



Name: Ramses  
Race: Cat-Folk  
Appearance: Ausfüllen

Player: Philipp Koschmann  
Spent: 297  
Ht: Ausfülle Wt: Ausfüllen Age: Ausfülle Unspent: -47

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

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

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

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

ENCUMBRANCE TABLE					
Name	None	Light	« Med »	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

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

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

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

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from 'Outdoorsman', +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Paranoia'	

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

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

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

DISADVANTAGES	
Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[ -10 ]
Greed (12 or less, *1) {p. B137}	[ -15 ]
Intolerance (Urbanites) {p. B140}	[ -5 ]
Overconfidence (12 or less, *1) {p. B148}	[ -5 ]
Paranoia {p. B148}	[ -10 ]
Sense of Duty (Adventuring companions) {p. B153}	[ -5 ]

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

SKILLS			
<b>DX based</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
Bow {p. B182}	19	DX+4	[ 16 ]
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: 11	15	DX+0	[ 1 ]
Broadsword {p. B208} Parry: 13	18	DX+3	[ 12 ]
Climbing {p. B183}	14	DX-1	[ 1 ]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	[ 1 ]
Fast-Draw (Sword) {p. B194}	16*	DX+1	[ 1 ]
Garrote {p. B197}	15	DX+0	[ 1 ]
Jumping {p. B203}	15	DX+0	[ 1 ]
Knot-Tying {p. B203}	15	DX+0	[ 1 ]
Riding (Equines) {p. B217}	14	DX-1	[ 1 ]
Stealth {p. B222}	14	DX-1	[ 1 ]
Throwing {p. B226}	14	DX-1	[ 1 ]
Wrestling {p. B228} Parry: 11	14	DX-1	[ 1 ]
<b>HT based</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
Hiking {p. B20}	12	HT+0	[ 2 ]
Running {p. B218}	11	HT-1	[ 1 ]
<b>IQ based</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
dCamouflage {p. B183}	15†	IQ+4	[ 2 ]
Cartography/TL3 {p. B183}	12	IQ+1	[ 4 ]
First Aid/TL3 (Cat-Folk) {p. B195}	11	IQ+0	[ 1 ]
Gesture {p. B198}	12	IQ+1	[ 2 ]
Mimicry (Bird Calls) {p. B210}	12†	IQ+1	[ 2 ]
Navigation/TL3 (Land) {p. B211}	12†	IQ+1	[ 1 ]
Prospecting/TL3 {p. B216}	10	IQ-1	[ 1 ]
dShadowing {p. B219}	12	IQ+1	[ 4 ]
Traps/TL3 {p. B226}	12	IQ+1	[ 4 ]
<b>Per based</b>	<b>Level</b>	<b>Relative</b>	<b>Pts</b>
Observation {p. B211}	15	Per+0	[ 2 ]
Search {p. B219}	14	Per-1	[ 1 ]
Survival (Arctic) {p. B223}	16†	Per+1	[ 1 ]
Tracking {p. B226}	17†	Per+2	[ 2 ]

\* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Outdoorsman'

SCRATCH PAD			

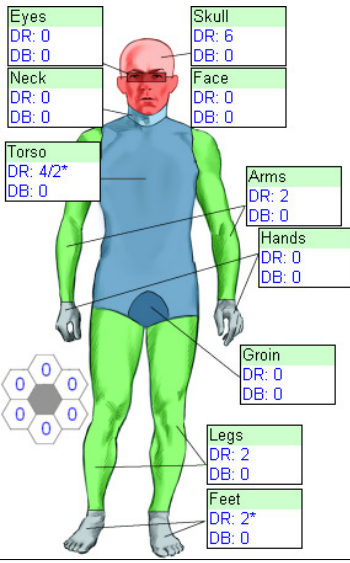
MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		15	11	1d-1 cut	C	-	-	
Brawling: Bite		15	-	1d-1 cut	C	-	-	
Brawling: Kick		13	-	1d cut	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Thrusting Broadsword: swing		18	13	2d+1 cut	1	10	4	
Thrusting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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Composite Bow: Primary	19	1d+5 imp	3	280 yd / 350 yd	1	1(2)	10+	-7	-	4	[3]
Composite Bow: Bodkin Point	19	1d+5(2) pi	3	280 yd / 350 yd	1	1(2)	10+	-7	-	4	[3]

**ATTACKS TABLES COLUMN NOTES**

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

SLAM TABLE				
1-2	3-4	5-8		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9*	11*	
Broadsword	DX	DX		



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: +1 from 'Combat Reflexes'

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

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

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

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

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

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

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

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

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

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	440	30 lb
1	Boots {p. B284} Description: TL:2 LC:4 DR:2 Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs Location: legs	60	4 lb
1	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms Location: arms	50	2 lb
1	Mail Shirt {p. B283} Description: TL:2 LC:4 DR:4/2* Locations: torso Notes: [1,3] Concealable as or under clothing. Split DR: use the lower DR against crushing attacks. Notes: [1,3] Location: torso	150	16 lb
1	Pot-Helm {p. B284} Description: TL:3 LC:4 DR:4 Locations: skull Location: skull	100	5 lb
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	1430	30.64 lb
1	Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	180	6 lb
1	Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	80	2.5 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	690	2.24 oz
0	Platinum Franc	0	-
8	Silver Penny	80	1.28 oz
0	Copper Farthing	0	-
6	Gold Mark	600	15.36 dr
1	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
4	Elven Rations {p. DF1:25} Description: Tasty wafers of Essential Food. Three meals.	60	2 lb
1	Traps, Monster trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+3 cr, ST 16.	320	11 lb
1	Monster Drool (Utility) {p. DF1:28} Description: Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's cheap. A living victim must make an immediate HT roll or suffer 2 points of injury.	20	8 oz
1	Belt Description: Parent Item	730	10 lb
1	Thrusting Broadsword {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]	600	3 lb
1	Hip Quiver, Large {p. DF1:24} Description: Holds 50 arrows or bolts. Two compartments	130	7 lb
25	Arrow {p. B275}	50	2.5 lb
25	Arrow (Bodkin) {p. B275}	50	2.5 lb
1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:7 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3][3]	900	4 lb
<b>Totals:</b>		<b>3500</b>	<b>74.64 lb</b>
Qty	Rucksack	Cost	Weight
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	1430	30.64 lb
1	Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	180	6 lb
1	Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	80	2.5 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	690	2.24 oz
0	Platinum Franc	0	-
8	Silver Penny	80	1.28 oz
0	Copper Farthing	0	-
6	Gold Mark	600	15.36 dr

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Qty	Rucksack	Cost	Weight
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<b>Totals:</b>		<b>1430</b>	<b>30.64 lb</b>

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 180 ]
Advantages, Perks		[ 103 ]
Disadvantages, Quirks		[ -55 ]
Skills, Techniques		[ 69 ]
<b>Total Points Spent:</b>		<b>297</b>
<b>Unspent Points:</b>		<b>-47</b>

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4		
Blut & Schätze vs. Forgotten Realms		
GURPS 4th Edition: Dungeon Fantasy		
17.10.2011: 0 pts		