Gruppeninventar

Begleiter:

Datum: 20.1.17

Credits:

- 500

Items & loot!

- Dolch (durch Stahl wie Butter) (very fine, art, armor device 2, +1dmg)
- Gesundheits Kasten
- 20x Rote LSD Pille
- 20x Blaue LSD Pille
- 20x Schwarze LSD Pille
- 20x Weisse LSD Pille

-4 Wastern (magisch) 30 lbs
-4 Wastern (magisch)
-2 Magic scrolls (Great Haise seroll (1)) (Dartmess Poll) - Krasses Schwert, noch nie gesetzen:
- transerstate Schwerzer Serch saugt licht vein (Ninga)
- Tamberstats lenger / hurzer (bis 5 yrds.)
- Sach voll mit Gold/Junden)

- 2x giant Spider Cloth armor Hosen - 1x Greathelm (Breite sicht voller Schutz) dwarfen (+2DR *fortify)

- My Katana Balanced, fine 1x Morgansten (fine, devait, Balancad) (Granter ley impor)
1x Speer (fine) (magisch Giftding #T-5 201 dung)
1x dotch (very cathing)

Character Points:

Drachen gross Diachen -1CR Mashe -GCP Bon

Blut und Schätz Forgotten Realms BURPS Dungeon Fantasy Name: Stone Cold

Race: Gargoyle

Player: Gil Bertoli Ht: 1.90m Wt: 240lbs Age: 277 Appearance: Before you see him, you will probably have smelled him...

Spent: 330 Unspent: -2

+13

	CHARA	CII	EH OF	IEEI						
ST	20°	[40]	HP	22§]	0]	Basic 5,75¶	[-25	5]
DX	15	[100]	Will	9	[0]	Basic Move 5	[(0]
IQ	9†	[0]	Per	9	[BL 80 lb	(ST×ST	
нт	14 [‡]	[30]	FP	14]	0]	Thr 2d-1	" 3d+2	
TL	3					[0]	SM +0		

* Includes: +4 from 'Extra ST', +1 from 'Extra ST (Enchantement on Dwarven Armor of Domination)', +1 from 'Extra ST (From Dwarven Armor of Domination)' † 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	2.92 ft
Hearing	9	Consciousness	14	Money	-37513†
Touch	9	Death Check	14		17.80
Taste/Smell	9	Broad Jump	1 yd		

Includes: +2 from 'Combat Reflexes' † Includes: +19835 from 'Money', +39182 from 'Money', +2500 from 'Money'

ENCUMBRANCE TABLE								
Name	None	« Light »	Med	Hvy	X-Hvy			
Lifting	×1	×2	×3	×6	×10			
Basic	80 lb	160 lb	240 lb	480 lb	800 lb			
Movement	x1	×0.8	×0.6	×0.4	×0.2			
Ground	5 vd	4 vd	3 yd	2 yd	1 yd			
Water	1 vd	1 vd	1 yd	1 yd	1 yd			
Air	11 vd	8 vd	6 yd	4 yd	2 yd			
All	-	-1	-2	-3	-4			
Dodge	9	8	7	6	5			

		LIFTING	FEATS		
Name	1-Hand Lift	2-Hand Lift [†]	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	160 lb	640 lb	960 lb	1200 lb	2 tn
* Takes 2 second † Takes 4 second	nds to complete	· ·	‡ Double with a § Lose 1 FP/sec	running start while over X-H	vy enc.

REACTION MODIFIERS

Appearance: -2* Includes: -2 from 'Appearance'

Status: +0 Other: +0†

tner: +U¹
† Conditional: +2 from 'Born War-Leader', +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, +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

CULTURAL FAMILIARITIES	4.0
Native	Pts
Gargoyle (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1

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

TEMPLATES AND META-TRAITS Name		
Gargoyle (Dungeon Fantasy) {p. DF3:9} Features: Torso armor isn't interchangeable with human torso armor. Description: A gargoyle resembles nothing so much as an ugly stone man with wings.	[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}	Ī	5
Striker (Gargoyle Tail; Impaling; Clumsy (-2), -40%) {p. B88}	[5
Appearance (Ugly) {p. B21}	1	-8



TEMPLATES AND META-TRAITS (continued)		
Name	yele	Pts
Gargoyle (Dungeon Fantasy) {p. DF3:9} Features: Torso armor isn't interchangeable with human torso armor. Description: A gargoyle resembles nothing so much as an ugly stone man with wings.	[25]
Gluttony (12 or less, *1) {p. B137}	4	-5]
Odious Racial Habit (Dirty) {p. B22}	[-5]
Knight (Dungeon Fantasy) {p. DF1:8} Description: Officially, you might not be a knight, but you're more dedicated than some for living in a castle.	[0]
Knight-Swashbuckler (Dungeon Fantasy) {p. DF3:29} Description: The knight-swashbuckler is the apex heavy melee figter. He can be built in	[0]
ADVANTAGES		Dto

ADVANTAGES	Dan
Name	Pts
Ambidexterity {p. B39}	[5]
Born War-Leader 2 {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy,	[10]
Tactics Combat Reflexes {p. B43}	[15
Enhanced Parry 1 (Two-Handed Sword) {p. B51}	[5
Extra ST 4 (Affects displayed ST score, +0%)	[40
Extra ST 1 (Enchantement on Dwarven Armor of Domination; Free, *0; Affects displayed ST score, +0%)	0]
Extra ST 1 (From Dwarven Armor of Domination; _Free, *0; Affects displayed ST score, +0%)	[0
High Pain Threshold (p. B59)	[10
Roll to ignore pain: 12 (Will+3) Weapon Master (Two-Handed Sword; one specific weapon) {p. B99}	[20

PERKS		24.0
Name	- 1	Pts
Quick-Sheathe (Two-Handed Sword) {p. MA51}		1
Weapon Bond (Very Fine, Accurate Katana) {p. F132,	[1]
HT250, MA53, PU2:9, DF1:14}		

DISADVANTAGES	Pts
Name	
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
OHIBKS	

Name	QUIRKS	Pts
		[-1]
_Unused Quirk 3 (p. B163)		

QUIRKS (continued)	
Name Dated Seeungeheuer	Pts
Unused Quirk 4 (p. B163)	[-1]
Shits on the roof of every Inn he eats in {p. B163}	[-1]
When standing still, birds land and shit on him {p. B163}	[-1]
You're it! {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics (p. B174)	13*	DX-2	[1]
Brawling {p. B182} 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: 12	16	DX+1	[2]
Climbing {p. B183}	14*	DX-1	[1
Fast-Draw (Throwing Axe) {p. B194}	16†	DX+1	[1
Fast-Draw (Two-Handed Sword) {p. B194}	16†	DX+1	[1
Forced Entry (p. B196)	15	DX+0	[1
Jumping {p. B203}	15*	DX+0	[1
Knife {p. B208} Parry: 10	15	DX+0	[1
Riding (Equines) {p. B217}	14	DX-1	[1
Shield (Shield) {p. B220}	17‡	DX+2	[4
Stealth {p. B222}	14	DX-1	[1
Thrown Weapon (Axe/Mace) {p. B226}	17	DX+2	[4
Two-Handed Sword {p. B209} Parry: 18	26§	DX+11	[44
Wrestling {p. B228} Parry: 11	15	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)	101	IQ+1	[1
Strategy (Land) {p. B222}	101	IQ+1	[2
Tactics {p. B224}	101	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 1

Conditional: +4 from 'Gargoyle Flight' when body lightening would help though includes: +1 from 'Combat Reflexes' Conditional: +1 from 'Medium Shield' when blocking with this shield

| Sincludes: Enhanced Parry (Two-Handed Sword); Conditional: +1 from 'Weapon Bond (Very Fine, Accurate Katana)'
| Includes: +2 from 'Born War-Leader'

- g Rationen - Great Haste Scroll (17 Shill) - Darkness Roll

	MELEE A	TTACKS					46
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	2d cr	С	-		
Brawling: Bite	16		2d-2 cr	C	-	-	
Brawling: Kick	14	-	2d+1 cr	C,1	_	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Katana: 1H Swing	22	16	3d+9 cut	1,2	11	4	
Katana: 1H Thrust	22	16	2d+4 imp	1	11	4	
Katana: 2H Swing	26	18	3d+10 cut	1,2	10†	4	
Katana: 2H Thrust	26	18	2d+4 imp	1	10†	4	
Katana (Very Fine, Accurate): 1H Swing	24	16	3d+11 cut	1,2	11	4	
Katana (Very Fine, Accurate): 1H Thrust	24	16	2d+6 imp	1	11	4	
Katana (Very Fine, Accurate): 2H Swing	28	18	3d+12 cut	1,2	10†	4	
Katana (Very Fine, Accurate): 2H Thrust	28	18	2d+6 imp	1	10†	4	
Medium Shield (Defending, Fine, Spiked): Bash Usernotes: Gibt +1 Block (wird nicht angezeigt Onkl muss rausfinden)	17	- Fig.	2d cr	1	1	4	[2,3,4]
Medium Shield (Defending, Fine, Spiked): Rush Usernotes: Gibt +1 Block (wird nicht angezeigt Onkl muss rausfinden)	17		slam+2+1 cr	1	-	4	[2,3,4]
Okusarigama (Fine, Balanced): Swing cut	11	9U	3d+5 cut	1	14‡	4	
Okusarigama (Fine, Balanced): Chain swing	11	9U	3d+7 cut	1	15‡	4	
Okusarigama (Fine, Balanced): Swing impale	11	9U	3d+3 imp	1	14‡	4	[2]
Okusarigama (Fine, Balanced): Kusari	10	7U	3d+4 cr	1-4*	14‡	4	[6]
Throwing Axe (Accurate, Fine, Balanced): Swing	12	9U	3d+5 cut	1 1	11	4	[1]
Throwing Axe (Accurate, Fine, Balanced): Swing	12	9U	3d+5 cut	1	11	4	[1]
Throwing Axe (Accurate, Fine, Balanced): Swing	12	9U	3d+5 cut	1	11	4	[1]
Throwing Axe (Accurate, Fine, Balanced): Swing	12	9U	3d+5 cut	1	11	4	[1]

Reach "*": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

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.

ST "‡": The weapon requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). To use it in one hand without it becoming unready, you need at least three times the listed ST.

	R	ANGED	ATTACKS							
Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	RcI	LC	Notes
19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	
19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	
19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	ī	4	
19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	
	19 19 19	Skill Damage 19 3d+5 cut 19 3d+5 cut 19 3d+5 cut	Skill Damage Acc 19 3d+5 cut 2 19 3d+5 cut 2 19 3d+5 cut 2	19 3d+5 cut 2 20 yd / 30 yd 19 3d+5 cut 2 20 yd / 30 yd 19 3d+5 cut 2 20 yd / 30 yd	Skill Damage Acc Range RoF 19 3d+5 cut 2 20 yd / 30 yd 1 19 3d+5 cut 2 20 yd / 30 yd 1 19 3d+5 cut 2 20 yd / 30 yd 1	Skill Damage Acc Range RoF Shots 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 19 3d+5 cut 2 20 yd / 30 yd 1 T(1)	Skill Damage Acc Range RoF Shots ST 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11	Skill Damage Acc Range RoF Shots ST Bulk 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3	Skill Damage Acc Range RoF Shots ST Bulk Rcl 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 - 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 - 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 -	Skill Damage Acc Range RoF Shots ST Bulk Rcl LC 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 - 4 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 - 4 19 3d+5 cut 2 20 yd / 30 yd 1 T(1) 11 -3 - 4

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11"	12*	8/9*	
Knife	DX	Shield (Shield)	Light	
Eyes DR: 3 DB: 0 DR: 11 DB: 0 Forso DR: 11 DB: 0	DE D	Not	ss 3 ck - ull - ce - sso - oin - ns 12 nds 8 gs 12	#

		HP	•			0	Н	P			-1	×ŀ	1P			-2	×ŀ	1P			-3	×ŀ	IP			_	×H		
22	21	20	19	18	0	-1	-2	-3	-4	-22	-23	-24	-25	-26	-44	-45	-46	-47	-48	-66	-67	-68	-69	-70	-88	-89	-90	-91	-92
17	16	15	14	13	-5	-6	-7	-8	-9	-27	-28	-29	-30	-31	-49	-50	-51	-52	-53	-71	-72	-73	-74	-75	-93	-94	-95	-96	-97
12	11	10	9	8	-10	-11	-12	-13	-14	-32	-33	-34	-35	-36	-54	-55	-56	-57	-58	-76	-77	-78	-79	-80	-98	-99	-100	-101	100
7	6	5	4	3	-15	-16	-17	-18	-19	-37	-38	-39	-40	-41	-59	-60	-61	-62	-63	-81	-82	-83	-84	-85	-103	104	105	-106	-10
2	1				-20	-21				-42	-43				-64	-65				-86	-87				-108	-109			

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 immediately and at the start of any turn you choose a maneuver other than

Do Nothing.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death

FP loss effects are cumulative with each other and any effects 0 FP FP suffered from HP loss. less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST 1413121110 0 -1 -2 -3 -4 9 8 7 6 5 -5 -6 -7 -8 -9 4 3 2 1 -10 -11 -12 -13

s than 1/3 FP: Dodge/z, Move/z, 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.

		SLAM	TABLE		
1	2	3-4	5-6	7-11	12-13
1d-3	1d-2	1d-1	1d	2d	3d

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*	12111	_	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
	Neck	-5	-	Groin	-3

1/-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 crushing, cutting, 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.

HUMAN	OID ARM	MOR GAPS TAR	BLE	
Location	Mod.	Gap	Location	Mod.
Vitals	-8	Inside Elbow	Arm Joint	-8
ee Lea Joint	-8	Neck	Neck	-8
Eves	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	-3			
	Vitals ee Leg Joint Eyes	LocationMod.Vitals-8ee Leg Joint-8Eyes-10	Location Mod. Gap Vitals -8 Inside Elbow ee Leg Joint -8 Neck Eyes -10 Open Palm	Vitals -8 Inside Elbow Arm Joint ee Leg Joint -8 Neck Neck Eyes -10 Open Palm Hand

See also: Harsh Realism – Armor Gaps, p. LT101.

ty	« Combat »	Cost	Weight
1	Combat	75610 15	06.15 ID
	Contents - Cost: 75610, Weight: 156.15 lb Description: In GCA a "Parent" item can have other traits a	ecianed to it as "	Children "
	This is essentially an organizational structure, allowing you	to file multiple to	raits
	together under the parent item if you wish. To make an iter	m a "child" right c	lick on it
	and select "Make Child of" The child items will be hidden	by default: you r	may show
	the child items by right clicking on the parent and selecting	"Show Compone	ents."
	Once displayed the children will be shown in a "tree" format	at under the pare	nt. Any
	item may be assigned as a parent by right clicking on it an	d selecting "Make	e Parent";
	this entry is here for convenience, as it is automatically de-	signated a Paren	t.
1	Ordinary Clothes (p. B266)	0	2 lb
	Description: One complete outfit, ranging in quality from	n castoff rags to	designer
	fashions, depending on Status. At minimum: undergam	nents, plus a tuni	c, blouse,
	or shirt with hose, skirt, or trousers - or a long tunic, rol	be or dress - and	suitable
	footwear. 20% of cost of living; 2lbs.	CO Service	
1	Horny Gnomish Backscabbard	21900	13 lb
	Per Unit - Weight: 3 lb		
	Contents - Cost; 21900, Weight: 10 lb		
	Usernotes: Allows to wear 2 Weapons on the back and	to ready the wea	apon as a
	free action, no roll required. You can not quick sheate	your weapon tho	ugh, learn
	the proper Technique for that.		W 11
1	Katana (Weapon Master Damage	650	5 lb
	Bonus, +0) {p. B271, B274}		
	Description: TL:3 LC:4, [Mode:two-handed swing D	am:sw+2 cut Rea	ach:1,2
	Parry:0 ST:10† Skill:Two-Handed Sword Notes: Re	quires two hands	3.],
	[Mode:two-handed thrust Dam:thr+1 imp Reach:1 F	Parry:0 ST:10† Sk	kill:Two-
	Handed Sword Notes: Requires two hands.], [Mode	:one-handed swi	ng
	Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broad	Isword], [Mode:or	ne-handed
	thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:E	Broadsword]	
1	Katana (Very Fine, Accurate)	21250	5 lb
	(Weapon Master Damage Bonus,		
	+0; Weapon Bond, +0; Very Fine,		
	+U; Weapon Bond, +U, Very Fine,		
	+1900%; ~Accuracy (+1), +8250)		
	{p. B271, B274}		
	Description: TL:3 LC:4, [Mode:two-handed swing D	am:sw+2 cut Rea	ach:1,2
	Parry:0 ST:10† Skill:Two-Handed Sword Notes: Re	equires two hands	s.],
	[Mode:two-handed thrust Dam:thr+1 imp Reach:1 F	Parry:0 ST:10† SI	kill:Two-
	Handed Sword Notes: Requires two hands.], [Mode	e:one-handed swi	ing
	Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broad	swordj, [Mode.or	ne-manded
	thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:		8 lb
1	Belt	3330	0 10
	Contents - Cost: 3330, Weight: 8 lb	ter continued to the	
	Description: In GCA a "Parent" item can have other tra "Children." This is essentially an organizational structu	into assigned to it	
		ire allowing you	to file
	Children. This is essentially an organizational structure	ure, allowing you	to file
	multiple traits together under the parent item if you wis	sh. To make an ite	to file em a
	multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The	sh. To make an ite e child items will	to file em a be hidden
	multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right click!	sh. To make an it e child items will ing on the parent	to file em a be hidden and
	multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right click selecting "Show Components." Once displayed the ch	sh. To make an ito e child items will ing on the parent ildren will be sho	to file em a be hidden and wn in a
	multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicki selecting "Show Components." Once displayed the ch "tree" format under the parent. Any item may be assign	sh. To make an ite e child items will ing on the parent ildren will be sho ned as a parent b	to file em a be hidden and wn in a by right
	multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" Th by default; you may show the child items by right clicki selecting "Show Components." Once displayed the ch "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is	sh. To make an ite e child items will ing on the parent ildren will be sho ned as a parent b	to file em a be hidden and wn in a by right ience, as it
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1	multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right click selecting "Show Components." Once displayed the ch "tree" format under the parent. Any item may be assig clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 (Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 (Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Armor Contents - Cost: 14260, Weight: 117.9 lb Description: In GCA a "Parent" Item can have other tr "Children." This is essentially an organizational struct multiple traits together under the parent item if you wi "child" right click on it and select "Make Child of "The by default; you may show the child items by right click selecting "Show Components." Once displayed the "tree" format under the parent. Any item may be assig clicking on it and selecting "Make Parent"; this entry is automatically designated a Parent. Greathelm (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:7 Locations: skull, face gives the wearer the No Peripheral Vision (p. B15 Notes: [4]	sh. To make an ite child items will ing on the parent ildren will be sho as here for convening the c	to file em a be hidden and wy right ience, as it 17.9 lb tas it o file tem a be hidden tand by right ience, as it 12 lb Helmet
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Qty	LOAD-OUTS (continued) « Combat »	Cost	Weight
1	Armor	14260	117.9 lb
1	Heavy Steel Corselet (Dwarven,	6580	40.5 lb
	Enchanted (+1 ST)) (Dwarven		
	(+1), +100%; ~Lighten (Groin,		
	Torso and Vitals) (x3/4), +1980)		
	{p. B283}		
	Description: TL:3 LC:3 DR:7 Locations: torso, groin		
	Location: torso, groin	0000	00 11
1	Heavy Plate Legs (Dwarven)	3200	30 lb
	(Dwarven (+1), +100%) {p. B283}		
	Description: TL:3 LC:3 DR:7 Locations: legs		
	Location: legs	3000	24 1
1	Heavy Plate Arms (Dwarven)	3000	24 11
	(Dwarven (+1), +100%) {p. B283}		
	Description: TL:3 LC:3 DR:7 Locations: arms Location: arms		
1	Heavy Gauntlets (Dwarven)	500	3 lb
1		000	
	(Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:5 Locations: hands		
	Location: hands		
1	Potion Belt {p. DF1:25}	3950	511
1	Per Unit - Cost: 60, Weight: 1 lb		
	Contents - Cost: 3890, Weight: 4 lb		
	Description: Notes: Belt with four slots, each of which ca	n carry one 'g	grenade'
	bottle or two potion vials. Wearer can reach them with F	leady or Fast	-Draw.
	Padding removes risk of accidental breakage and gives deliberate attacks.	Containers +2	DIT VS.
1	Major Healing Potion (Drinkable)	350	8 0
1		000	0.0
	{p. DF1:29} Description: Heals 2d HP.		
2	Great Healing Potion (Drinkable)	3000	1.5
3		0000	1.0
	{p. DF1:29}		
	Per Unit - Cost: 1000, Weight: 8 oz Description: Heals 4d HP.		
4	Major Paut (Drinkable)	540	21
-	{p. DF1:29}		
	Per Unit - Cost: 135, Weight: 8 oz		
	Description: Restores 4 FP depleted for magic.		
1	Bandoleer (p. DF1:25)	1725	51
	Per Unit - Cost: 60, Weight: 1 lb		
	Contents - Cost: 1665, Weight: 4 lb	10	
	Description: Carries 6 lbs. of throwing weapons (24 dag	gers, 12 pack	S Of
4	caltrops, 30 nageteppo, etc.). Wearer can reach them w	1665	4
1	Throwing Axe (Accurate, Fine,	1000	41
	Balanced) (Balanced, +4 CF;		
	Fine, +9 CF; ~Accuracy: Missile		
	(+1), +825) {p. B271, B276}		
	Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cu	t Acc:2	o Damiciau
	Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3	J, [IVIOGE.SWITI	own See
	Deschit Darnini CT: 11 Ckill: Ava/Mara Notes:		
	cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)]	1] Can be thir	011111
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	1] Can be thi	
1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	1725	
1	Muscle Powered Ranged Weapon Table (p. 275)]		
1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb	1725	51
1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries blbs of throwing weapons (24 dat	1725	5 l
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them we	1725 gers, 12 pack vith Ready or	5 l ks of Fast-Draw.
1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them we throwing Axe (Accurate, Fine,	1725	5 l ks of Fast-Draw.
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them w Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF;	1725 gers, 12 pack vith Ready or	5 l ks of Fast-Draw.
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them we throwing Axe (Accurate, Fine,	1725 gers, 12 pack vith Ready or	5 l ks of Fast-Draw.
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them v Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile	1725 gers, 12 pack vith Ready or	5 l ks of Fast-Draw.
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them v Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct	1725 ggers, 12 paci with Ready or 1665	5 l ks of Fast-Draw. 4 l
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them w Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TLio LC:4, [Mode: thrown Dam:sw+2 or Bannes-ST*1/ST*1 5 B0F: Tsols: T(1) ST:11 Bulk: 5	1725 ggers, 12 pacl with Ready or 1665	ss of Fast-Draw.
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them v Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-S cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes:	1725 ggers, 12 pacl with Ready or 1665	ss of Fast-Draw.
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: 5 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)]	1725 ggers, 12 pacl with Ready or 1665	5 ks of Fast-Draw. 4
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were them were can reach them were them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops. We see the caltrops were them	1725 ggers, 12 paci vith Ready or 1665 at Acc:2 g], [Mode:swir [1] Can be thr	ks of Fast-Draw. 4 I
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 605, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them w Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 R0F:1 Shots:T(1) ST:11 Bulk:-5 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR)	1725 ggers, 12 pacl with Ready or 1665	5 ks of Fast-Draw. 4
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them w Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:: cut Reach:1 Parry:0U ST:11 Skill:AxerMace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR) Notes: [notes]	1725 ggers, 12 paci vith Ready or 1665 at Acc:2 g], [Mode:swir [1] Can be thr	ks of Fast-Draw. 4 I
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Bandoleer {p. DF1:25} Per Unit - Cost: 605, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them w Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 R0F:1 Shots:T(1) ST:11 Bulk:-5 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR)	1725 ggers, 12 paci vith Ready or 1665 at Acc:2 g], [Mode:swir [1] Can be thr	ks of Fast-Draw. 4 I
	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them v Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1,5 R6F:1 Shots:T(1) ST:11 Bulk: 3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Ironskin Amulet (+3 DR) Notes: [notes] Usernotes: DF1:30	1725 ggers, 12 pacivith Ready or 1665 at Acc:2 g], [Mode:swir	ks of Fast-Draw. 4 I
1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them v Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: 3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Ironskin Amulet (+3 DR) Notes: notes] Usernotes: DF1:30 Location: all	1725 ggers, 12 packwith Ready or 1665 at Acc:2 s], [Mode:swir [1] Can be the 28720	ks of Fast-Draw. 4 I
1 1 Qty	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the were them were the were them were the were them were them were them were them were them were them were the were them were the were them were the were them were them were them were them were them were the were them were them were them were the were them were them were th	1725 gers, 12 paclyith Ready or 1665 at Acc:2 B], [Mode:swir [1] Can be thr 28720 75610 Cost	ks of Fast-Draw. 4 I
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1 1 Qty	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: 3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR) Notes: [notes] Usernotes: DF1:30 Location: all Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb	1725 gers, 12 paclyith Ready or 1665 at Acc:2 B], [Mode:swir [1] Can be thr 28720 75610 Cost	ks of Fast-Draw. 4 I
1 1 Qty	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were them were the caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops, 30 nageteppo, etc.). Wearer them were the were them were	1725 gers, 12 pack with Ready or 1665 at Acc:2 s], [Mode:swir[1] Can be the 28720 75610 Cost 3670	ks of Fast-Draw. 4 I and Dam:sw+
1 1 Qty	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: 5 cut Reach:1 Parry:0U ST:11 Skill-Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR) Notes: [notes] Usernotes: DF1:30 Location: all Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 8.54 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a less result in the second care.	1725 gers, 12 pack with Ready or 1665 at Acc:2 s], [Mode:swir[1] Can be the 28720 75610 Cost 3670	ks of Fast-Draw. 4 I and Dam:sw+rown. See 4 C Weigl 9.54
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1 1 Qty	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were the caltrops of the caltrops of the caltrops of the caltrops of them were them were the caltrops of th	1725 gers, 12 pack with Ready or 1665 at Acc:2 s], [Mode:swir[1] Can be the 28720 75610 Cost 3670	ks of Fast-Draw. 4 I and Dam:sw+rown. See 4 c Weigl 9.54
1 1 Qty 1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: 3 ctt Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR) Notes: (notes) Usernotes: DF1:30 Location: all Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 6.54 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Pouch {p. B288} Per Unit - Cost: 40. Weight: 10.24 dr	1725 gers, 12 pacient Ready or 1665 at Acc:2 st	ks of Fast-Draw. 4 I ag Damsw+rown. See 4 c Weigh 9.54 I ams liable to 10.24 (
1 1 Qty 1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: 3 ctt Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR) Notes: (notes) Usernotes: DF1:30 Location: all Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 6.54 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Pouch {p. B288} Per Unit - Cost: 40. Weight: 10.24 dr	1725 gers, 12 pacient Ready or 1665 at Acc:2 st	ks of Fast-Draw. 4 and Damisw+prown. See 4 c Weigl 9.54
1 1 Qty 1	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk: 3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] Ironskin Amulet (+3 DR) Notes: [notes] Usernotes: DF1:30 Location: all Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 6.54 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Pouch {p. B288} Per Unit - Cost: 10 Contents - Cost: 40, Weight: 10.24 dr Description: Notes: Holds 3 lbs. of small items (coins, 1)	1725 gers, 12 pacient Ready or 1665 at Acc:2 st	ks of Fast-Draw. 4 I ag Damsw+rown. See 4 c Weigh 9.54 I ams liable to 10.24 (
1 1 Qty 1 0	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were can reach them were calculated by the calculated by th	1725 gers, 12 pacivith Ready or 1665 at Acc:2 s], [Mode:swir [1] Can be the 28720 75610 Cost 3670 iree action. Its 50 personal basic 0	ks of Fast-Draw. 4 and Damisw+prown. See 4 c Weigl 9.54
1 1 Qty 1 1 0 0 0	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them v Throwing Axe (Accurate, Fine, Balanced) (Balanced, +4 CF; Fine, +9 CF; ~Accuracy: Missile (+1), +825) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 R0F:1 Shots:T(1) ST:11 Bulk: 3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Ironskin Amulet (+3 DR) Notes: (notes) Usernotes: DF1:30 Location: all Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 3370, Weight: 6.54 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a lb break if dropped must check for this (1 on 1d if unsure). Pouch {p. B288} Per Unit - Cost: 10 Contents - Cost: 40, Weight: 10.24 dr Description: Notes: Holds 3 lbs. of small items (coins, 1) Copper Farthing Gold Mark	1725 ggers, 12 pack with Ready or 1665 at Acc:2 s], [Mode:swir [1] Can be the 28720 75610 Cost 3670 cost 50 personal basis 0	ks of Fast-Draw. 4 I ag Damsw+rown. See 4 c Weigh 9.54 I ams liable to 10.24 (
1 1 Qty 1 0	Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1665, Weight: 4 lb Description: Carries 6 lbs. of throwing weapons (24 dag caltrops, 30 nageteppo, etc.). Wearer can reach them were can reach them were calculated by the calculated by th	1725 gers, 12 pacivith Ready or 1665 at Acc:2 s], [Mode:swir [1] Can be the 28720 75610 Cost 3670 iree action. Its 50 personal basic 0	ks of Fast-Draw. 4 I ag Damsw+rown. See 4 c Weigh 9.54 I ams liable to 10.24 (

	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25)	3670	9.54 lb
1	Buch der magischen	0	2 lb
	Jungfrauenflüssigkeit		
6	Minor Healing Potion (Drinkable)	720	3 lb
	{p. DF1:29}		
	Per Unit - Cost: 120, Weight: 8 oz		
	Description: Heals 1d HP.		
1-1		250	8 oz
1	Battle Potion (Drinkable)	350	8 oz
1	Dungeon Tazzer	2000	8 oz
	Usernotes: Allows the user to shoot up to 3d Lightnings	with Skill 15,	has 20 FP
	Power Reserve Totals:	3670	9.54 lb
	Totals:		
Qty	Wagen	Cost	Weight
1	Wagen	18090	170 lb
	Contents - Cost: 18090, Weight: 170 lb	A Company	
	Description: In GCA a "Parent" item can have other traits a	assigned to it a	as "Children."
	This is essentially an organizational structure, allowing you	u to file multipl	le traits
	This is essentially an organizational structure, anothing for	"-bild" rial	at aliak on it
	together under the parent item if you wish. To make an ite	ma crillo rigi	III CIICK OII II
	and select "Make Child of "The child items will be hidden	by default; yo	ou may snow
	and select iviance of the office of the		4. 4
	the child items by right clicking on the parent and selecting	"Show Comp	onents."
	the child items by right clicking on the parent and selecting	at under the pa	arent. Any
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formation may be assigned as a parent by right clicking on it an	at under the pa d selecting "N	onents." arent. Any lake Parent";
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formation may be assigned as a parent by right clicking on it an	at under the pa d selecting "N	onents." arent. Any lake Parent";
	the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" form: tiem may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de	at under the pa d selecting "N	arent. Any fake Parent"; rent.
300	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formation may be assigned as a parent by right clicking on it an	at under the pa d selecting "N	arent. Any fake Parent"; rent.
300	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Linit - Cost: 2 Weight: 8 gz	at under the particle of selecting "M signated a Pa	arent. Any fake Parent"; rent.
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:O Notes: One meal of dried meat, chee	at under the pa d selecting "N signated a Pa 600 se, etc.	arent. Any fake Parent"; rent. 150 lb
300	the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" form: item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266}	at under the pid selecting "M signated a Pa 600 see, etc.	arent. Any fake Parent"; rent. 150 lb
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier, Includes	at under the pid selecting "M signated a Pa 600 see, etc.	arent. Any fake Parent"; rent. 150 lb
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs.	at under the pid selecting "M signated a Pa 600 se, etc.	arent. Any fake Parent"; rent. 150 lk
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine,	at under the pid selecting "M signated a Pa 600 see, etc.	arent. Any fake Parent"; rent. 150 lb
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine, Spiked) (Fine, +9 CF; Spike, +20;	at under the pid selecting "M signated a Pa 600 se, etc.	arent. Any fake Parent"; rent. 150 lk
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine, Spiked) (Fine, +9 CF; Spike, +20;	at under the pid selecting "M signated a Pa 600 se, etc.	arent. Any fake Parent"; rent. 150 lk
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine, Spiked) (Fine, +9 CF; Spike, +20; ~Defending Shield (+1), +16500)	at under the pid selecting "M signated a Pa 600 se, etc.	arent. Any fake Parent"; rent. 150 lb
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine, Spiked) (Fine, +9 CF; Spike, +20; ~Defending Shield (+1), +16500)	at under the pi d selecting "M signated a Pa 600 se, etc. 180 s a hat or hood	grent. Any lake Parent"; rent. 150 lb 4 lb d, boots, and
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine, Spiked) (Fine, +9 CF; Spike, +20; ~Defending Shield (+1), +16500) {p. B273, B287} Description: TL:1 C:4 DB:2 Dam;thr or Reach:1 Parry	at under the purchase displaced a Pa 600 see, etc. 180 s a hat or hood 17300 ::No ST: DR:	arent. Any lake Parent"; rent. 150 lb 4 lb d, boots, and 15 lb
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) furs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine, Spiked) (Fine, +9 CF; Spike, +20; ~Defending Shield (+1), +16500) {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry Skill-Shield (Shield) Notes: [2:3:41 Can be used offens	to selecting "M signated a Pa 600 se, etc. 180 s a hat or hood 17300 ::No ST: DR: ively with a sh	grent. Any lake Parent"; rent. 150 lk 4 lk d, boots, and 15 lk 7 HP:40 ield bash
1	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes (at TL6 or less) turs. 30% of cost of living; 4lbs. Medium Shield (Defending, Fine, Spiked) (Fine, +9 CF; Spike, +20; ~Defending Shield (+1), +16500) {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry Skill:Shield (Shield) Notes: [2,3,4] Can be used offens (see the Melee Weapon Table p. B273) or shield rush	at under the pure the desired and selecting "M signated a Pa 600 se, etc. 180 s a hat or hood 17300 ::No ST: DR: tively with a sh (see Slam, p.	arrent. Any fake Parent"; rent. 150 lk 4 lk d, boots, and 15 lk 7 HP:40 ield bash B371). At
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	NOTES	
Schulden bei Chilblan	ne	
1545		
+1 battle potion 350		
+1 strength potion 25	0	
	CAMPAIGN LOG	
Points: (logged) 78	+ (other) 0	= (total) 78

In den tiefen des Alls Raum-Zeit-Kontinuum-Cops gefunden und ihre Gefangenen "befreit"

27.12.2011: 11 pts Afterhour 7

Sim City und Orcs vergiftet

23.12.2011: 8 pts
Blut & Schätze 7

7 Pünkte von Kämpfen

1 Meisterleistung 5 Abschluss

1 Bonus für Befreiung Bauern/Burg 18.12.2011: 14 pts

<enter caption here>

<enter notes here> 28.11.2011: 9 pts

<enter caption here> <enter notes here>

28.11.2011: 13 pts <enter caption here>

<enter notes here>

<enter caption here>

<enter notes here> 28.11.2011: 12 pts

Initial Character Creation

Character created using GURPS Character Assistant 4 17.10.2011: 0 pts

POINTS SUMMARY		Pts
Basic Attributes, Secondary Charact	teristics [150]
Advantages, Perks		135]
Disadvantages, Quirks		-40]
Skills, Techniques		85]
Okino, roomingass	Total Points Spent:	330
	Unspent Points:	-2

Armory Martery Perh: Suit Familiars

Running Attach OGCPISHIN S.13 P. (2) up to 2 (25/level) 5.29 (3) 20CP Perfect Revovery S. M. Power ups?

Partect Revovery S. M. Power?

Run and Hit S. 12 Power? -Adventures Band 5 CP/shill S. 16

10 CP 100P/shill

Blut und Schätze vs Forgotten Aealms GURPS Dungeon Fantasy

Name: Sho Kosugi Race: Human Appearance: Player: Sven Mangold Ht: Wt:

Age: 67

Spent: 335 Unspent: -35

CHARACTER SHEET

ST	13 [*]	[30]	HP	13	[0]	Basic 7	[5]
DX	15	[100]	Will	11]	5]	Basic 7	[0]
IQ	10]	0]	Per	11	[5]	BL 34 lb	(ST×ST)/5
НТ	12	[20]	FP	12	[0]	Thr 1d Sw	2d-1
TL	3					[0]	SM +0	
* Cond	ditional: +2	2 from '	Ninja Kil	ling Stril	(e¹				

Vision	11	Fright Check	13°	High Jump	2.92 ft
Hearing	11	Consciousness	12	Money	-42675 [†]
Touch	11	Death Check	12		
Taste/Smell	11	Broad Jump 4	1 yd		

	ENCL	JMBRAN(CE TABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
		-1	-2	-3	-4
Dodge	11	10	9	8	7

		LIFTING F	EATS		
Name	1-Hand Lift	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb
* Takes 2 secon † Takes 4 secon			Double with a Lose 1 FP/sec	running start while over X-H	y enc.

REACTION MODIFIERS

Appearance: +0 Status: +0

Other: +0*

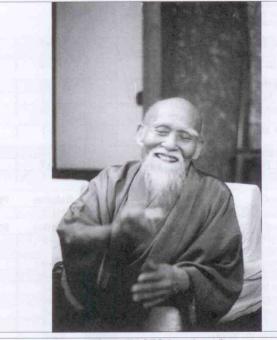
* Conditional: -1 from 'Callous' when past victim, or has Empathy, -2 from 'No Sense of Humor', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Social Stigma (Minority Group)', -1 from 'Stubbornness', +1 from 'Born War-Leader'

	CULTURAL FAMILIARITIES		
Native		Pts	
Human (Native) {p.	B23}	[()]
Non-native		Pts	
Far East {p. B23}		[1	1]

LAN	GUAGES		
Native	Spoken	Written	Pts
Far Eastern (Native) {p. B24}	Native	Native	[0
Non-native	Spoken	Written	Pts
Common (p. B24)	Broken	_	[1

TEMPLATES AND META-TRAITS Name	Pts
Ninja (Dungeon Fantasy) {p. DF12:8}	0
Ninja-Knight (Dungeon Fantasy) {p. DF12:10} Description: An unusual lens, but a potentially powerful one. The ability to mix the exotic weapon mastery and stealth of a ninja with a heavier emphasis on strength and combat power is the appeal of the ninja-knight. The best weapon option to choose is usually enhancing a preexisting weapon skill unless you have access to a knightly weapon with the Ninja modifier (p. 13) or tote a big weapon like the okusarigama (p. 13)!	0

ADVANTAGES		
Name		Pts
Ambidexterity (p. B39)	[5]
Born War-Leader 1 {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	[5]
Combat Reflexes (p. B43)	1	15]
High Pain Threshold {p. B59} Roll to ignore pain: 14 (Will+3)	[10]
Ninja Enhanced Parry 2 (All Weapons; Ninja Training, -10%) {p. B51}	[18]



ADVANTAGES (continued)		
Name		Pts
Ninja Killing Strike 2 (Ninja Training, -10%; Once Per Weapon Per Battle, -10%) {p. DF12:5}	[8
Ninja Mind Shield 1 (Ninja Training, -10%) {p. DF12:5}	1	4
Ninja Talent 2 (p. DF12:4)]	20
Ninja Tools 2 (Ninja Gear Only, -10%; Ninja Training, -10%) {p. DF12:5}	[8
Weapon Master (Ninja Weapons) {p. B99}]	35

PERKS		
Name	P	ts
Grip Mastery (Kasurigama) {p. MA50}	[1]
Ninja Dual Ready (Nageteppo/Ninja-To) {p. DF12:6}	[1]

DISADVANTAGES	
Name	Pts
Callous (p. B125)	[-5]
No Sense of Humor (p. B146)	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Social Stigma (Minority Group) {p. B155}	[-10]
Stubbornness (p. B157)	[-5]
Vow (Ninja Secrecy) {p. B160, DF12:7}	[-5]
Vow (Own no more than what can be carried) {p. B160, DF12:7}	[-10]

	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)	13	DX-2	[1]
Axe/Mace {p. B208} Parry: 13	14	DX-1	[1]
Blowpipe {p. B180}	15	DX+0	[4]
Bow (p. B182)	14	DX-1	[1]
Climbing {p. B183}	15	DX+0	[2]
Fast-Draw (Shuriken) {p. B194, MA56}	16*	DX+1	[1]
Jitte/Sai {p. B208}	17	DX+2	[8]
Judo {p. B203} Parry: 13	14	DX-1	[2]
Jumping {p. B203}	15	DX+0	[1]

SKILLS (contin	-	Relative	Pts
DX based	Level		
Karate {p. B203} Description: Notes: Calculated damage takes into account bonuses from 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: 13	14	DX-1	[2
Knife {p. B208} Parry: 13	16	DX+1	[2
Kusari (p. B209) Parry: 14	17	DX+2	[12
Light Walk (p. B205)	17†	DX+2	[4
Riding (Equines) {p. B217}	14	DX-1	1
Shortsword {p. B209}	16	DX+1	[4
Staff {p. B208} Parry: 15	14	DX-1	[1
Stealth {p. B222}	17	DX+2	[8
Thrown Weapon (Shuriken) {p. B226}	17	DX+2	[4
Tonfa {p. B209} Parry: 13	14	DX-1	[1
HT based	Level	Relative	Pts
Hiking {p. B20}	11	HT-1	[1
IQ based	Level	Relative	Pts
Armoury/TL3 (Melee Weapons) {p. B178}	10	IQ+0	[2
Connoisseur (Weapons) {p. B185}	10	IQ+0	[2
First Aid/TL3 (Human) {p. B195}	10	IQ+0	1
Gesture (p. B198)	11	IQ+1	[2
Holdout {p. B200}	10	IQ+0	[2
Hypnotism (Human) {p. B201}	10†	IQ+0	[1
Invisibility Art (p. B202)	11†	IQ+1	[4
Leadership (p. B204)	10‡	IQ+0	[1
Poisons/TL3 {p. B214}	9	IQ-1	[2
Strategy (Land) {p. B222}	9‡	IQ-1	[1
Per based	Level	Relative	Pts
Blind Fighting (p. B180)	12†	Per+1	[4
Observation (p. B211)	11	Per+0	[2
Will based	Level	Relative	Pts
Meditation (p. B207)	10	Will-1	[2
Mental Strength {p. B209}	13†	Will+2	1

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+ magical bean weaper holylus

+ Drago ally Erace

+ set Wings-To / tolare

+ Usy fine + palanced

greens | openhal

prissance | prissance

	MELEE A	TTACKS	and the second second	Lolle Joseph College		no History	131-24
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	-	1d-1 cr	C	-	-	
Karate: Punch	14	13	1d-1 cr	C	-		Lilia.
Karate: Kick	12	-	1d cr	C,1	-	-	10
Kick	13	-	1d cr	C,1	-	-	
Punch	15	13	1d-1 cr	С	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Kusarigama (Very Fine, Balanced, Puissant, Penetrating):	18	13U	2d+6(2) cr	1,2*	10†	4	[8]
Kusari							
Kusarigama (Very Fine, Balanced, Puissant, Penetrating):	18	13U	2d+8(2) cut	1,2*	11†	4	[8, 14]
Kama							120 741
Ninja-To (Balanced, Fine, Penetrating Weapon): Swing	17	14	2d+4(2) cut	1	8	4	The T
Ninja-To (Balanced, Fine, Penetrating Weapon): Thrust	17	14	1d+3(2) imp	1	8	4	THE YEAR
Sai: Jitte/sai swing	17	14	2d+3 cr	1	7	4	[1, 10]
Sai: Jitte/sai thrust	17	14	1d+2 imp		7	4	
Sai: Main-gauche swing	13	12F	2d-1 cr	1	7	4	[1]
Sai: Main-gauche thrust	13	12F	1d imp	1	7	4	
Sai (Fine, Meteoric): Jitte/sai swing	17	14	2d+3 cr	1	7	4	[1, 10]
Sai (Fine, Meteoric): Jitte/sai thrust	17	14	1d+3 imp		7	4	
Sai (Fine, Meteoric): Main-gauche swing	13	12F	2d-1 cr	Loui Jose.	7	4	[1]
Sai (Fine, Meteoric): Main-gauche thrust	13	12F	1d+1 imp	1	7	4	
Shuriken (Spike): Claw	15	13	1d-2 cut	С	1	4	[4]
Shuriken (Spike, Meteoric, Fine): Claw	15	13	1d-1 cut	C		4	[4]
Shuriken (Star): Claw	15	13	1d-2 cut	C		4	[4]
Shuriken (Star, Meteoric, Fine): Claw	15	13	1d-1 cut	С		4	[4]
Tanto: Swing	16	13	2d-1 cut	C,1	6	4	
Tanto: Thrust	16	13	1d+1 imp	C	6	4	[1]
Tonfa: Butt jab	15	13	1d cr	С		4	[4]
Tonfa: Swing	14	13	2d-1 cr	1	7	4	[11]
Tonfa: Thrust	14	13	1d cr	C,1	7	4	

Reach """: The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

Parry "F": The weapon is a *lencing weapon* (see: *Fencing Weapons*, p. B404).

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).

Parry "T": 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		RcI	LC	Notes
Sai: Thrown	11	1d imp	-	10 yd / 20 yd	1	T(1)	7	-3	-	4	
Sai (Fine, Meteoric): Thrown	11	1d+1 imp	-	10 yd / 20 yd	1	T(1)	7	-3	-	4	
Shuriken (Spike): Thrown	17	1d+1 cut	1	7 yd / 13 yd	1	T(1)	5	-	-	4	
Shuriken (Spike, Meteoric, Fine): Thrown	17	1d+2 cut	1	7 yd / 13 yd	1	T(1)	5		-	4	
Shuriken (Star): Thrown	17	1d+1 cut	1	7 yd / 13 yd	1	T(1)	5	-	-	4	
Shuriken (Star, Meteoric, Fine): Thrown	17	1d+2 cut	1	7 yd / 13 yd	1	T(1)	5	-	-	4	
Tanto: Thrown	11	1d imp		10 yd / 20 yd	1	T(1)	6	-2	-	4	real s

PARRY	PARRY	BLOCK	DODGE	OTHER
13°	13*	9†	11†	
Judo	DX	DX	None	
yes R: 0 B: 0 eck R: 3 B: 0 orso	DE DE LE CONTROL	MS Gr R: 2*+3 Ari Ari Hands DR: 3 DB: 0 Bc	es 2 ck - ull - ce - rso - oin - ms 7 unds 5 gs 7	#
	Ground DB	2*+3 No	otes:	

HP	HP 0 HP		-1×HP -2×HP		-4×HP		
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		-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64		
less than 1/3	HP: Dodge/2 and	with each other a d Move/2 (round roll at -1/full multi	up).				

immediately and at the start of any turn you choose a maneuver other than

Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

-5×HP or less: Immediate death

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

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

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.

O 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.

	SLAM	TABLE	
1	2-3	4–7	8
1d-3	1d-2	1d-1	1d

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	1-1	Ear	-7				
8	Right Arm	-2	-	Nose	-7				
9-10	Chest*		_	Jaw	-6				
11	Abdomen*	-1		Spine§	-8				
12	Left Arm	-2	7	Limb Vein/Artery¶	-5				
	Left Leg	-2	_	Neck Vein/Artery¶	-8				
15	Hand	-4	_	Arm/Leg Joint**	-5				
16	Foot	-4	_	Hand/Foot Joint**	-7				
	Neck	-5	_	Groin	-3				

1/-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 crushing, cutting, piercing, and tight-beam burning attacks

Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

to Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

Locations, p. MA137, and Hit Locations, p. LT100.

HUMANOID ARMOR GAPS TABLE									
Gap	Location	Mod.	Gap	Location	Mod.				
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8				
Back of Knee	Lea Joint	-8	Neck	Neck	-8				
Eves	Eves	-10	Open Palm	Hand	-6(u)/-8(a				
Groin	Groin	-3							

See also: Harsh Realism – Armor Gaps, p. LT101.

- 18 polices -30 trup + 6cp HICP + ALP 126P 460 + 40'000 grant spick with parts

01	LOAD-OUTS	Cont	Wajaha
Qty	« Combat »	17025	Weight 8 lb
1	Armor Contents - Cost: 17025, Weight: 8 lb Description: In GCA a "Parent" item can have other traits i This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin, Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar	assigned to it a u to file multipl m a "child" righ by default; yo g "Show Comp at under the pa d selecting "M	s "Children." e traits it click on it u may show onents." irent. Any ake Parent";
1	this entry is here for convenience, as it is automatically de Armored Ninja Suit (2x Fortify) (Armored, +300%; Weapon Holder, +900%; ~Fortify (All) (+2), +4000) {p. DF12:16} Description: location: full suit DR:1 Usernotes: Weapon Holder = 3+Ninja Talent Slots	5950	4 lb
1	Location: full suit, face, skull Cloth Armor (Giant Spider Silk, +9900%; ~Lighten (Groin, Torso	9000	3 lb
	and Vitals) (x1/2), +6000) {p. B283} Description: Tt:1 LC: DR:1* Locations: torso, groin N under clothing. Notes: [1]	lotes: [1] Conce	ealable as or
1	Location: torso, groin Cloth Sleeves (Giant Spider Silk, +9900%; ~Lighten (Arms) (x1/2), +75) {p. B283} Description: TL:1 LC:- DR:1* Locations: arms Notes: clothing. Notes: [1]	2075 1] Concealable	1 lb
1	Location: arms Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1340, Weight: 6 lb Description: Carries 6 lbs. of throwing weapons (24 dagge	1400 ers. 12 packs o	7 lb
5	nageteppo, etc.). Wearer can reach them with Ready or F Nageteppo, Smoke {p. DF1:25} Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, fills a two-yard radius with s	ast-Draw. 200	1 lk
5	seconds. Nageteppo, Flash {p. DF1:25} Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, everyone within 10 yards of HT or suffer Blindness (a Vision-Based affliction). Roll		
10	turn. Shuriken (Star) (Weapon Master Damage Bonus, +0) {p. B276, MA226, DF12:14} Per Unit - Cost: 3, Weight: 1.6 oz Description: TL:3 LC:4 (Mode:thrown Damage:thr-1 cu RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (5 Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling	Shuriken)], [Mo	de:claw
10	Notes: [4] Shuriken (Spike) (Weapon Master Damage Bonus, +0) {p. B276, MA226, DF12:14} Per Unit - Cost: 3, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cu RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (5 Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling	Shuriken)], [Mo	de:claw
2	Notes: [[4] Caltrops (Per hex) {p. DF1:25} Per Unit - Cost: 5, Weight: 8 oz Description: Take a Ready maneuver to deploy. Victin step on a number of spikes equal to margin of failure. based on his ST - to the foot. Caltrops that penetrate leach turn until removed (two Ready maneuvers).	Each inflicts th	r-3 imp -
5	Shuriken (Star, Meteoric, Fine) (Weapon Master Damage Bonus, +0; Fine, +900%; Meteoric, +1900%) {p. B276, MA226, DF12:14} Per Unit - Cost: 87, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 ct RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (5) Damage:thr-2 cut Reach: C Parry: 0 ST:0 Skill:Brawling)	Shuriken)], [Mo	de:claw
5	Notes: [4] Shuriken (Spike, Meteoric, Fine) (Weapon Master Damage Bonus, +0; Fine, +900%; Meteoric, +1900%) {p. B276, MA226, DF12:14} Per Unit - Cost: 87, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 ct R6F:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (5) Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling	Shuriken)], [Mo	de:claw

e e l'in	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
1	Bandoleer {p. DF1:25}	1160	3 lb
	Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1100, Weight: 2 lb		
	Description: Carries 6 lbs. of throwing weapons (24 dagger	rs, 12 packs of	caltrops, 30
4	nageteppo, etc.). Wearer can reach them with Ready or Fa	ast-Draw. 100	1 lb
1	Battle Potion Usernotes: DX x d6 1h	100	1 10
1	Poison Blade Black	1000	1 lb
r dy s	Usernotes: 6 x d6 if ht-5 roll fails	10505	10.11
	Totals:	19585	18 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25)	9560	25.13 lb
	Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 9260, Weight: 22.13 lb		
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a f break if dropped must check for this (1 on 1d if unsure).	ree action. Iter	ms liable to
1	Purse {p. B288}	9105	1.13 lb
	Per Unit - Cost: 10		
	Contents - Cost: 9095, Weight: 1.13 lb Description: Notes: Holds 3 lbs. of small items (coins, p	personal basic	s, etc.)
10	Gold Mark	1000	1.6 02
0.5	Per Unit - Cost: 100, Weight: 2.56 dr	OF	15.2 02
95	Copper Farthing	95	15.2 02
0	Per Unit - Cost: 1, Weight: 2.56 dr Silver Penny	0	0.72
8	Platinum Franc	8000	1.28 02
	Per Unit - Cost: 1000, Weight: 2.56 dr	40	Acres
1	Wineskin (filled with water)	10	4 02
	{p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.		
20	Traveler's Rations (p. B288)	40	10 lb
	Per Unit - Cost: 2, Weight: 8 oz	se etc	
1	Description: TL:0 Notes: One meal of dried meat, chee Sleeping Fur {p. B288}	50 Se, etc.	8 lk
	Description: Notes: A winter bedroll, suitable for ice car	ves, arctic adv	
1	Personal Basics (p. B288)	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to an Includes utensils, tinderbox, and flint and steel.	ly Survival roll	without it.
1	Wineskin (p. B288)	10	100
		10	4 02
4	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Tonfa {p. MA226, MA230, DF12:14} Description: Tt:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11], [Mode:thrust Damage:thr.	40 each:C Parry: nage:sw cr Re cr Reach:C,1 I	1.5 lb 0 ST:0 ach:1 Parry:0 Parry:0 ST:7
1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr cr R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan	40 each:C Parry: nage:sw cr Re cr Reach:C,1 I	1.5 lk 0 ST:0 ach:1 Parry:0 Parry:0 ST:7 uses.
	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]]	40 leach:C Parry: nage:sw cr Rec cr Reach:C,1 I e damage bonu 9560 Cost	1.5 lb 0 ST:0 ach:1 Parry:0 Parry:0 ST:7 uses. 25.13 lb Weigh
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt.:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit	40 deach:C Parry: nage:sw cr Rei cr Reach:C,1 I de damage bonu 9560	1.5 lb 0 ST:0 ach:1 Parry: Parry:0 ST:7 uses. 25.13 lb Weigh
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt:3 LC:4 [Mode:butt jab Damage:thr cr R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb	40 each:C Parry: nage:sw cr Re. cr Reach:C,1 I e damage bonu 9560 Cost 21600	1.5 lb 0 ST:0 ach:1 Parry:0 Parry:0 ST:7 uses. 25.13 lb Weigh 10.5 lb
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt.:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits : This is essentially an organizational structure, allowing yo	40 leach:C Parry: leach:C Parry: leach:C,1 I leach:C,1	1.5 lb 0 ST:0 ach:1 Parry:1 Parry:0 ST:7 sses. 25.13 lb Weigh 10.5 lb as "Children.
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GGA a "Parent" item can have other traits in This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite	40 leach:C Parry: leach:C Parry: leach:C,1 leach:C,1 leach:C,1 leach:C,1 leach:C,1 leach:C,1 leach:Cost 21600 Cost 21600 assigned to it a u to file multipern a "child" rigl	1.5 lk o ST:0 ach:1 Parry:0 ST:7 ses. 25.13 lk Weigh 10.5 lk as "Children le traits at click on it
	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits at This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectim	40 leach:C Parry: leach:C Parry: leach:C,1 I leach:C,1	1.5 lb 0 ST:0 ach:1 Parry:0 ST:7 uses. 25.13 lb Weigh 10.5 lb as "Children. le traits nt click on it bu may show bonents."
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt:3 LC:4 [Mode:butt jab Damage:thr cr R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Ontents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits attack This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar	40 leach:C Parry: leach:C Parry: leach:C, 1	1.5 lk 0 ST:0 ach:1 Parry:0 ST:7 ses. 25.13 lk Weigh 10.5 lk as "Children.e traits bu may show onents." arent. Any lake Parent"
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt.:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits at This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectinn Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de	40 leach:C Parry: leach:C Parry: leach:C,11	1.5 lb 0 ST:0 ach:1 Parry:0 ST:7 ses. 25.13 ll Weigh 10.5 ll as "Children. le traits nt click on it bu may show onents." arent. Any lake Parent" rent.
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt:3 LC:4 [Mode:butt jab Damage:thr cr R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Ontents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits attack This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar	40 leach:C Parry: leach:C Parry: leach:C,11	1.5 lt 0 ST:0 ach:1 Parry:0 ST:7 sees. 25.13 lt Weigh 10.5 lt as "Children le traits nt click on it but may show oncents." arent. Any lake Parent" rent. cumbrance
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt.:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor	40 leach:C Parry: leach:C Parry: leach:C,1 leach:C,1 leach:C,1 leach:C,1 leach:C,1 leach:Cost 21600 leach:Cost 21600 leach:Cost 21600 leach:Cost a "child" right leach:Cost a "child" r	1.5 lt 0 ST:0 ach:1 Parry:0 ST:7 sees. 25.13 lt Weigh 10.5 lt as "Children le traits nt click on it but may show oncents." arent. Any lake Parent" rent. cumbrance
	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits: a This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hiddet the child items by right clicking on the parent and selectin, Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14}	40 leach:C Parry: leach:C Parry: leach:C, 1 I leach:C, 1	1.5 lb 0 ST:0 Parry:0 ST:7 sees. 25.13 lb Weigh 10.5 lb as "Children. le traits nt click on it bou may show onents." arent. Any lake Parent" rent. cumbrance 1.5 lb
	Tonfa {p. MA226, MA230, DF12:14} Description: Tt:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dam ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 34-Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:s Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage	40 leach:C Parry: leach:C Parry: leach:C,1 lea	1.5 lb 0 ST:0 ach:1 Parry:0 ST:7 sees. 25.13 ll Weigh 10.5 lb as "Children le traits nt click on it but may show onents." arent. Any lake Parent rent. cumbrance 1.5 lb Parry:0 ST:7 ach:1
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Oty 1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits a: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:s Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing Parry:0 ST:7 Skill:Main-Gauche Notes:[1]], [Mode:ma Damage:thr imp Reach:1 Parry:0 F ST:7 Skill:Main-Gau Damage:thr imp Reach:1 Parry:0 F ST:7 Skill:Mai	each:C Parry: anage:sw or Reich:C Parry: anage:sw or Reich:C,1 I damage bonu 9560 Cost 21600 assigned to it i u to file multip m a "child" rigil n by default; y g "Show Comp at under the p d selecting "M signated a Pa nt count as en 60 w or Reach:11 Damage:sw o ain-gauche thn uchel, [Modest] 40 c:0 Range:ST 2 cut Reach:C arry:-1 ST:6 S ad Weapon Ta	1.5 lb o ST:0 parry:0 st:0 st:0 st:0 st:0 st:0 st:0 st:0 st
Oty 1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits a: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin, Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:s Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:ma Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gau Damage:thr	40 leach:C Parry: leach:C Parry: leach:C, 1 I leach:C leach:C, 1 I leach:C lea	1.5 lb o ST:0 ach:1 Parry:0 ST:7 ises. 25.13 lb Weigh 10.5 lb as "Children. le traits int click on it ou may show bonents." arent. Any lake Parent" rent. cumbrance 1.5 lb Parry:0 ST:7 ach:1 ist in rown bonents." arent. ST:7 lb lb arm when 1 lb
Oty 1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits it his is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:s Skill:Jitte/Sai Notes:[1, 10]], [Mode:min-gauche swing Parry:0F ST:7 Skill:JMain-Gauche Notes:[1]], [Mode:ma Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:ma Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 R0F1:5 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] Tanto (Weapon Master Damage Bonus, +0) {p. B272, B276, DF12:14} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc.0 Ronge:ST*1.5 R0F1:5 R	each:C Parry: anage:sw or Reich:C Parry: anage:sw or Reich:C,1 I damage bonu 9560 Cost 21600 assigned to it i u to file multip m a "child" rigil n by default; y g "Show Comp at under the p d selecting "M signated a Pa nt count as en 60 w or Reach:11 Damage:sw o ain-gauche thn uchel, [Modest] 40 c:0 Range:ST 2 cut Reach:C arry:-1 ST:6 S ad Weapon Ta	1.5 lb o ST:0 ach:1 Parry:0 ST:7 ises. 25.13 lb Weigh 10.5 lb as "Children. le traits int click on it ou may show bonents." arent. Any lake Parent" rent. cumbrance 1.5 lb Parry:0 ST:7 ach:1 ist in rown bonents." arent. ST:7 lb lb arm when 1 lb
Oty 1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits a: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai thrust Dama Parry:0 ST:7 Skill:Jitte/Sai), [Mode:main-gauche swing Parry:0F ST:7 Skill:Main-Gauche Notes:[1], [Mode:main-gauche swing Parry:0F ST:7 Skill:Main-Gauche Notes:[1], [Mode:main-gauche swing Parry:0F ST:7 Skill:Main-Gauche Notes:[1], [Mode:wing Damage:thr imp Acc:0 Range:ST'0.8/ST'1.5 RoF:1 Sh Skill:Thrown Weapon (Knife), [1] Can be thrown. [10] wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] Tanto (Weapon Master Damage Bonus, +0) {p. B272, B276, DF12:14} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw- ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C P Notes: [1] Can be thrown. See Muscle Powered Range Notes: [1] Ninja-To (Balanced, Fine, Penetrating Weapon) (Weapon Master Damage Bonus, +0;	each:C Parry: anage:sw or Reich:C Parry: anage:sw or Reich:C,1 I damage bonu 9560 Cost 21600 assigned to it i u to file multip m a "child" rigil n by default; y g "Show Comp at under the p d selecting "M signated a Pa nt count as en 60 w or Reach:11 Damage:sw o ain-gauche thn uchel, [Modest] 40 c:0 Range:ST 2 cut Reach:C arry:-1 ST:6 S ad Weapon Ta	1.5 lb o ST:0 parry:0 st:0 st:0 st:0 st:0 st:0 st:0 st:0 st
Oty 1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits it his is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:s Skill:Jitte/Sai Notes:[1, 10]], [Mode:min-gauche swing Parry:0F ST:7 Skill:JMain-Gauche Notes:[1]], [Mode:ma Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:ma Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 R0F1:5 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] Tanto (Weapon Master Damage Bonus, +0) {p. B272, B276, DF12:14} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc.0 Ronge:ST*1.5 R0F1:5 R	each:C Parry: anage:sw or Reich:C Parry: anage:sw or Reich:C,1 I damage bonu 9560 Cost 21600 assigned to it i u to file multip m a "child" rigil n by default; y g "Show Comp at under the p d selecting "M signated a Pa nt count as en 60 w or Reach:11 Damage:sw o ain-gauche thn uchel, [Modest] 40 c:0 Range:ST 2 cut Reach:C arry:-1 ST:6 S ad Weapon Ta	1.5 lb o ST:0 ach:1 Parry:0 ST:7 ises. 25.13 lb Weigh 10.5 lb as "Children. le traits int click on it ou may show bonents." arent. Any lake Parent" rent. cumbrance 1.5 lb Parry:0 ST:7 ach:1 ist in rown bonents." arent. ST:7 lb lb arm when 1 lb
Oty 1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Tomfa Notes:[11]], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4][[11]] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits a: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:s Skill:ditte/Sai, Notes:[1, 10]], [Mode:mia pauch swing Parry:0F ST:7 Skill:tite/Sai, [Mode:mian-gauch swing Parry:0F	40 leach:C Parry: lange:sw or Reich:C,11 le damage bond 9560 Cost 21600 lassigned to it is used to the first of the control of	ach:1 Parry:0 ST:7 Parry:0 ST:7 Ises. 25.13 lk Weigh 10.5 lk as "Children. le traits ht click on it to un may show onents." arrent. Any lake Parent", rent. cumbrance 1.5 lk Parry:0 ST:7 ach:1 Ist hrown Bulk:-3 arm when 1 lk 1 l
Oty 1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or R Skill:Tomfanving, Karate, DX Notes:[4], [Mode:swing Dan ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr Skill:Tonfa], [4] This attack receives Brawling or Karate Notes: [4] [11] Totals: Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits: a This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it ar this entry is here for convenience, as it is automatically de Usernotes: Holds 3+Ninja Talent Weapons, Weapons dor Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:s Skill:Jitte/Sai Notes:[1, 10]], [Mode:main-gauche swing Parry:0 ST:7 Skill:Mit-Gaul, [Mode:main-gauche swing Parry:0 ST:7 Skill:Mit-Gaul, [Mode:main-gauche swing Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Parry:0 ST:7 Skill:Jitte/Sai], [I] Can be thrown. [10] wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] Tanto (Weapon Master Damage Bonus, +0) {p. B272, B276, DF12:14} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Ac RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw- ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C P Notes: [1]] Ninja-To (Balanced, Fine, Penetrating Weapon) (Weapon Master Damage Bonus, +0; Balanced, +400%; Fine, +300%; ~Penetrating Weapon (+1), +5000)	40 leach:C Parry: leagh:S or Reach:C,1 I leach:C Parry: leagh:S or Reach:C,1 I leach:C Reach:C,1 I leach:C Reach:C,1 I leach:C Reach:C	1.5 lb o ST:0 ach:1 Parry:0 ST:7 ises. 25.13 lb Weigh 10.5 lb as "Children. le traits int click on it tou may show onents." arent. Any lake Parent" rent. cumbrance 1.5 lb Parry:0 ST:7 ach:1 ir Reach:1 ist hrown Bulk:-3 arm when 1 lb st. (1.6 kg/s) arm when 2 lb st. (2.6 kg/s) 2 ll st. (2.6 kg/s) 2 ll

Qty Weapon Holder in Ninja Suit Weapon Holder in Ninja Suit Sai (Fine, Meteoric) (Weapon Master Damage Bonus, +0; Fine, +300%; Meteoric, +1900%) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage: Thi skill:Jitte/Sai], [Mode:main-gauche swin Parry:0 ST:7 Skill:Main-Gauche Notes:[1]], [Mode: Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:mage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode: Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Guange:thr imp Acc:0 Range:ST:0.8/ST:1.5 RoF:1 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Wielded with Jitte/Sai skill; see pp. B208, B401. Notes:[1], [Mode: Range: The State S	Cost	Weight
1 Sai (Fine, Meteoric) (Weapon Master Damage Bonus, +0; Fine, +300%; Meteoric, +1900%) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage Skill:Jitte/Sai Notes:[1, 10]], [Mode:mitre/sai thrust Dar Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Parry:0F ST:7 Skill:Main-Guache Notes:[1]], [Mode: Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Guamage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Guamage:Substantial Skill:Throw Weapon (Knife)], [1] Can be thrown. [10] Kusarigama (Very Fine, Balanced, Puissant, Penetrating) (Weapon Master Damage Bonus, +0; Balanced, +400%; Very Fine, +19 CF; ~Penetrating Weapon (+1), +5000; ~Puissance (+1), +5000) {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 ST:10† Skill:Kusari Notes:[8]], [Mode:kama Damage 2U ST:11† Skill:Kusari Notes:[8]], [Mode:kama Damage 2U ST:11† Skill:Kusari Notes:[8]], [Mode:kama Damage 2U ST:11† Skill:Kusari Notes:[8]], [Mode:kama Damage 2u ST:10† Skill:Kusari Notes:[8], [Mode:k	21600	10.5 lb
wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10] [1] 1 Kusarigama (Very Fine, Balanced, Puissant, Penetrating) (Weapon Master Damage Bonus, +0; Balanced, +400%; Very Fine, +19 CF; ~Penetrating Weapon (+1), +5000; ~Puissance (+1), +5000) {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 of ST:10† Skill:Kusari Notes:[8]], [Mode:kama Damage 2U ST:11† Skill:Kusari Notes:[8]], [Mode:kama Damage 2U ST:11† Skill:Kusari Notes:[8]], [8] Attempts to at -4; fencing weapons (*7" parry) can't parry at all! weapons are at -2. Halve these penalties for the boli preserver, and weighted scarf. Notes: [8][8, 14]	:sw cr Reach:1 I mage:thr imp Re g Damage:sw c nain-gauche thr auche], [Mode:tl Shots:T(1) ST:7	1.5 lb Parry:0 ST:7 ach:1 ir Reach:1 ist hrown Bulk:-3
Puissant, Penetrating) (Weapon Master Damage Bonus, +0; Balanced, +400%; Very Fine, +19 CF; ~Penetrating Weapon (+1), +5000; ~Puissance (+1), +5000) {p. MA228, DF12:14} Description: Tt.:3 LC:4 [Mode:kusari Damage:sw+2 ST:101 Skill:Kusari Notes:[8]], [Mode:kama Damage 2U ST:111 Skill:Kusari Notes:[8], [14]], [8] Attempts to at -4; fencing weapons ("F" parry) can't parry at all I weapons are at -2. Halve these penalties for the bolipreserver, and weighted scarf. Notes: [8][8, 14]	11920	4.5 lb
Notes: [8][8, 14]	:sw+2 cut Reach parry flails and Attempts to block	n:1,2* Parry:- kusaris are k such
Totale	21600	10.5 lb
Totals:	21000	10.010

Notes: [8] [8,	[4]	Tatalas	01000	10.5 lb
		Totals:	21600	10.510
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	CAMPAIGN LOC	3
Points: (logged) 50	+ (other) 0	= (total) 50
Blut und Schaetze 8		
<enter here="" notes=""></enter>		
20.01.2012: 8 pts		
aufschliessen zur Gru	ірре	
<enter here="" notes=""></enter>		
22.12.2011: 15 pts		A STATE OF THE PARTY OF THE PAR
Blut & Schätze 7		
7 Pünkte von Kämpfer		
1 Meisterleistung		
5 Abschluss		
1 Bonus für Befreiung	Bauern/Burg	
18.12.2011: 14 pts		
<enter caption="" here=""></enter>		
<enter here="" notes=""></enter>		
30.10.2011: 13 pts		

NOTES

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CAMPAIGN LOG (continued)	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
21.08.2011: 0 pts	
POINTS SUMMARY	Pts

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characte	ristics [170]
Advantages, Perks		132]
Disadvantages, Quirks		-55]
Skills, Techniques	The second second	88
	Total Points Spent:	335
	Unspent Points:	-35