

Ko/jean/orcs/stone/sanger/healer

GURPS

CHARACTER SHEET

Name: Stone Cold
Race: Gargoyle
Appearance: Ausfüllen

Player: Gil Bertoli
Ht: 1.90m Wt: 240lbs Age: Ausfülle Unspent: 285

+12 (+8)(41)
+13

ST 18 [†]	[40]	HP 20 [§]	[0]	Basic Speed 6 [¶]	[-15]
DX 14	[80]	Will 9	[0]	Basic Move 6	[0]
IQ 9 [†]	[0]	Per 9	[0]	BL 65 lb	(ST×ST)/5
HT 14 [‡]	[30]	FP 14	[0]	Thr 1d+2	Sw 3d
TL 3	[0]	SM +0			

* Includes: +4 from 'Extra ST'
† Includes: -1 from 'Gargoyle (Dungeon Fantasy)'
‡ Includes: +1 from 'Gargoyle (Dungeon Fantasy)'
§ Includes: +2 from 'Gargoyle (Dungeon Fantasy)'
¶ Includes: -0,25 from 'Gargoyle (Dungeon Fantasy)'

Vision 9	Fright Check 11 [*]	High Jump 2.17 ft
Hearing 9	Consciousness 14	Money 0 [†]
Touch 9	Death Check 14	
Taste/Smell 9	Broad Jump 3 yd	

* Includes: +2 from 'Combat Reflexes' † Includes: +2500 from 'Money'

ENCUMBRANCE TABLE

Name	None	«Light»	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	65 lb	130 lb	195 lb	390 lb	650 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
Air	12 yd	9 yd	7 yd	4 yd	2 yd
Dodge	-	-1	-2	-3	-4
	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	130 lb	520 lb	780 lb	975 lb	1.62 tn

* 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
Gargoyle (Dungeon Fantasy) {p. DF3:9}	[25]
Stony {p. DF3:9}	[1]
Claws (Blunt Claws) {p. B42}	[3]
Gargoyle Flight (Winged, -25%) {p. B56}	[30]
Gargoyle Damage Resistance 2 {p. B46}	[10]
Night Vision 5 {p. B71}	[5]
Striker (Gargoyle Tail; Impaling; Clumsy (-2), -40%) {p. B88}	[5]
Appearance (Ugly) {p. B21}	[-8]
Gluttony (12 or less, *1) {p. B137}	[-5]
Odious Racial Habit (Dirty) {p. B22}	[-5]
Knight (Dungeon Fantasy) {p. DF1:8}	[0]

Description: Officially, you might not be a knight, but you're more dedicated than some top living in a castle.

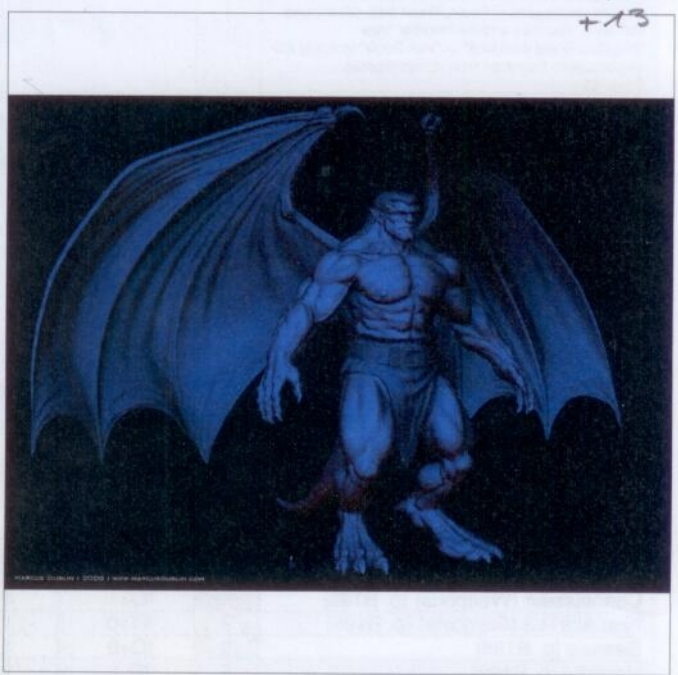
REACTION MODIFIERS

Appearance: -2^{*}
* Includes: -2 from 'Appearance'

Status: +0
Other: +0[†]
† Conditional: +2 from 'Born War-Leader', +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 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Odious Racial Habit (Dirty)' when people notice your problem

CULTURAL FAMILIARITIES

Native	Pts
Gargoyle (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]



LANGUAGES

Native	Spoken	Written	Pts
Gargoyle (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	Broken	[2]

ADVANTAGES

Name	Pts
Born War-Leader 2 {p. B89, BS184}	[10]
Combat Reflexes {p. B43}	[15]
Extra ST 4 (Affects displayed ST score, +0%)	[40]
High Pain Threshold {p. B59}	[10]
Weapon Master (Two-handed Sword; one specific weapon) {p. B99}	[20]

DISADVANTAGES

Name	Pts
Bad Temper (12 or less, *1) {p. B124}	[-10]
Bloodlust (12 or less, *1) {p. B125}	[-10]
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS

Name	Pts
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]
When standing still, birds land and shit on him {p. B163}	[-1]

ABC
T1
T2
1-7

Auge
Nech
Hände
groin

+9

SKILLS			
DX based	Level	Relative	Pts
Brawling (p. B182) <small>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: 11</small>	15	DX+1	[2]
Climbing (p. B183)	13*	DX-1	[1]
Fast-Draw (Two-Handed Sword) (p. B194)	15†	DX+1	[1]
Forced Entry (p. B196)	14	DX+0	[1]
Knife (p. B208) Parry: 10	14	DX+0	[1]
Riding (Equines) (p. B217)	13	DX-1	[1]
Shield (Shield) (p. B220) Block: 12	16	DX+2	[4]
Stealth (p. B222)	13	DX-1	[1]
Thrown Weapon (Axe/Mace) (p. B226)	16	DX+2	[4]
Two-Handed Sword (p. B209) Parry: 14	20	DX+6	[24]
Wrestling (p. B228) Parry: 11	14	DX+0	[2]
HT based	Level	Relative	Pts
Carousing (p. B183)	14	HT+0	[1]
Hiking (p. B20)	13	HT-1	[1]
IQ based	Level	Relative	Pts
Armoury/TL3 (Melee Weapons) (p. B178)	10	IQ+1	[4]
Connoisseur (Weapons) (p. B185)	10	IQ+1	[4]
First Aid/TL3 (Gargoyle) (p. B195)	9	IQ+0	[1]
Gesture (p. B198)	9	IQ+0	[1]
Heraldry (p. B199)	8	IQ-1	[1]
Leadership (p. B204)	10‡	IQ+1	[1]
Strategy (Land) (p. B222)	10‡	IQ+1	[2]
Tactics (p. B224)	10‡	IQ+1	[2]
Per based	Level	Relative	Pts
Observation (p. B211)	8	Per-1	[1]
Will based	Level	Relative	Pts
Intimidation (p. B202)	8	Will-1	[1]

* Conditional: +4 from 'Gargoyle Flight' when body lightning would help
 † Includes: +1 from 'Combat Reflexes'
 ‡ Includes: +2 from 'Born War-Leader'

Hand: 2CP
 Hand: 1CP

 3CP

Fallenraum: 1CP
 Exor: 1CP
 Hände: 1CP
 Ruch: 5CP
 Item: 1CP

 9CP

SCRATCH PAD	
30 Ratio	20 Ratio
Potion Bag	
Buch der Magischen Jungfrauenflüssigkeit (epic Buch)	
Breitschwert Smetterling	
Schild	
+200 Ratio (-ca 1200)	
Heal-Potion III	hl.
Heal-Potion I	middle
Heal-Potion II	tl.
Heal-Potion IV	great WAD
Quick Release Bagb	

Katana very fine !!!

+1

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d+2 cr	C	-	-	
Brawling: Bite	15	-	1d+1 cr	C	-	-	
Brawling: Kick	13	-	1d+3 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Katana: one-handed swing	16	12	3d+7 cut	1,2	11	4	
Katana: one-handed thrust	16	12	1d+5 imp	1	11	4	
Katana: two-handed swing	20+1	14	3d+8 cut +2 (+10)	1,2	10†	4	
Katana: two-handed thrust	20+1	14	1d+5 imp +1 (+6)	1	10†	4	
Throwing Axe	9	8U	3d+2 cut	1	11	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Throwing Axe	16	3d+2 cut	2	18 yd / 27 yd	1	T(1)	11	-3	-	4	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
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.
Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE

1 1d-3	2 1d-2	3-4 1d-1	5-7 1d	8-12 2d	13-14 3d
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PARRY 10*
Knife

PARRY 11*
DX

BLOCK 12*
Shield (Shield)

DODGE 10*
-

OTHER

Loc. HP #

- Eyes DR: 0 DB: 0 HP: 3
- Neck DR: 7 DB: 0 HP: -
- Skull DR: 9 DB: 0 HP: -
- Face DR: 7 DB: 0 HP: -
- Torso DR: 5 DB: 0 HP: -
- Groin DR: 5 DB: 0 HP: -
- Arms DR: 4 DB: 0 HP: 11
- Hands DR: 4 DB: 0 HP: 7
- Legs DR: 4 DB: 0 HP: 11
- Feet DR: 4 DB: 0 HP: 7

Bonus DR: 2†
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'
 † Includes: +2 from 'Gargoyle Damage Resistance'

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
20	19	18	17	16	0
15	14	13	12	11	-1
10	9	8	7	6	-2
5	4	3	2	1	-3

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
24	23
19	18
14	13
9	8
4	3

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, or 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.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	1950	84 lb
1	Gauntlets {p. B284} Description: TL:2 LC:4 DR:4 Locations: hands Location: hands	100	2 lb
1	Greathelm {p. B284} Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck	340	10 lb
1	Scale Leggings {p. B283} Description: TL:2 LC:3 DR:4 Locations: legs Location: legs	250	21 lb
1	Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms	210	14 lb
1	Sollerets {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	150	7 lb
1	Steel Laminate Plate {p. B283} Description: TL:3 LC:3 DR:5 Locations: torso, groin Location: torso, groin	900	30 lb
1	Belt Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	710	9 lb
1	Katana {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 Imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 Imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	Throwing Axe {p. B271, B276} Description: TL:0 LC:4, [Mode:thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	60	4 lb
1	Ordinary Clothes {p. B266} 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.	0	2 lb
Totals:		2660	95 lb
Qty	Rucksack	Cost	Weight
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	840	3.14 lb
1	Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	780	2.24 oz
0	Copper Farthing	0	-
7	Gold Mark	5405	700 1.12 oz
0	Platinum Franc	1000	0 -
7	Silver Penny	6475	70 1.12 oz
Totals:		840	3.14 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		140
Advantages, Perks		123
Disadvantages, Quirks		-40
Skills, Techniques		62
Total Points Spent:		285
Unspent Points:		-35

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

- Zwergen Platten ausrüstung komplett
- kuanischer 4er Gurt (doppel Guss-) schwer
- DT Teaser / skill 18 / 20 Power
- ~~Magisches Schild 2/488~~

3a Kampf
1cc Harde
1cc Bonusgebel
Mx
5cp Einfach so
- 2cp 50% Augen

28 (7)
21 (7)
119 (19)
+55lbs

Credits:

- 1500 \$ Gruppenkasse
- 1200 \$ Potian Berg
- + 10'000 \$ letzte Session

~~- 600 Hotel Zunde~~
~~- 400 Fressen~~
~~- 3200 Pferde~~
+ 22500 \$
+ 3000 \$
+ 10'000 \$

23300

16475
23300
39775 \$

+ 5050 (Boni Items)
44'825 \$ + 2130 \$
16'955 \$ - 150 \$ Hotel / - 4000 \$ (+1ST)

1 grosser Heiltrank

GURPS

CHARACTER SHEET

Name: Bun Evilbreaker
Race: Goblin
Appearance:

Player: Samuel Ritschard
Ht: 1.60m Wt: 60kg Age: 30 Spent: 260
Unspent: -10

ST	12	[20]	HP	13 [†]	[0]	Basic Speed	6,25	[0]
DX	12	[40]	Will	14 [†]	[0]	Basic Move	6	[0]
IQ	13 [*]	[80]	Per	14 [†]	[0]	BL	29 lb	(ST×ST)/5
HT	13 [†]	[20]	FP	13	[0]	Thr	1d-1	Sw 1d+2
TL	3	[0]	SM	+0				

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
† Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision	14 [*]	Fright Check	12 [†]	High Jump	2.17 ft
Hearing	14	Consciousness	13	Money	0 [‡]
Touch	14	Death Check	13		
Taste/Smell	14	Broad Jump	3 yd		

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
† Includes: +500 from 'Money', +1800 from 'The Great Rum (Power Item 11 FP)', +150 from 'Mail Shirt'
‡ Includes: -2 from 'Cowardice'

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
† 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
Cleric (Dungeon Fantasy) {p. DF1:6} 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...	[0]
Goblin (Dungeon Fantasy) {p. DF3:10} Description: True goblins are the small, not-too-stupid ones with needle-like teeth and a cowardly disposition.	[0]
Goblin-Kin Infravision {p. B60} Roll: 16 (Per+2)	[10]
Rapid Healing {p. B79}	[5]
Resistant to Metabolic Hazards (+3 to resist) {p. B81}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Appearance (Ugly) {p. B21}	[-8]
Cowardice (12 or less, *1) {p. B129}	[-10]
Social Stigma (Savage) {p. DF3:11}	[-10]

REACTION MODIFIERS

Appearance: -2 [*] * Includes: -2 from 'Appearance'
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 (Coreligionists)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Cowardice' when from trained fighters, when cowardice matters, -2 from 'Social Stigma (Savage)'

CULTURAL FAMILIARITIES

Native	Pts
Goblin (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Goblin (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	-	[1]



ADVANTAGES

Name	Pts
Clerical Investment {p. B43}	[5]
Extra Power Investiture 2 (Holy) {p. B77} 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	[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} 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	[30]
Signature Gear 4 (The Great Rum) {p. B85}	[4]

DISADVANTAGES

Name	Pts
Gluttony (12 or less, *1) {p. B137}	[-5]
Honesty (12 or less, *1) {p. B138}	[-10]
Intolerance ("Evil" religions) {p. B140}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Weirdness Magnet {p. B162}	[-15]

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]

39 28130.-
121500.- 27080
- 2151
+ 15500.-
9500.-
2130.- 25960.-

SKILLS			
DX based			
Axe/Mace {p. B208}	Level 14	Relative DX+2	Pts [8]
Parry: 10			
Brawling {p. B182}	Level 12	Relative DX+0	Pts [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}	Level 11	Relative DX-1	Pts [1]
Innate Attack (Projectile) {p. B201}	Level 14	Relative DX+2	Pts [4]
Parry: 10			
Riding (Equines) {p. B217}	Level 11	Relative DX-1	Pts [1]
Shield (Shield) {p. B220}	Level 14	Relative DX+2	Pts [4]
Block: 10			
Stealth {p. B222}	Level 11	Relative DX-1	Pts [1]
Wrestling {p. B228}	Level 11	Relative DX-1	Pts [1]
Parry: 8			
HT based			
Hiking {p. B20}	Level 12	Relative HT-1	Pts [1]
IQ based			
Diagnosis/TL3 (Goblin) {p. B187}	Level 11	Relative IQ-2	Pts [1]
First Aid/TL3 (Goblin) {p. B195}	Level 14	Relative IQ+1	Pts [1]
Gesture {p. B198}	Level 13	Relative IQ+0	Pts [1]
Hidden Lore (Demon Lore) {p. B199}	Level 12	Relative IQ-1	Pts [1]
Occultism {p. B212}	Level 12	Relative IQ-1	Pts [1]
Panhandling {p. B212}	Level 13	Relative IQ+0	Pts [1]
Public Speaking {p. B216}	Level 12	Relative IQ-1	Pts [1]
Religious Ritual (Gork and Mork) {p. B217}	Level 11	Relative IQ-2	Pts [1]
Research/TL3 {p. B217}	Level 12	Relative IQ-1	Pts [1]
Savoir-Faire (High Society) {p. B218}	Level 13	Relative IQ+0	Pts [1]
Surgery/TL3 (Goblin) {p. B223}	Level 11	Relative IQ-2	Pts [2]
Teaching {p. B224}	Level 12	Relative IQ-1	Pts [1]
Theology (Gork and Mork) {p. B226}	Level 11	Relative IQ-2	Pts [1]
Writing {p. B228}	Level 12	Relative IQ-1	Pts [1]
Per based			
Esoteric Medicine (Holy) {p. B192}	Level 14	Relative Per+0	Pts [4]
Observation {p. B211}	Level 13	Relative Per-1	Pts [1]
Scrounging {p. B218}	Level 14	Relative Per+0	Pts [1]
Will based			
Exorcism {p. B193}	Level 14*	Relative Will+0	Pts [4]
Meditation {p. B207}	Level 12	Relative Will-2	Pts [1]
* Conditional: -4 from "Exorcism" when user doesn't possess Blessed, Power Investiture, or True Faith			

- Arc
- S/hear

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 cut	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Medium Shield	14	-	1d-1 cr	1	-	4	[2,3,4]
The Great Rum (Power Item 11 FP): Primary	15	10	1d+5 cut	1	12	4	
The Great Rum (Power Item 11 FP): Pick	15	10	1d+4 imp	1	12	4	[2]

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 1d-3	2-3 1d-2	4-7 1d-1
PARRY 10 Axe/Mace	PARRY 9 DX	BLOCK 10 Shield (Shield)
		DODGE 8/9 Light
		OTHER

Loc. HP #

Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 2

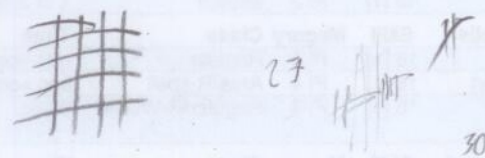
Notes:
+6DR

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, impaling, 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
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

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.

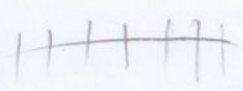
FP	0 FP
13 12 11 10 9	0 -1 -2 -3 -4
8 7 6 5 4	-5 -6 -7 -8 -9
3 2 1	-10 -11 -12

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.

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

-Holy - Communication & Empathy									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Dispel Possession (Holy)	16 [1]	PI 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE	5	M49
Gift of Letters (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
-Holy - Earth									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Earthquake (Holy)	16 [1]	PI 5	Area	30 sec.	1 min.	2/S	Ho, Ea	6	M54
Stone to Flesh (Holy)	16 [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)	16 [1]	PI 3	Regular	2 sec.	1 min.	4/1	Ho, Fi	4	M75
-Holy - Food									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Essential Food (Holy)	15 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	M79
Water to Wine (Holy)	16 [1]	PI 3	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	5	M79
-Holy - Healing									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Awaken (Holy)	16 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Instant Neutralize Poison (Holy)	15 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Instant Regeneration (Holy)	15 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	15 [1]	PI 4	Regular	Special	Perm.	50	Ho, He	5	M93
Major Healing (Holy)	15 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	16 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
-Holy - Knowledge									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
See Secrets (Holy)	16 [1]	PI 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
Seeker (Holy)	16 [1]	PI 2	Information	1 sec.	Instant	3	Ho, Kn	2	M105, B249
-Holy - Light & Darkness									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Sunbolt (Holy)	16 [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)	16 [1]	PI 5	Regular	min.=cost	Special	Varies	Ho, MS	20	M129
Dispel Magic (Holy)	16 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS	13	M126, B250
Magic Resistance (Holy)	16 [1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
-Holy - Mind Control									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Command (Holy)	16 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B251
-Holy - Necromancy									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Banish (Holy)	16 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
-Holy - Protection & Warning									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B253
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Watchdog (Holy)	16 [1]	PI 1	Area	10 sec.	10 hrs.	1/1	Ho, PW	1	M167
-Holy - Water									
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Create Water (Holy)	16 [1]	PI 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	470	30 lb
1	Boots (p. B284) Description: TL:2 LC:- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Heavy Leather Leggings (p. B283) Description: TL:1 LC:4 DR:2 Locations: legs Location: legs	60	4 lb
1	Heavy Leather Sleeves (p. B283) Description: TL:1 LC:4 DR:2 Locations: arms Location: arms	50	2 lb
1	Mail Shirt (p. B283) Description: TL:2 LC:4 DR:4/2* Locations: torso Notes: [1,3] Concealable as or under clothing. Split DR: use the lower DR against crushing attacks. Notes: [1,3] Location: torso	150	16 lb
1	Pot-Helm (p. B284) Description: TL:3 LC:4 DR:4 Locations: skull Location: skull	100	5 lb
1	Leather Gloves (p. B284) Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Belt Description: Parent Item	1860	19.5 lb
1	The Great Rum (Power Item 11 FP) (p. B271) Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	1800	4.5 lb
1	Medium Shield (p. B273, B287) Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Siam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL4+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4]	60	15 lb
1	Potion Belt (p. DF1:25) Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	315	2 lb
1	Paut (Drinkable) (p. DF1:29) Description: Restores 4 FP depleted for magic.	135	8 oz
1	Minor Healing Potion (Drinkable) (p. DF1:29) Description: Heals 1d HP.	120	8 oz
Totals:		2645	51.5 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25) 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).	805	30.54 lb
1	Sleeping Fur (p. B288) Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
10	Traveler's Rations (p. B288) Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
2	Wineskin (p. B288) Description: TL:0 Notes: Holds 1 gallon of liquid.	20	8 oz
1	Personal Basics (p. B288) Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Purse Description: Parent Item	130	10.24 dr
0	Copper Farthing	10	-
1	Gold Mark	100	2.56 dr
0	Platinum Franc	0	-
3	Silver Penny	30	7.68 dr
1	Healer's Kit (p. DF1:25) Description: Basic equipment for one specialty of Esoteric Medicine skill. Also gives +1 to First Aid skill.	200	10 lb
1	Holy Symbol (p. DF1:25) Description: Ordinary religious symbol made of wood, cheap metal, etc., and blessed only by user's personal faith.	50	1 lb
2	Holy Water (p. DF1:25) Description: Small bottle holds enough (1/2 pint) to damage an unholy creature with a suitable Weakness. Hurl it using the 'grenade' rules; see Concoctions (p.28).	30	2 lb
Totals:		805	30.54 lb

SCRATCH PAD	
- Anti Venom Teland	
- Light Ring 25 FP	

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[161]
Advantages, Perks	[80]
Disadvantages, Quirks	[-55]
Skills, Techniques	[48]
Spells	[26]
Total Points Spent:		260
Unspent Points:		-10

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
22.08.2011: 0 pts		

Ⓢ

2 med prob

2 big prob

DB x 3 med shield

Bevona Dae of truh

25960.-

writing tools *Bullshit*

GURPS

CHARACTER SHEET

Name: Chilblane
Race: Cat-Folk
Appearance: Ausfüllen

Player: Philipp Koschmann
Spent: 297
Ht: Ausfülle Wt: Ausfüllen Age: Ausfülle Unspent: -23

-2

ST 12*	[30]	HP 12	[0]	Basic Speed 7,25	[10]
DX 15†	[80]	Will 11	[0]	Basic Move 7	[0]
IQ 11	[20]	Per 15†	[15]	BL 29 lb	(ST+ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d	Sw 2d
TL 3	[0]	SM +0			

* Includes: -1 from 'Racial ST Penalty'; Conditional: +2 from 'Striking ST'
† Includes: +1 from 'Cat-Folk (Dungeon Fantasy)'

Vision	15	Fright Check	13*	High Jump	2.92 ft
Hearing	15	Consciousness	12	Money	0†
Touch	15	Death Check	12		
Taste/Smell	15	Broad Jump	4 yd		

* Includes: +2 from 'Combat Reflexes'
† Includes: +2000 from 'Money', +5000 from 'Money'

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	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

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
Cat-Folk (Dungeon Fantasy) (p. DF3:5)	[40]
Features: Tail: neither a manipulator nor enough of a problem to interfere with armor	
Description: Cat-folk are the most common of the so-called beast-men.	
Racial ST Penalty -1 (Size, +0%)	[-10]
Catfall (p. B41)	[10]
Roll: 15 (DX)	
Claws (Sharp Claws) (p. B42)	[5]
Combat Reflexes (p. B43)	[15]
Night Vision 5 (p. B71)	[5]
Striking ST 2 (p. B89)	[10]
Teeth (Sharp Teeth) (p. B91)	[1]
Fur (p. B100)	[1]
Impulsiveness (12 or less, *1) (p. B139)	[-10]
Laziness (p. B142)	[-10]
Phobia (Entering Water; 15 or less, *0.5) (p. B148)	[-2]
Scout (Dungeon Fantasy) (p. DF1:10)	[0]
Description: You're called "archer," "stalker," and "tracker," and you've filled all three roles in the past.	

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Outdoorsman', +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, -2 from 'Paranoia'

CULTURAL FAMILIARITIES

Native	Pts
Cat-Folk (Native) (p. B23)	[0]
Non-native	Pts
Human (p. B23)	[1]

LANGUAGES

Native	Spoken	Written	Pts
Catish (Native) (p. B24)	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common (p. B24)	Broken	Broken	[2]



ADVANTAGES

Name	Pts
Heroic Archer (p. DF1:14)	[20]
Outdoorsman 2 (p. B90)	[20]
Description: Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, Tracking	
Weapon Master (Bow) (p. B99)	[20]

DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) (p. B125)	[-10]
Greed (12 or less, *1) (p. B137)	[-15]
Intolerance (Urbanites) (p. B140)	[-5]
Overconfidence (12 or less, *1) (p. B148)	[-5]
Paranoia (p. B148)	[-10]
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			
Bow {p. B182}	19	DX+4	[16]
Brawling {p. B182}	15	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: 11			
Broadsword {p. B208}	18	DX+3	[12]
Parry: 13			
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16*	DX+1	[1]
Garrote {p. B197}	15	DX+0	[1]
Jumping {p. B203}	15	DX+0	[1]
Knot-Tying {p. B203}	15	DX+0	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Stealth {p. B222}	14	DX-1	[1]
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
HT based			
Hiking {p. B20}	12	HT+0	[2]
Running {p. B218}	11	HT-1	[1]
IQ based			
Camouflage {p. B183}	15†	IQ+4	[2]
Cartography/TL3 {p. B183}	12	IQ+1	[4]
First Aid/TL3 (Cat-Folk) {p. B195}	11	IQ+0	[1]
Gesture {p. B198}	12	IQ+1	[2]
Mimicry (Bird Calls) {p. B210}	12†	IQ+1	[2]
Navigation/TL3 (Land) {p. B211}	12†	IQ+1	[1]
Prospecting/TL3 {p. B216}	10	IQ-1	[1]
Shadowing {p. B219}	12	IQ+1	[4]
Traps/TL3 {p. B226}	12	IQ+1	[4]
Per based			
Observation {p. B211}	15	Per+0	[2]
Search {p. B219}	14	Per-1	[1]
Survival (Arctic) {p. B223}	16†	Per+1	[1]
Survival (Woodlands) {p. B223}	16†	Per+1	[1]
Tracking {p. B226}	17†	Per+2	[2]
* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Outdoorsman'			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-1 cut	C	-	-	
Brawling: Bite	15	-	1d-1 cut	C	-	-	
Brawling: Kick	13	-	1d cut	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Thrusting Broadsword: swing	18	13	2d+1 cut	1	10	4	
Thrusting Broadsword: thrust	18	13	1d+2 imp	1	10	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Arrow (icy, Bodkin)	-	+2 ice	-	-	-	-	-	-	-	-	
Composite Bow: Primary	20	1d+6 imp +6	3	280 yd / 350 yd	1	1(2)	10†	-7	-	4	[3]
Composite Bow: Bodkin Point	20	1d+6(2) pi +6	3	280 yd / 350 yd	1	1(2)	10†	-7	-	4	[3]

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.

SLAM TABLE		
1-2	3-4	5-8
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9*	11*	
Broadsword	DX	DX	None	

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

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.

18 + 16 + 23 + Pfail

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	180	7.5 lb
1	Boots (p. B284) Description: TL:2 LC:- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Leather Jacket (p. B283) Description: TL:1 LC:- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso	50	4 lb
1	Leather Helm (p. B284) Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
1	Leather Gloves (p. B284) Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Bandoleer (p. DF1:25) Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	60	5.05 lb
25	Arrow (Meteoric) (p. B275)	0	2.5 lb
2	Major Healing Potion (Drinkable) (p. DF1:29) Description: Heals 2d HP.	0	1 lb
1	Paut (Drinkable) (p. DF1:29) Description: Restores 4 FP depleted for magic.	0	8 oz
1	Wizardly Scroll (GreatHaste, 15, 5) (p. DF4:14) Description: Notes: A magical scroll. Reading it aloud casts the spell enchanted on it or allows the reader to learn the spell.	0	12.8 dr
1	Belt Description: Parent Item	630	10 lb
1	Thrusting Broadsword (p. B271) Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]	600	3 lb
1	Hip Quiver, Large (p. DF1:24) Description: Holds 50 arrows or bolts. Two compartments	30	7 lb
25	Arrow (Icy, Bodkin) (p. B275) Notes:	0	2.5 lb
25	Arrow (Fire, Bodkin) (p. B275) Notes:	0	2.5 lb
1	Composite Bow (p. B275) Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3][3]	900	4 lb
1	Ordinary Clothes (p. B266) 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.	0	2 lb
Totals:		1770	28.55 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25) 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).	5830	39.18 lb
1	Traps, Man trap (p. DF1:25) Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	180	6 lb
1	Traps, Mini-trap (p. DF1:25) Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	80	2.5 lb
1	Personal Basics (p. B288) Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Rope, 3/8" (per 10 yards) (p. B288) Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Canteen (p. DF1:23) Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
15	Monster Drool (Utility) (p. DF1:28) Description: Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's cheap. A living victim must make an immediate HT roll or suffer 2 points of injury.	300	7.5 lb
1	Paper, 19 sheets (p. DF1:24) Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Scribe's Kit (p. B288) Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Pouch (p. B288) Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	4690	2.88 oz
4	Platinum Franc	4000	10.24 dr
8	Silver Penny	80	1.28 oz
0	Copper Farthing	0	-
6	Gold Mark	600	15.36 dr

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25)	5830	39.18 lb
1	Bandages (p. DF1:24) Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
50	Arrow (Bodkin) (p. B275)	100	5 lb
25	Arrow (p. B275)	50	2.5 lb
1	Sack (p. DF1:24) Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5	30	3 lb
Totals:		5830	39.18 lb
Qty	Wagon	Cost	Weight
1	Wagon Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	400	45.5 lb
3	Traps, Mini-trap (p. DF1:25) Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	0	7.5 lb
3	Traps, Man trap (p. DF1:25) Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	0	18 lb
100	Arrow (Bodkin) (p. B275)	200	10 lb
100	Arrow (p. B275)	200	10 lb
Totals:		400	45.5 lb

SCRATCH PAD	
31250 Credits	
32539 Credits	
Bottle Poison	
Suite + 4BR	
+Bandolier + Poison Bottle	
ice 1 + Great Heal Potion	
3 Lock Picks	
Met III	
App MD III III III	
MD III	
Fire III	
V III	

NOTES
Will Double Shot lernen (Siehe DF11 Powerups)

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[179]
Advantages, Perks	[103]
Disadvantages, Quirks	[-55]
Skills, Techniques	[70]
Total Points Spent:		297
Unspent Points:		-23

CAMPAIGN LOG		
Points: (logged) 24	+ (other) 0	= (total) 24
B&S IV Afterhour		
11 Punkte fürs ausharren		
30.10.2011: 11 pts		
Blut & Schätze IV		
12 von Abenteuer		
1 Bonus vom Fötele		
29.10.2011: 13 pts		

GURPS

CHARACTER SHEET

Name: Toff

Race: Divine Servitor

Appearance: A celestial being of goblin descent. It seems keen to help Bun Evilbreaker

Player: NPC, Ally of Bun Evilbreaker

Ht: 1.55m Wt: 55kg Age: ?

Spent: 250

Unspent: 0

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

* Conditional: +1 from 'Blessed (Heroic Feat; ST)'

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

* Conditional: +2 from 'Infravision' when target emits heat

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

† Takes 4 seconds to complete

‡ Double with a running start

§ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known

ADVANTAGES

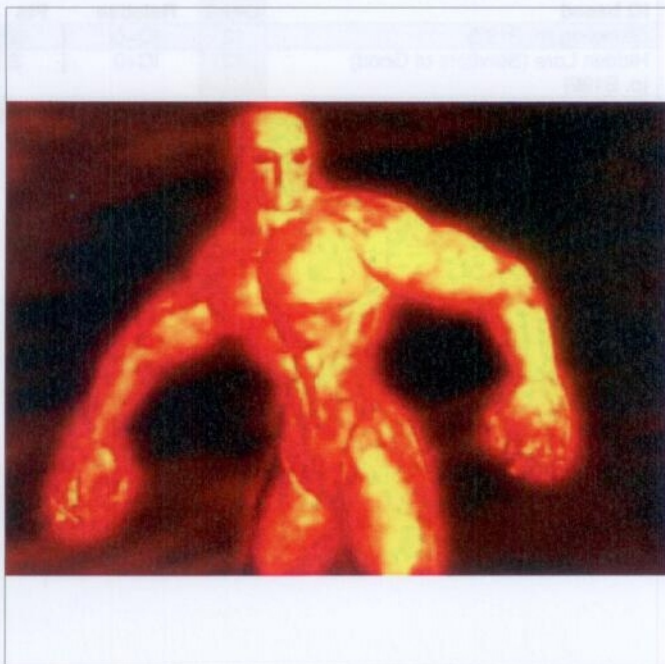
Name	Pts
Alternate Form (Superior Body of Fire, Reduced Time 2) Usernotes: * As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 4d [16]; and replacing the DR with DR 20 (Limited, Heat/Fire or Ranged Projectiles, -15%) [55]. Takes three seconds to change.	[64]
Blessed (Heroic Feat; ST) {p. B40}	[10]
Burning Attack 3 (Costs Fatigue 1 FP, -5%; Explosive (Damage / 3xYards), +50%) {p. B61}	[22]
Corrosion Attack 1 (Area Effect (2 yd), +50%; Drifting, +20%; Persistent, +40%; Reduced Range (x1/10), -30%) {p. B61}	[18]
Immunity to Metabolic Hazards {p. B80}	[30]
Infravision {p. B60}	[10]
Roll: 14 (Per+2)	
Luck (Extraordinary; Wishing (Others Only), +0%) {p. B66}	[30]

DISADVANTAGES

Name	Pts
Dependency (Sanctity; Constantly, *5)	[-25]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Unnatural Feature -1 (Celestial) {p. B22}	[-1]
Wealth (Dead Broke) {p. B25}	[-25]

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	
Innate Attack (Projectile) (p. B201) <i>Parry: 10</i>	14	DX+2	[4]
IQ based	Level	Relative	Pts	
Gambling (p. B197)	12	IQ+0	[2]
Hidden Lore (Servitors of Good) (p. B199)	12	IQ+0	[2]
Theology (Gork and Mork) (p. B226)	12	IQ+0	[4]



CHARACTER SHEET

ST	18	50	HP	12	01	01	01
DX	15	40	WT	15	01	01	01
HT	12	40	PP	12	01	01	01
IT	2	01	SM	01	01	01	01

NAME	TYPE	LEVEL	POINTS
Innate Attack (Projectile)	DX	14	4
Gambling	IQ	12	2
Hidden Lore (Servitors of Good)	IQ	12	2
Theology (Gork and Mork)	IQ	12	4

NAME	LEVEL	POINTS
...

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d-2 cr	C	-	-	
Kick	10	-	1d-1 cr	C,1	-	-	
Punch	12	9	1d-2 cr	C	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Burning Attack	14	3d bu ex/3	3	10 yd / 100 yd	1	-	-	-	1	-	
Corrosion Attack	-	1d cor (2 yd)	3	1 yd / 10 yd	1	-	-	-	1	-	

SLAM TABLE				
1-2	3-4	5-7		
1d-3	1d-2	1d-1		
PARRY 10 Innate Attack (Projectile)	PARRY 9 DX	BLOCK	DODGE 9 None	OTHER

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

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.

SCRATCH PAD

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

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.

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.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[120]
Advantages, Perks	[184]
Disadvantages, Quirks	[-66]
Skills, Techniques	[12]
Total Points Spent:		250
Unspent Points:		0

CAMPAIGN LOG

Points: (logged) 0 + (other) 0 = (total) 0

Initial Character Creation
 Character created using GURPS Character Assistant 4
 15.08.2011: 0 pts

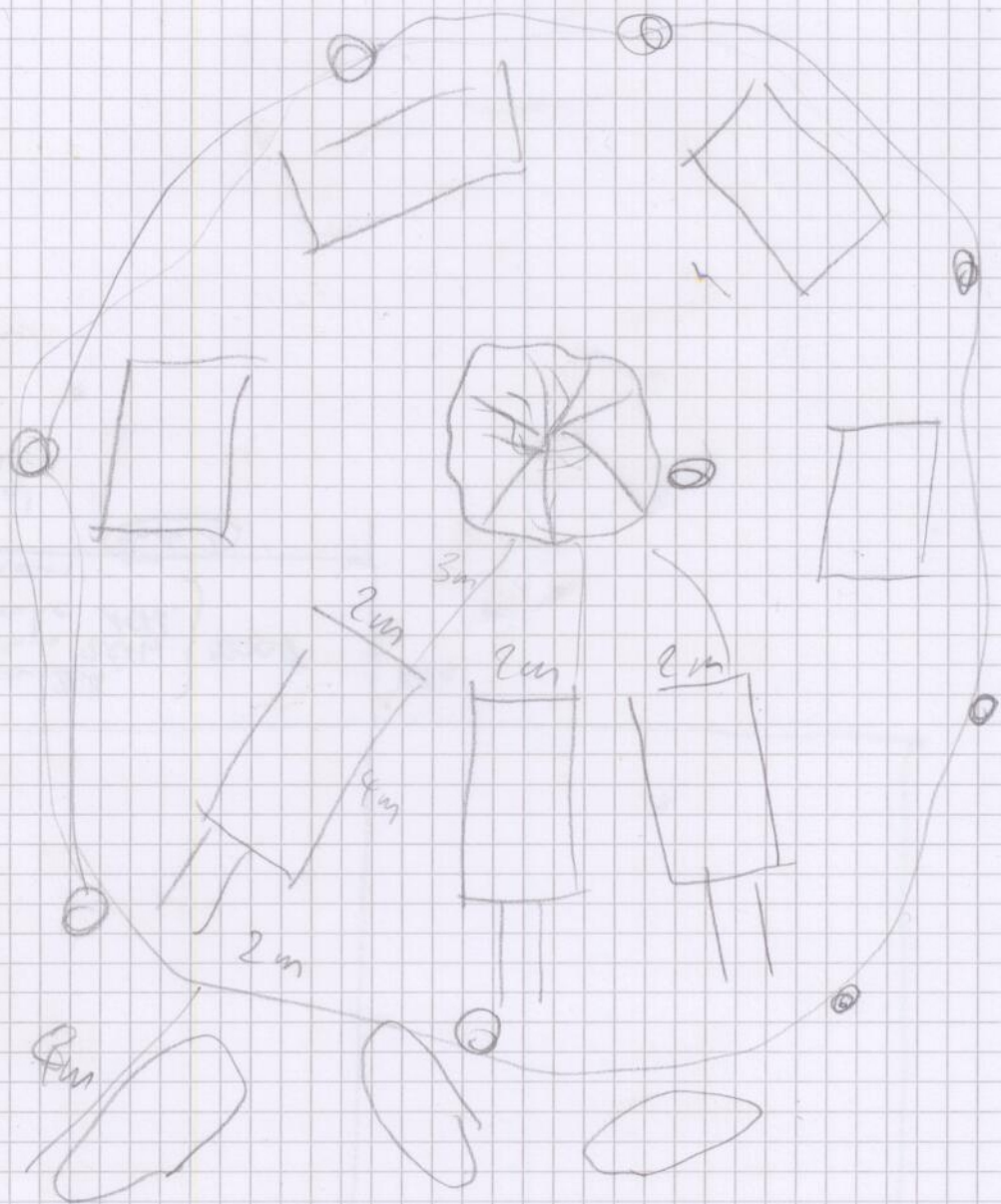
DESCRIPTION

This celestial being has the following elements:
 Good, Life and Earth



Λ Λ Λ Λ
Λ Λ Λ Λ
Λ Λ Λ Λ





Wagen 1:

1000 lbs

Wagen 2:

1000 lbs

Party-Kosten:

- Karte von Sizer
- 20 Seile norm
- 10 Seile stark

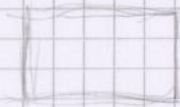
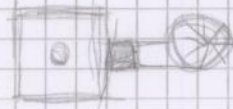
+ 3200 \$ (Rode, Band)

400 Ross 25th.
2400 Führer 25th.
800 Wache 15th.
8 Wochen

Kills:

Pack 1

- hl. opal
- dolo



Gruppen Inventar:

- Karte von Slitzloch

Wagen 1

Wagen 2

Inventar 1H:

- 2x Bladeblock (HT-5 / +6d DMG)
- 2x Antitoxin
- ~~2x Lichtkugel~~
- 3x Grease Balls +5 Skill
- 4x Wandteppich
- ~~1x Robe immer Gift~~
- 1x Chäppi DR+2
- 1x DR+2 Tarsen, greif, legs, arm
- ~~1x Stab mit 5x Song Drings, 3d DMG~~
- 1x Stiefel DR+1
- 1x Leichtmetallhose +2 Dancing Skill, +4 DR 10 kg