

Gruppeninventar

Datum: 20.1.12

Begleiter:

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
- Platte der Erleuchtung
- ~~3 Rüstungsset (magisch)~~
- ~~4 Waffen (magisch)~~
- ~~2 Magic scrolls (Great Heale scroll (15)) (Darkness Roll)~~
- ~~Krasses Schwert, noch wie gesehen!~~
- ~~königlicher schwarzer Saich, saugt licht rein (Ninja)~~
- ~~Zauberstab, länger/kürzer (bis 5yrds.)~~
- ~~Sack voll mit Gold/Juwelen~~

- ~~2x giant Spider cloth armor Hosen~~
- ~~1x Greathelm (Breite Sicht voller Schutz) dwarfen
(+2DR +fortify)~~

- ~~2x Katana (Balanced, fine)~~
- ~~1x~~
- 1x Morganstein (fine, dwarf, Balanced) (Greater Ice weapon)
+4 ice dmg
- 1x Speer (fine) (magisch Gift dmg HT-5 2d dmg)
- 1x ~~dolch (very cutting)~~
langschwert

Character Points:

- 1CP Bar
- 2CP Drachen
- 2CP gross Drachen
- 1CP Madel
- 1CP Maske
- 6CP Bonu

Name: Stone Cold
Race: Gargoyle
Appearance: Before you see him, you will probably have smelled him...

Player: Gil Bertoli
Ht: 1.90m Wt: 240lbs Age: 277
Spent: 330
Unspent: -2
+13

CHARACTER SHEET

ST 20* [40]	HP 22\$ [0]	Basic Speed 5,75¶ [-25]
DX 15 [100]	Will 9 [0]	Basic Move 5 [0]
IQ 9† [0]	Per 9 [0]	BL 80 lb (ST×ST)/5
HT 14‡ [30]	FP 14 [0]	Thr 2d-1 Sw 3d+2
TL 3 [0]	SM +0	

* Includes: +4 from 'Extra ST', +1 from 'Extra ST (Enchantment on Dwarven Armor of Domination)', +1 from 'Extra ST (From Dwarven Armor of Domination)'
† Includes: -1 from 'Gargoyle (Dungeon Fantasy)'
‡ Includes: +1 from 'Gargoyle (Dungeon Fantasy)'
§ Includes: +2 from 'Gargoyle (Dungeon Fantasy)'
¶ Includes: -0,25 from 'Gargoyle (Dungeon Fantasy)'

Vision 9	Fright Check 11*	High Jump 2.92 ft
Hearing 9	Consciousness 14	Money -37513†
Touch 9	Death Check 14	
Taste/Smell 9	Broad Jump 4 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	x1	x2	x3	x6	x10
Basic	80 lb	160 lb	240 lb	480 lb	800 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	11 yd	8 yd	6 yd	4 yd	2 yd
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 seconds to complete † Double with a running start
‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: -2*
* Includes: -2 from 'Appearance'
Status: +0
Other: +0†
† 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

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

LANGUAGES

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

TEMPLATES AND META-TRAITS

Name	Pts
Gargoyle (Dungeon Fantasy) {p. DF3:9}	[25]
Features: Torso armor isn't interchangeable with human torso armor. Description: A gargoyle resembles nothing so much as an ugly stone man with wings.	
Stony {p. DF3:9}	[1]
Claws (Blunt Claws) {p. B42}	[3]
Gargoyle Flight (Winged, -25%) {p. B56}	[30]
Gargoyle Damage Resistance 2 {p. B46}	[10]
Night Vision 5 {p. B71}	[5]
Striker (Gargoyle Tail; Impaling; Clumsy (-2), -40%) {p. B88}	[5]
Appearance (Ugly) {p. B21}	[-8]



TEMPLATES AND META-TRAITS (continued)

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

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Born War-Leader 2 {p. B89, BS184}	[10]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, 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 (Enchantment 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

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

DISADVANTAGES

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

QUIRKS

Name	Pts
Unused Quirk 3 {p. B163}	[-1]

QUIRKS (continued)		Pts
Name <i>Dated Seeungeheuer</i>		
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}	16	DX+1	[2]
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			
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}	15	DX+0	[1]
Parry: 10			
Riding (Equines) {p. B217}	14	DX-1	[1]
Shield (Shield) {p. B220}	17‡	DX+2	[4]
Block: 12			
Stealth {p. B222}	14	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	17	DX+2	[4]
Two-Handed Sword {p. B209}	26§	DX+11	[44]
Parry: 18			
Wrestling {p. B228}	15	DX+0	[2]
Parry: 11			
HT based	Level	Relative	Pts
Carousing {p. B183}	14	HT+0	[1]
Hiking {p. B20}	13	HT-1	[1]
IQ based	Level	Relative	Pts
Armoury/TL3 (Melee Weapons) {p. B178}	10	IQ+1	[4]
Connoisseur (Weapons) {p. B185}	10	IQ+1	[4]
First Aid/TL3 (Gargoyle) {p. B195}	9	IQ+0	[1]
Gesture {p. B198}	9	IQ+0	[1]
Heraldry {p. B199}	8	IQ-1	[1]
Leadership {p. B204}	10¶	IQ+1	[1]
Strategy (Land) {p. B222}	10¶	IQ+1	[2]
Tactics {p. B224}	10¶	IQ+1	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	8	Per-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	8	Will-1	[1]
* Conditional: +4 from 'Gargoyle Flight' when body lightening would help			
† Includes: +1 from 'Combat Reflexes'			
‡ Conditional: +1 from 'Medium Shield' when blocking with this shield			
§ Includes: Enhanced Parry (Two-Handed Sword); Conditional: +1 from 'Weapon Bond (Very Fine, Accurate Katana)'			
¶ Includes: +2 from 'Born War-Leader'			

- 9 Rationen
- Great Haste Scroll (15 skill)
- Darkness Roll

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	2d cr	C	-	-	
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	17	-	2d cr	1	-	4	[2,3,4]
Medium Shield (Defending, Fine, Spiked): Rush	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	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.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Throwing Axe (Accurate, Fine, Balanced): Thrown	19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	
Throwing Axe (Accurate, Fine, Balanced): Thrown	19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	
Throwing Axe (Accurate, Fine, Balanced): Thrown	19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	
Throwing Axe (Accurate, Fine, Balanced): Thrown	19	3d+5 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	

Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	12*	8/9*	
Knife	DX	Shield (Shield)	Light	

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	12	
Hands	8	
Legs	12	
Feet	8	

Bonus DR: 2†
Bonus DB: 2

Notes:

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

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.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP										0 FP				
14	13	12	11	10	0	-1	-2	-3	-4	9	8	7	6	5
4	3	2	1		-10	-11	-12	-13						

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

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP																								
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	102
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	107
2	1				-20	-21				42	43				64	65				86	87				108	109			

HUMANOID HIT LOCATION TABLE

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

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
 See also: *Harsh Realism - Armor Gaps*, p. LT101.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 75610, Weight: 156.15 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	75610	156.15 lb
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Horny Gnomish Backscabbard Per Unit - Weight: 3 lb Contents - Cost: 21900, Weight: 10 lb Usernotes: Allows to wear 2 Weapons on the back and to ready the weapon as a free action, no roll required. You can not quick sheathe your weapon though, learn the proper Technique for that.	21900	13 lb
1	Katana (Weapon Master Damage Bonus, +0) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1.2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1.2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	Katana (Very Fine, Accurate) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Very Fine, +1900%; ~Accuracy (+1), +8250) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1.2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1.2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	21250	5 lb
1	Belt Contents - Cost: 3330, Weight: 8 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	3330	8 lb
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 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	1665	4 lb
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 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	1665	4 lb
1	Armor Contents - Cost: 14260, Weight: 117.9 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	14260	117.9 lb
1	Greathelm (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck	680	12 lb
1	Sollerets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	300	8.4 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Armor Heavy Steel Corselet (Dwarven, 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	14260	117.9 lb
1	Heavy Steel Corselet (Dwarven, 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	6580	40.5 lb
1	Heavy Plate Legs (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs	3200	30 lb
1	Heavy Plate Arms (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	3000	24 lb
1	Heavy Gauntlets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:5 Locations: hands Location: hands	500	3 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 3890, Weight: 4 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	3950	5 lb
1	Major Healing Potion (Drinkable) {p. DF1:29} Description: Heals 2d HP.	350	8 oz
3	Great Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 1000, Weight: 8 oz Description: Heals 4d HP.	3000	1.5 lb
4	Major Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic.	540	2 lb
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 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	1725	5 lb
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 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	1665	4 lb
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 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	1725	5 lb
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 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	1665	4 lb
1	Ironskin Amulet (+3 DR) Notes: [notes] Usernotes: DF1:30 Location: all	28720	4 oz
Totals:		75610	156.15 lb
Qty	Rucksack	Cost	Weight
1	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 free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	3670	9.54 lb
1	Pouch {p. B288} Per Unit - Cost: 10 Contents - Cost: 40, Weight: 10.24 dr Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	50	10.24 dr
0	Copper Farthing	0	-
0	Gold Mark	0	-
0	Platinum Franc	0	-
4	Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr	40	10.24 dr

-500
 +37000
 -1000

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	3670	9.54 lb
1	Buch der magischen Jungfrauenflüssigkeit	0	2 lb
6	Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP.	720	3 lb
1-1	Strength Potion (Drinkable)	250	8 oz
1	Battle Potion (Drinkable)	350	8 oz
1	Dungeon Tazzer Usernotes: Allows the user to shoot up to 3d Lightnings with Skill 15, has 20 FP Power Reserve	2000	8 oz
Totals:		3670	9.54 lb
Qty	Wagen	Cost	Weight
1	Wagen Contents - Cost: 18090, Weight: 170 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	18090	170 lb
300	Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	600	150 lb
1	Winter Clothes {p. B266} Description: As Ordinary Clothes, but heavier. Includes a hat or hood, boots, and (at TL6 or less) furs. 30% of cost of living; 4lbs.	180	4 lb
1	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 or Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4] Usernotes: Gibt +1 Block (wird nicht angezeigt... Onkl muss rausfinden...)	17300	15 lb
1	Weisses Tuch (2 m2)	10	1 lb
Totals:		18090	170 lb

NOTES
Schulden bei Chilblane 1545 +1 battle potion 350 +1 strength potion 250

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 Punkte 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>		
28.11.2011: 11 pts		
<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 Characteristics		[150]
Advantages, Perks		[135]
Disadvantages, Quirks		[-40]
Skills, Techniques		[85]
Total Points Spent:		330
Unspent Points:		-2

SCRATCH PAD
Running Attack (1)
entwerfen (3)
Dual Attack (1) 6CP/shill S.13 Power
extra Attack (2) up to 2 (25/level) S.29
ST (5) 20CP
Finishing Move S.10 Power ups?
Perfect Recovery S.12 Power
Run and Hit S.12 Power?
Adventures' Bond 5CP/shill S.16

Army, Mastery, Peh: Suit Familiars

51 (+25)

10CP

10CP/shill

6
10
16

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 Speed 7	[5]
DX 15	[100]	Will 11	[5]	Basic Move 7	[0]
IQ 10	[0]	Per 11	[5]	BL 34 lb	(ST×ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d	Sw 2d-1
TL 3			[0]	SM +0	

* Conditional: +2 from 'Ninja Killing Strike'

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 yd		

* Includes: +2 from 'Combat Reflexes'

† Includes: +4570 from 'Money', +2500 from 'Money'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
		-1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS

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 seconds to complete
† Takes 4 seconds to complete

‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

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

* Conditional: -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}	[0]
Non-native	Pts
Far East {p. B23}	[1]

LANGUAGES

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}	[0]

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)!

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Born War-Leader 1 {p. B89, BS184}	[5]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	
Combat Reflexes {p. B43}	[15]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
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}	[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	Pts
Grip Mastery (Kasurigama) {p. MA50}	[1]
Ninja Dual Ready (Nageteppe/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}	14	DX-1	[1]
Parry: 13			
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]
Parry: 14			
Judo {p. B203}	14	DX-1	[2]
Parry: 13			
Jumping {p. B203}	15	DX+0	[1]

SKILLS (continued)			
DX based	Level	Relative	Pts
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} Parry: 14	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]

* Includes: +1 from 'Combat Reflexes'
 † Includes: +2 from 'Ninja Talent'
 ‡ Includes: +1 from 'Born War-Leader'

strongly?

+ Knife super fine

+ "magical bean weapon holder"

+ Diagon ally Frak

+ set Ninja-To / blade

+ very fine + balanced
 greater puissance | greater puissance

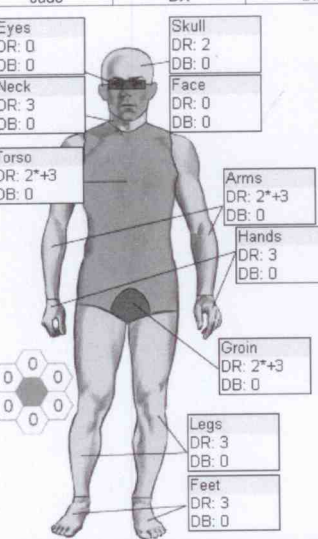
MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	—	1d-1 cr	C	—	—	
Karate: Punch	14	13	1d-1 cr	C	—	—	
Karate: Kick	12	—	1d cr	C,1	—	—	
Kick	13	—	1d cr	C,1	—	—	
Punch	15	13	1d-1 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Kusarigama (Very Fine, Balanced, Puissant, Penetrating): Kusari	18	13U	2d+6(2) cr	1,2*	10†	4	[8]
Kusarigama (Very Fine, Balanced, Puissant, Penetrating): Kama	18	13U	2d+8(2) cut	1,2*	11†	4	[8, 14]
Ninja-To (Balanced, Fine, Penetrating Weapon): Swing	17	14	2d+4(2) cut	1	8	4	
Ninja-To (Balanced, Fine, Penetrating Weapon): Thrust	17	14	1d+3(2) imp	1	8	4	
Sai: Jitte/sai swing	17	14	2d+3 cr	1	7	4	[1, 10]
Sai: Jitte/sai thrust	17	14	1d+2 imp	1	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	1	7	4	
Sai (Fine, Meteoric): Main-gauche swing	13	12F	2d-1 cr	1	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	C	—	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	C	—	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	C	—	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 *fencing 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).
ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
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	

Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	13*	9†	11†	
Judo	DX	DX	None	



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

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +2 from 'Ninja Enhanced Parry (All Weapons)', +1 from 'Combat Reflexes'
 † Includes: +1 from 'Combat Reflexes'

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

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

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

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

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	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

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

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

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism - Armor Gaps*, p. LT101.

-18 falls

-30

-300

+1CP

+2CP

+4CP cooking

+40'000

+3'000

-2'000

+1CP +6CP

+2CP

+1CP

+ giant spider silk pants



LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Contents - Cost: 17025, Weight: 8 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	17025	8 lb
1	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 Location: full suit, face, skull	5950	4 lb
1	Cloth Armor (Giant Spider Silk, +9900%; ~Lighten (Groin, Torso and Vitals) (x1/2), +6000) {p. B283} Description: TL:1 LC:-- DR:1* Locations: torso, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: torso, groin	9000	3 lb
1	Cloth Sleeves (Giant Spider Silk, +9900%; ~Lighten (Arms) (x1/2), +75) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms	2075	1 lb
1	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 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	1400	7 lb
5	Nageteppe, Smoke {p. DF1:25} Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.	200	1 lb
5	Nageteppe, Flash {p. DF1:25} Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn.	200	1 lb
10	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 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	30	1 lb
10	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 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	30	1 lb
2	Caltrops (Per hex) {p. DF1:25} Per Unit - Cost: 5, Weight: 8 oz Description: Take a Ready maneuver to deploy. Victims who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thr-3 imp - based on his ST - to the foot. Caltrops that penetrate DR continue to do damage each turn until removed (two Ready maneuvers).	10	1 lb
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 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	435	8 oz
5	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 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	435	8 oz

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1100, Weight: 2 lb Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	1160	3 lb
1	Battle Potion Usernotes: DX x d6 1h	100	1 lb
1	Poison Blade Black Usernotes: 6 x d6 if ht-5 roll fails	1000	1 lb
Totals:		19585	18 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} 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 free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	9560	25.13 lb
1	Purse {p. B288} Per Unit - Cost: 10 Contents - Cost: 9095, Weight: 1.13 lb Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	9105	1.13 lb
10	Gold Mark Per Unit - Cost: 100, Weight: 2.56 dr	1000	1.6 oz
95	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	95	15.2 oz
0	Silver Penny	0	-
8	Platinum Franc Per Unit - Cost: 1000, Weight: 2.56 dr	8000	1.28 oz
1	Wineskin (filled with water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4 oz
20	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	40	10 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4 oz
1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr cr Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr cr Reach:C,1 Parry:0 ST:7 Skill:Tonfa], [4] This attack receives Brawling or Karate damage bonuses. Notes: [4][11]	40	1.5 lb
Totals:		9560	25.13 lb
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Weapon Holder in Ninja Suit Contents - Cost: 21600, Weight: 10.5 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't count as encumbrance	21600	10.5 lb
1	Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw cr Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][11]	60	1.5 lb
1	Tanto (Weapon Master Damage Bonus, +0) {p. B272, B276, DF12:14} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	40	1 lb
1	Ninja-To (Balanced, Fine, Penetrating Weapon) (Weapon Master Damage Bonus, +0; Balanced, +400%; Fine, +300%; ~Penetrating Weapon (+1), +5000) {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	8200	2 lb

LOAD-OUTS (continued)			
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Weapon Holder in Ninja Suit	21600	10.5 lb
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:sw cr Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw cr Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:-3 Skill:Thrown Weapon (Knife), [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][1]]	1380	1.5 lb
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 cr Reach:1,2* Parry:-2U ST:10† Skill:Kusari Notes:[8]], [Mode:kama Damage:sw+2 cut Reach:1,2* Parry:-2U ST:11† Skill:Kusari Notes:[8, 14]], [8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, life-preserver, and weighted scarf. Notes: [8][8, 14]	11920	4.5 lb
Totals:		21600	10.5 lb

SCRATCH PAD			

NOTES

3000 an Stone Cold gelichen am 20. 1. 2012

CAMPAIGN LOG		
Points: (logged) 50	+ (other) 0	= (total) 50
Blut und Schaetze 8		
<enter notes here>		
20.01.2012: 8 pts		
aufschliessen zur Gruppe		
<enter notes here>		
22.12.2011: 15 pts		
Blut & Schätze 7		
7 Punkte von Kämpfen		
1 Meisterleistung		
5 Abschluss		
1 Bonus für Befreiung Bauern/Burg		
18.12.2011: 14 pts		
<enter caption here>		
<enter notes here>		
30.10.2011: 13 pts		

CAMPAIGN LOG (continued)	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
21.06.2011: 0 pts	

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