

Name: Ramses Race: Cat-Folk Appearance: Ausfüllen

CHARAC					
ST 12 [*]	[30]	HP 12	[0]	Basic 7,25	[10
DX 15 [†]	[80]	Will 11	[0]	Basic 7 Move 7	[0
IQ 11	[20]	Per 15 [†]	[15]	BL 29 lb	(ST×ST)/
HT 12	[20]	FP 12	[0]	Thr 1d	Sw 2d
TL 3			[0]	SM +0	
* Includes: -1 from † Includes: +1 fron				iking ST'	
					0.00.4
Vision Hearing		Fright Checl Consciousn		High Jump Money	2.92 ft 0†
Touch		Death Chec		woney	01
Taste/Smell	-	Broad Jump			
* Includes: +2 from	-			500 from 'Money'	
				-	
Nomo	None		-		V Lhar
Name Lifting	×1	Light ×2	« Med » ×3	• Hvy ×6	X-Hvy ×10
Basic	29 lb	<u>^2</u> 58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	<u>7 yd</u>	<u>5 yd</u>	<u>4 yd</u>	2 yd	<u>1 yd</u>
Water	1 yd	1 yd	1 yd	<u>1 yd</u>	1 yd
Dodge	···· <u>ī</u> ī-	<u>-1</u> 10	<u>-2</u> 9	<u></u>	<u>-4</u> 7
Lougo				0	1
		LIFTING			
	1-Hand				Shift
Name	Lift*	Lift [†]	Over‡	Back	Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
* Takes 2 seconds † Takes 4 seconds				a running start	
	s to complete		§ Lose 1 FP/≈	C WILLE OVER X-EV	/venc.
	•		§ Lose 1 FP/se		y enc.
	•	ATES AND			
Name	TEMPL	ATES AND	META-TF		Pts
Name Cat-Folk (Dur	TEMPL	ATES AND	META-TF 3:5}	RAITS	
Name Cat-Folk (Dur Features: Tail: nei armor	TEMPL	ATES AND	META-TF 3:5} of a problem t	AITS	Pts
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Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fol Racial ST I Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven: Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* * Conditional: + individuals, -21 (Adventuring c from 'Paranoia' Native Cat-Folk (Nat Human {p. B2	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) offlexes {p. n 5 {p. B71 2 {p. B89} prp Teeth) { 0} ess (12 or b. B142) ttering Wat on Fantas a called "arche bast. RI +0 cult ive) {p. B22	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," "stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou .TURAL FA 3}	META-TF 3:5} of a problem t io-called beast bio-called be	RAITS o interfere with -men. B148} you've filled all Cs, +2 from 'Sense Sense of Duty is k ES	Pts [40 [-10 [10 [5 [15 [5 [15 [5 [15 [10 [1 [1 [-10 [-10 [-10 [-22 [0] or naive e of Duty nown, -2 Pts [0 Pts [1]
Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fo Racial ST f Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* * Conditional: + individuals, -21 (Adventuring c from 'Paranoia' Native Human {p. B2 Native	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) arp Claws) arp Claws) arp Teeth) { 0 0 cess (12 or 0 con Fantas c called "arche coast. RI +0 CUL ive) {p. B2: 23}	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," "stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou .TURAL FA 3}	META-TF 3:5} of a problem t o-called beast B139} (a) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c	RAITS o interfere with -men. B148} you've filled all S Ce' when young o Cs, +2 from 'Sense ES Written	Pts [40 [-10 [10 [5 [15 [5 [15 [15 [15 [15 [10 [1 [1 [1 [1 [1 [1 [1 [1
Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fol Racial ST I Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven: Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* *Conditional: + individuals, -21 (Adventuring cc from 'Paranoia' Native Cat-Folk (Nat Human {p. B2 Native Catish (Native	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) arp Claws) arp Claws) arp Teeth) { 0 0 cess (12 or 0 con Fantas c called "arche coast. RI +0 CUL ive) {p. B2: 23}	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou TURAL FA 3}	B139} B139} is, *0.5) {p. 0} i"tracker," and IODIFIERS i"tracker," and IODIFIERS MILLARITI MILLARITI AGES Spoken Native	RAITS o interfere with -men. B148} you've filled all S Cs, +2 from 'Sense Sense of Duty is k ES Written Native	Pts [40 [-10 [10 [5 [5 [5 [15 [5 [15 [15 [10 [1 [1 [1 [-10 [-10 [-2 [0 [0 [0 [0 [0 [0 [0 [0 [0 [0
Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fo Racial ST f Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* * Conditional: + individuals, -21 (Adventuring c from 'Paranoia' Native Human {p. B2 Native	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) offlexes {p. n 5 {p. B71 2 {p. B89} urp Teeth) { 00} ess (12 or b. B142} tering Wat con Fantas e called "arche bast. RI +0 c2 from 'Outdoo from 'Overconf ompanions)' wi CUL ive) {p. B22 23}	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou TURAL FA 3}	META-TF 3:5} of a problem t o-called beast B139} (a) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c	RAITS o interfere with -men. B148} you've filled all S Ce' when young o Cs, +2 from 'Sense ES Written	Pts [40 [-10 [10 [5 [15 [5 [15 [15 [15 [15 [10 [1 [1 [1 [1 [1 [1 [1 [1

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}	[- <mark>5</mark>]
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
Bow {p. B182}	19	DX+4	[16]
Brawling {p. B182}	15	DX+0	[1]
Description: Notes: Calculated damage takes into			
account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has			
Gauntlets/Brass Knuckles" or "Has Boots" to apply the			
+1 damage to Punch or Kick, as appropriate.			
Parry: 11 Broadsword {p. B208}	18	DX+3	[12]
Parry: 13	10	DX+3	[12]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	11
Fast-Draw (Sword) {p. B194}	16*	DX+1	11
Garrote {p. B197}	15	DX+0	i 11
Jumping {p. B203}	15	DX+0	i 11
Knot-Tying {p. B203}	15	DX+0	i 11
Riding (Equines) {p. B217}	14	DX-1	i 11
Stealth {p. B222}	14	DX-1	į 1j
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
HT based	Level	Relative	Pts
Hiking {p. B20}	12	HT+0	[2]
Running {p. B218}	11	HT-1	[1]
IQ based	Level	Relative	Pts
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]
Per based	Level	Relative	Pts
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' † Inclu	des: +2 froi	m 'Outdoorsman'	

MELEE ATTACKS									
Non-Equipment based			Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch			15	11	1d-1 cut	C			
Brawling: Bite			15		1d-1 cut	C			
Brawling: Kick			13		1d cut	C,1		-	
Equipment based	Equipment based Skill Parry Damage Reach ST LC Notes								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 / 3	50 yd 1	1(2)	10† -7	- 4	[3]
Composite Bow: Bodkin Point	19	1d+5(2) pi	3	280 yd / 3	50 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.

	S	LAM TABLE	ABLE			SIZE AND SPEED/RANGE TABLE				
1–2		3–4		5–8	Spd/Rn	g Size	Measure	Spd/Rn	g Size I	Measure
1d-3		1d-2		1d-1	0	0	2 yd	-8	+8 5	50 yd
PARRY	PARRY	BLOCK	DODGE	OTHER	-1	+1	3 yd	-9	+9 7	70 yd
				OTTIEN	-2	+2	5 yd	-10		100 yd
13*	11*	9*	11*		-3	+3	7 yd	-11		150 yd
Broadsword	DX	DX			-4	+4	10 yd	-12		200 yd
Eyes	Skull	, , ,		ц	-5	+5	15 yd	-13		300 yd
DR: 0	DR: 6	Loc		#	-6	+6	20 yd	-14		500 yd
DB: 0	DB: 0	Eye			-7	+7	30 yd	-15	+15 7	700 yd
Neck	Face				See also:	Size and Speed/	Range Table, p. B55	50.		
DR: 0 DB: 0	DR: 0 DB: 0	Sku				HUI	MANOID HIT L	OCATIO	N TABLE	
	DD. U	Fac	-		Roll I	ocation	Mod.	Roll L	ocation	Mod.
Torso DR: 4/2*					3–4 5	Skull	-7(f)/-5(b)	- \	/itals [†]	-3
DB: 0	- Arm				5 I	ace	-5(f)/-7(b)	— E	Eye‡	-9
	DB:				6–7 I	Right Leg	-2	— E	Ear	-7
		nds Log			8 I	Right Arm	-2	– N	lose	-7
		e leg			9–10 (Chest*	-	– J	law	-6
						Abdomen*	-1	– 5	Spine <mark>s</mark>	-8
			nus DR: 0			_eft Arm	-2		.imb Vein/Artery	-
100	Groin		nus DB: <mark>0</mark>		13–14 l		-2		Neck Vein/Artery	
			es:		-	Hand	-4		Arm/Leg Joint**	-5
	DB: 0				-	Foot	-4		Hand/Foot Joint**	
					17–18		-5		Groin	-3
	Legs DR: 2								ld: 1 is a vitals hit inste beam burning attacks	ead
	DB: 0						ing, piercing, and tig			
	Feet				§ Only tar	etable by crush	ing, cutting, impaling	, piercing, ar	nd tight-beam burning	attacks
13	DR: 2*						g, impaling, piercing		eam burning attacks eam burning attacks	
and	DB: 0								Location Table, p. B552	2. New Hit
* Includes: +1 from	'Combat Reflexes'						Hit Locations, p. LT1			-,

			- ··-		
HP (0 HP	-1×HP	-2×HP	-3×HP	-4×HP
121110980- 76543-5-6 21		12 -13 -14 -15 -16 17 -18 -19 -20 -21 22 -23	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -58 -59
HP loss effects are of	cumulative w	ith each other a	nd any effects si	uffered from FP	loss.
less than 1/3 HP: D	odge/2 and I	Move/2 (round u	. (qu		
0 HP or less: N	lake a HT rol	l at -1/full multip	ole of HP below) vs. unconsciou	isness at the
S	tart of your n	ext turn and any	/ turn you choos	e a maneuver ot	her than Do
N	lothing.				
-1×HP or less: M	lake a HT rol	I vs. death imm	ediately and for	every full multipl	e of HP below
0					
-5×HP or less: Ir	nmediate dea	ath.			
FP	0 FP	FP loss effects	are cumulative v	vith each other a	ind any effects
121110980-	1-2-3-4	suffered from H	P loss.		
7 6 5 4 3 -5 -6 2 1 -10 -1	6-7-8-9	less than 1/3 F		ve/2, and ST/2 (effect ST-based and damage.	
		0 FP or les		oll vs. incapacita	
				r other than Do	
				make an immed	
				ck; every point o	of FP loss
				ual loss of HP.	
		-1×FP or les	s: Immediate un	consciousness;	you can no

(FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

	LOAD-OUTS		
Qty 1	« Combat » Armor	Cost 440	Weight 30 lb
<u> </u>	Description: Parent Item	110	
1	Boots {p. B284}	80	3 lb
	Description: TL:2 LC: DR:2* Locations: feet Notes: [1] Co clothing.	incealable	as or under
	Notes: [1]		
1	Location: feet Heavy Leather Leggings {p. B283}	60	4 lb
1	Description: TL:1 LC:4 DR:2 Locations: legs	00	
1	Location: legs	50	2 lb
	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms	50	2 10
	Location: arms		
1	Mail Shirt {p. B283}	150	16 lb
	Description: TL:2 LC:4 DR:4/2* Locations: torso Notes: [1, under clothing. Split DR: use the lower DR against crushin		able as or
	Notes: [1,3] Location: torso		
1	Pot-Helm {p. B284}	100	5 lb
	Description: TL:3 LC:4 DR:4 Locations: skull		
1	Location: skull Backpack, Small {p. B288}	1430	30.64 lb
	Description: TL:1 Notes: Holds 40 lbs. of gear.	1400	00.0410
1	Traps, Man trap {p. DF1:25}	180	6 lb
	Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov		
1	Traps, Mini-trap {p. DF1:25}	80	2.5 lb
	Description: Spring-loaded leg-hold traps. Roll vs. Traps to		
1	staked down, victim must break free from trap's ST to move Personal Basics {p. B288}	<u>away, 10</u> 5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any S	-	
1	Includes utensils, tinderbox, and flint and steel. Pouch {p. B288}	690	2.24 oz
	Description: Notes: Holds 3 lbs. of small items (coins, pers		
0	Platinum Franc	0	_
8	Silver Penny	80	1.28 oz
0	Copper Farthing Gold Mark	0 600	15.36 dr
1	Rope, 3/8" (per 10 yards) {p. B288}	5	1.5 lb
	Description: TL:1 Notes: Supports 300lbs.		
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a	10 setran Wo	3 lb
	combat! Holds 1 quart of liquid (2 lbs. if water).	a strap. wo	Int Shatter In
4	Elven Rations {p. DF1:25}	60	2 lb
1	Description: Tasty wafers of Essential Food. Three meals. Traps, Monster trap {p. DF1:25}	320	11 lb
	Description: Spring-loaded leg-hold traps. Roll vs. Traps to		
1	staked down, victim must break free from trap's ST to move Monster Drool (Utility) {p. DF1:28}	<u>ə away; 1d-</u> 20	<u>+3 cr, ST 16.</u> 8 OZ
1	Description: Generic blade venom made from giant centipe	edes, spide	rs, or
	whatever else is in season. Often used on whole quivers o cheap. A living victim must make an immediate HT roll or s		
1	Belt	730	10 lb
	Description: Parent Item		0.11
1	Thrusting Broadsword {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach	600 1 Parry:0	3 lb
	Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Pa		
1	Skill:Broadsword] Hip Quiver, Large {p. DF1:24}	130	7 lb
<u> </u>	Description: Holds 50 arrows or bolts. Two compartments		
25	Arrow {p. B275}	50	2.5 lb
05			2.5 lb
25	Arrow (Bodkin) {p. B275}	50 900	/ lh
25 1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST	900 25 RoF:1 \$	
	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow	900 25 RoF:1 S or crossbo	Shots:1(2) w is \$2. A
	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST	900 25 RoF:1 S or crossbo 1. Sling sto	Shots:1(2) w is \$2. A nes are free.
	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.	900 25 RoF:1 S or crossbo	Shots:1(2) w is \$2. A
1 Qty	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][3] Totals: Rucksack	900 25 RoF:1 S or crossbo 1. Sling sto 3500 Cost	Shots:1(2) w is \$2. A nes are free. 74.64 lb Weight
1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][3] Totals: Rucksack Backpack, Small {p. B288}	900 25 RoF:1 S or crossbo 1. Sling sto 3500	Shots:1(2) w is \$2. A nes are free. 74.64 lb
1 Qty	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][3] Totals: Rucksack	900 25 RoF:1 S or crossbo 1. Sling sto 3500 Cost	Shots:1(2) w is \$2. A nes are free. 74.64 lb Weight
1 Qty 1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][[3] Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-Ioaded leg-hold traps. Roll vs. Traps to	900 t25 RoF:1 § or crossbo 1. Sling sto 3500 Cost 1430 180 o set. If cha	Shots:1(2) w is \$2. A nes are free. 74.64 lb Weight 30.64 lb 6 lb ined or
1 Qty 1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST: ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][3] Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov	900 t25 RoF:1 § or crossbo 1. Sling sto 3500 Cost 1430 180 o set. If cha	Shots:1(2) w is \$2. A nes are free. 74.64 lb Weight 30.64 lb 6 lb ined or
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1 Qty 1 1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][[3] Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov	900 25 RoF:1 % or crossbo 1. Sling sto 3500 Cost 1430 180 p set. If cha a away; 1d- 80 p set. If cha a away; 1d-	Shots:1(2) w is \$2. A nes are free. 74.64 lb Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or -1 cr, ST 8.
1 Qty 1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST: ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][[3] Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov. Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov. Personal Basics {p. B288}	900 '25 RoF:1 \$ or crossbo 1. Sling sto 3500 Cost 1430 180 o set. If cha a away; 1d: 5	Shots:1(2) w is \$2. A nes are free. 74.64 lb Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or -1 cr, ST 8. 1 lb
1 1 1 1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0. Notes: [3][3] Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any S Includes utensils, tinderbox, and flint and steel.	900 '25 RoF:1 \$ or crossbo 1. Sling sto 3500 Cost 1430 180 0 set. If cha e away; 1d- 80 o set. If cha e away; 1d- 5 survival roll	Shots:1(2) w is \$2. A nes are free. 74.64 lb Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or 1 cr, ST 8. 1 lb without it.
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	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Backpack, Small {p. B288}	1430	30.64 lb
1	Rope, 3/8" (per 10 yards) {p. B288}	5	1.5 lb
	Description: TL:1 Notes: Supports 300lbs.		
1	Canteen {p. DF1:23}	10	3 lb
	Description: Notes: Canteen. Miniature wooden barrel or combat! Holds 1 guart of liquid (2 lbs. if water).	n a strap. Wo	n't shatter in
4	Elven Rations {p. DF1:25}	60	2 lb
4	Description: Tasty wafers of Essential Food. Three meal		2 10
1	Traps, Monster trap {p. DF1:25}	320	11 lb
	Description: Spring-loaded leg-hold traps. Roll vs. Traps staked down, victim must break free from trap's ST to mo		
1	Monster Drool (Utility) {p. DF1:28}	20	8 oz
	Description: Generic blade venom made from giant centi	pedes, spide	rs, or
	whatever else is in season. Often used on whole quivers	of arrows be	cause it's
	cheap. A living victim must make an immediate HT roll o	r suffer 2 poir	nts of injury.
	Totals:	1430	30.64 lb
POIN	TS SUMMARY		Pts
Basic	Attributes, Secondary Characteristics		[180]
Adva	ntages, Perks		[103]
Disad	Ivantages, Quirks		·-55 Ī
	, Techniques		i 69 i
	Total Points	Spent:	297
	Unspent	Points:	-47
	CAMPAIGN LOG		
Point		total) <mark>0</mark>	
In the			

Points: (logged) 0 Initial Character Creation

Character created using GURPS Character Assistant 4

Blut & Schätze vs. Forgotten Realms

GURPS 4th Edition: Dungeon Fantasy 17.10.2011: 0 pts