -30%) {p. B93}	[21]
Bardic Talent 2 {p. DF1:21}	[16]
Charisma 1 {p. B41}	[5]
Luck {p. B66}	[15]
Photographic Memory {p. B51}	[10]
Roll: 15 (IQ)	
* Includes: +2 skillscore from 'Bardic Talent'	

DISADVANTAGES

Name	Pts
Code of Honor (Gentleman's) {p. B127}	[-10]
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Curious (6 or less, *2) {p. B129}	[-10]
Gregarious {p. B126}	[-10]
Odious Personal Habit (Continuous singing or strumming) {p. B22}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-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]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	10	DX-2	[1]
Brawling {p. B182}	12	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 9			
Climbing {p. B183}	11	DX-1	[1]
Fast-Draw (Throwing Knife) {p. B194}	12	DX+0	[1]
Rapier {p. B208}	15	DX+3	[12]
Parry: 10			
Riding (Equines) {p. B217}	11	DX-1	[1]
Stealth {p. B222}	12	DX+0	[2]
Thrown Weapon (Knife) {p. B226}	13	DX+1	[2]
Wrestling {p. B228}	11	DX-1	[1]
Parry: 8			
HT based	Level	Relative	Pts
Carousing {p. B183}	11	HT+0	[1]
Hiking {p. B20}	10	HT-1	[1]
Sex Appeal (Human) {p. B219, S224}	13	HT+2	[1]
Singing {p. B220}	14†	HT+3	[1]
IQ based	Level	Relative	Pts
Acting {p. B174}	15	IQ+0	[2]
Current Affairs/TL3 (People) {p. B186}	15	IQ+0	[1]
Diplomacy {p. B187}	15‡	IQ+0	[1]
Fast-Talk {p. B195}	16‡	IQ+1	[1]
First Aid/TL3 (Human) {p. B195}	15	IQ+0	[1]
Gesture {p. B198}	15	IQ+0	[1]
Heraldry {p. B199}	14	IQ-1	[1]
Interrogation {p. B202}	14	IQ-1	[1]
Merchant {p. B209}	14	IQ-1	[1]
Mimicry (Speech) {p. B210}	15§	IQ+0	[1]
Musical Composition {p. B210}	14¶	IQ-1	[1]
Musical Instrument (Lute) {p. B211}	15¶	IQ+0	[2]
Performance {p. B212}	16§	IQ+1	[1]
Poetry {p. B214}	14	IQ-1	[1]
Propaganda/TL3 {p. B216}	14	IQ-1	[1]
Public Speaking {p. B216}	17**	IQ+2	[1]
Savoir-Faire (High Society) {p. B218}	15††	IQ+0	[1]
Streetwise {p. B223}	14††	IQ-1	[1]
Writing {p. B228}	14‡‡	IQ-1	[1]
Per based	Level	Relative	Pts
Detect Lies {p. B187}	13	Per-2	[1]
Observation {p. B211}	14	Per-1	[1]
Scrounging {p. B218}	15	Per+0	[1]
Will based	Level	Relative	Pts
Entrhancement (Captivate) {p. B191}	13	Will-2	[1]
Entrhancement (Persuade) {p. B191}	13	Will-2	[1]
Entrhancement (Suggest) {p. B191}	13	Will-2	[1]
Entrhancement (Sway Emotions) {p. B191}	13	Will-2	[1]
Intimidation {p. B202}	14††	Will-1	[1]
* Includes: +1 from 'Appearance', +2 from 'Voice'; Conditional: +1 from 'Charisma' when making Influence rolls † Includes: +1 from 'Musical Ability', +2 from 'Voice' ‡ Includes: +2 from 'Voice'; Conditional: +1 from 'Charisma' when making Influence rolls § Includes: +2 from 'Voice' ¶ Includes: +1 from 'Musical Ability' ** Includes: +1 from 'Charisma', +2 from 'Voice' †† Conditional: +1 from 'Charisma' when making Influence rolls ‡‡ Conditional: +1 from 'Magical Goose Quill (+1 to Writing Skill)' ††† Conditional: +1 from 'Magical Goose Quill (+1 to Writing Skill)'			

Karma Super

Stone Mouth

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	C	-	-	
Brawling: Bite	12	-	1d-3 cr	C	-	-	
Brawling: Kick	10	-	1d-2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Rapier	15 +1	10F	1d-1 imp	1,2	9	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Small Throwing Knife	13	1d-3 imp	1	8 yd / 15 yd	1	T(1)	5	-	-	4	[3]

ATTACKS TABLES COLUMN NOTES

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).
 Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE

1-2	3-5	6-7
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	7	9	
Rapier	DX	DX		

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

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

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** FP loss effects are cumulative with each other and any effects suffered from HP loss.

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

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.

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.

SPELL GRIMOIRE

Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Clumsiness	13 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2	M36, B244
Itch	13 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	-	M35, B244
Spasm	13 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Communication & Empathy									
Borrow Language	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Borrow Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	4	M46
Hide Emotion	15 [1]	0	Regular	1 sec.	1 hour	2/2	CE	2	M45
Hide Thoughts	15 [1]	0	Regular	1 sec.	10 min.	3/1	CE	3	M46, B245
Insignificance	15 [1]	1	Regular/R-Spec.	10 sec.	1 hour	4/4	CE	8	M48
Lend Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	3	M46
Persuasion	15 [1]	0	Regular/R-Will	1 sec.	1 min.	2xbonus#	CE	2	M45
Sense Emotion	15 [1]	0	Regular	1 sec.	Instant	2	CE	1	M45, B245
Sense Foes	15 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	-	M44, B245
Mind Control									
Avoid	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Avoid	15 [1]	1	Area	1 min.	1 hr.	3/3	MC	4	M140
Bravery	15 [1]	0	Area/R-Will-1	1 sec.	1 hr.	2	MC	1	M134
Daze	15 [1]	0	Regular/R-HT	2 sec.	1 min.	3/2	MC	1	M134, B250
Drunkenness	15 [1]	0	Regular/R-Will	2 sec.	1 min.	Varies	MC	4	M136
Emotion Control	15 [1]	0	Area/R-Will	1 sec.	1 hr.	2	MC	3	M137
False Memory	15 [1]	1	Regular/R-Will	5 sec.	Varies	Varies	MC	7	M139
Fear	15 [1]	0	Area/R-Will	1 sec.	10 min.	1	MC	-	M134, F171
Foolishness	15 [1]	0	Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	-	M134, B250
Forgetfulness	15 [1]	1	Regular/R-Will or skill	10 sec.	1 hr.	3/3	MC	1	M135, B250
Loyalty	15 [1]	0	Regular/R-Will	2 sec.	1 hr.	2/2#	MC	3	M136
Madness	15 [1]	1	Regular/R-Will-2	2 sec.	1 min.	4/2	MC	2	M136
Mass Daze	15 [1]	0	Area/R-HT	sec.=cost	Instant	1, 2/1#	MC	2	M137, B251
Mass Suggestion	15 [1]	1	Area/R-Will	sec.=cost	10 min.	4/2#	MC	6	M141
Suggestion	15 [1]	1	Regular/R-Will	10 sec.	10 min.	4/3	MC	5	M140

rest stat
no: 11

LOAD-OUTS				
Qty	« Combat »	Cost	Weight	
1	Armor <i>Description: Parent Item</i>	4070	9 lb	
1	Boots {p. B284} <i>Description: TL:2 LC:- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet</i>	80	3 lb	
1	Cloth Armor of Greater Fortification (Poweritem +16 FP) {p. B283} <i>Description: TL:1 LC:- DR:1* Locations: torso, groin Notes: [1] Concealable as or under clothing. Notes: [1] Usernotes: 2 DR from Enchantment, Total 3 DR Location: torso, groin</i>	3990	6 lb	
1	Belt <i>Description: Parent Item</i>	530	3.25 lb	
1	Rapier {p. B273} <i>Description: TL:4 LC:4, Dam:thr+1 imp Reach:1,2 Parry:0F ST:9 Skill:Rapier</i>	500	2.75 lb	
1	Small Throwing Knife {p. MA231} <i>Description: TL:2 LC:4 Damage:thr-1 imp Acc:1 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Knife) Notes:[3], [3] Not balanced for melee combat! Treat a small throwing knife as a small knife, a hungamunga or a large throwing knife as a large knife, and a large hungamunga as an axe, but with -2 to skill and therefore -1 to Parry (for knives, this adds to the usual -1 to Parry). Notes: [3]</i>	30	8 oz	
1	Carry-Sling <i>Description: Parent Item</i>	150	5 lb	
1	Lute	150	5 lb	
1	Ordinary Clothes {p. B266} <i>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.</i>	0	2 lb	
Totals:		4750	19.25 lb	
Qty	Rucksack	Cost	Weight	
1	Quick-Release Backpack {p. DF1:25} <i>Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).</i>	4541	13.64 lb	
1	Blanket {p. B288} <i>Description: Notes: A warm bedroll.</i>	20	4 lb	
1	Bottle (Filled with Dwarven Beer) {p. DF1:24} <i>Description: Notes: Holds 1 quart of liquid (2 lbs. if water). DR 1, HP 4 Usernotes: Boatmurdered Ale</i>	3	1 lb	
1	Bottle, Small (Filled with Dwarven Beer) {p. DF1:24} <i>Description: Notes: Holds 1 pint of liquid (1 lb. if water). DR 1, HP 2 Usernotes: Boatmurdered Ale</i>	2	8 oz	
1	Canteen {p. DF1:23} <i>Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).</i>	10	3 lb	
1	Personal Basics {p. B288} <i>Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.</i>	5	1 lb	
1	Pouch {p. B288} <i>Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)</i>	2381	2.24 oz	
1	Copper Farthing	1	2.56 dr	
3	Gold Mark	300	7.68 dr	
2	Platinum Franc	2000	5.12 dr	
8	Silver Penny	80	1.28 oz	
1	Magical Goose Quill (+1 to Writing Skill)	1800		
1	Paper, 20 sheets {p. DF1:24} <i>Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.</i>	20	1 lb	
Totals:		4541	13.64 lb	

Potion Belt
8kl / 84gr
40P.
Nedi 1st story
epic + 8 ~~stom~~ Hellmound Ballach
Awesam Rapier
very fine, balanced, edgecut -> ray-Analyse!

SCRATCH PAD	

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[145]
Advantages, Perks	[98]
Disadvantages, Quirks	[-55]
Skills, Techniques	[55]
Spells	[25]
Total Points Spent:		268
Unspent Points:		-6

CAMPAIGN LOG		
Points: (logged) 12	+ (other) 0	= (total) 12
4. Blut & Schätze 1. Ausflug		
Dungeon gebeamt und alles geschafft		
30.10.2011: 12 pts		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
17.10.2011: 0 pts		

HP: 111
Gr FP: 11
-1500
-800
+60
→