Potion + UST Feverish +2 (+P)

Blut und Schätze Forgotten Realms GURPS 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: 297 Unspent: -2

+14 + 8

CHARACTER SHEET

ST	20.43	[40]	HP	22§	[0]	Basic Speed 6¶	[-15]
DX	14	[80]	Will	9]	0]	Basic Move 6	[0]
IQ	9†	[0]	Per	9]	0]	BL 80 lb	(ST×ST)/5
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 (From Dwarven Armor of Domination)', +1 from 'Extra ST (Enchantement on 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	111	High Jump	2.17 ft
Hearing	9	Consciousness	14	Money	-180†
Touch	9	Death Check	14		
Taste/Smell	9	Broad Jump 3	3 yd		

† Includes: +2500 from 'Money', +39182 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	×1	×0.8	×0.6	×0.4	×0.2
Ground	6 yd+1	4 ydJA	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	12 yd	9 yd	7 yd	4 yd	2 yd
		-1	-2	-3	-4
Dodge	10	9	8	7	6

		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
	nds to complete nds to complete	Double with a running start S 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', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from like-minded citizens (upto -4), -1 from 'Odious Racial Habit (Dirty)' when people notice your problem

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

LAN	NGUAGES		
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} 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	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}	I	5]
Appearance (Ugly) {p. B21}]	-8]



TEMPLATES AND META-TRAITS (continued)		
Name		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}	1	-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 fop living in a castle.	[0

ADVANTAGES		
Name		Pts
Born War-Leader 2 {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	[10]
Combat Reflexes (p. B43)	[15]
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) Roll to ignore pain: 12 (Will+3)	[10]
Weapon Master (Two-handed Sword; one specific weapon) {p. B99}	[20]

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

QUIRKS	
Name	Pts
_Unused Quirk 2 {p. B163}	[-1
_Unused Quirk 3 {p. B163}	[-1
_Unused Quirk 4 {p. B163}	[-1
When standing still, birds land and shit on him {p. B163}	[-1
You're it! (p. B163)	[-1
nach den Essen fliest Stone in de	-
luft and tracht aufo Dach!	

DX based	Level	Relative	Pts
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+1	
Climbing {p. B183}	13	DX-1	1
Fast-Draw (Two-Handed Sword) [p. B194]	15†	DX+1	[
Forced Entry (p. B196)	14	DX+0	1
Knife (p. B208) Parry: 10	14	DX+0	1
Riding (Equines) {p. B217}	13	DX-1	[
Shield (Shield) {p. B220}	16	DX+2	[
Stealth (p. B222)	13	DX-1	[
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[
Two-Handed Sword (p. B209)	23	DX+9	[36
Wrestling (p. B228) Parry: 11	14	DX+0	[2
HT based	Level	Relative	Pts
Carousing (p. B183)	14	HT+0	[
Hiking {p. B20}	13	HT-1	[
Q 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	
Gesture (p. B198)	9	IQ+0	[1
Heraldry (p. B199)	8	IQ-1	[1
eadership {p. B204}	10#	IQ+1	[1
Strategy (Land) {p. B222}	10#	IQ+1	[2
actics {p. B224}	10#	IQ+1	[2
Per based	Level	Relative	Pts
Observation {p. B211}	8	Per-1	1
Vill based	Level	Relative	Pts
ntimidation (p. B202)	8	Will-1	[1

Gift

Holelir Inn'T m	MELEE A	TTACKS	15.545		1	hardware C	L until
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	2d cr	С	-	_	
Brawling: Bite	15		2d-2 cr	C	-		
Brawling: Kick	13		2d+1 cr	C,1			
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Katana: one-handed swing	19	13	3d+9 cut	1,2	11	4	
Katana: one-handed thrust	19	13	2d+4 imp	1	11	4	
Katana: two-handed swing	23	15	3d+10 cut	1,2	10†	4	
Katana: two-handed thrust	23	15	2d+4 imp	1	10†	4	
Katana (Very Fine, Accurate): one-handed swing	20	13	3d+11 cut	1.2	11	4	
Katana (Very Fine, Accurate): one-handed thrust	20	13	2d+6 imp 2d+8	1	11	4	
Katana (Very Fine, Accurate): two-handed swing	24 44	15	3d+12 cut 4d+11	1,2	10†	4	
Katana (Very Fine, Accurate): two-handed thrust	24 +4	15	2d+6 imp	10000	10+	4	
Throwing Axe: swing	9	8U	3d+4 cut	- 1	11	4	[1]

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.

		R	ANGED	ATTACKS		The same of					
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	RcI	LC	Notes
Throwing Axe: thrown	16	3d+4 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*	9/10	
Knife	DX	Shield (Shield)	Light	
Eyes DR: 0 DB: 0 Neck DR: 8 DB: 0 Torso DR: 8 DB: 0	DF	Arm Han Leg. Fee Bor Bor Not	s 3 ck — II — e — so — in — s 12 ds 8 s 12 t 8 bus DR: 2t bus DB: 0	#

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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 -10
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

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

-5×HP or less: Immediate death.

	FF)			0	F	P	
14 13	12	11	10	0	-1	-2	-3	-4
9 8	7	6	5	-5	-6	-7	-8	-9
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, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP 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	12-14
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			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.

	HUMAN	OID ARM	MOR GAPS TAI	BLE	
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Kn	nee 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

				The state of the s	
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 vd	-15	+15	700 vd

aty	« Combat »	Cost 41230	Weight 155,9 lb
1	Contents - Cost: 41230, Weight: 155.9 lb	41200	100.010
	Description: In GCA a "Parent" item can have other traits a	ssigned to it a	s "Children."
	This is essentially an organizational structure, allowing you	to file multiple	e traits
	together under the parent item if you wish. To make an item	n a "child" righ	t click on it
	and select "Make Child of" The child items will be hidden	by default; yo	u may show
	the child items by right clicking on the parent and selecting	Snow Compo	onents.
	Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and	d under the pa	ake Parent"
	this entry is here for convenience, as it is automatically des	signated a Par	ent.
4	Ordinary Clothes {p. B266}	0	2 lb
1	Description: One complete outfit, ranging in quality from	n castoff rans t	
	fashions, depending on Status. At minimum: undergarm	ents, plus a tu	inic. blouse.
	or shirt with hose, skirt, or trousers - or a long tunic, rob	e or dress - ar	nd suitable
	footwear. 20% of cost of living; 2lbs.		
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 v	veapon as a
	free action, no roll required. You can not quick sheate y	our weapon tr	nough, learn
	the proper Technique for that.	CEO	E IIa
1	Katana (Weapon Master Damage	650	5 lb
	Bonus, +0) {p. B271, B274}		
	Description: TL:3 LC:4, [Mode:two-handed swing Da		
	Parry:0 ST:10† Skill:Two-Handed Sword Notes: Red		
	[Mode:two-handed thrust Dam:thr+1 imp Reach:1 P		
	Handed Sword Notes: Requires two hands.], [Mode	one-handed s	wing
	Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broads	roadsword!	one-nandéd
4	thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:B		EIL
1	Katana (Very Fine, Accurate)	21250	5 lb
	(Weapon Master Damage Bonus,		
	+0; Very Fine, +1900%;		
	~Accuracy (+1), +8250) {p. B271,		
	B274}	0 - 4 5	landard O
	Description: TL:3 LC:4, [Mode:two-handed swing Di	am:sw+2 cut F	de l
	Parry:0 ST:10† Skill:Two-Handed Sword Notes: Rec [Mode:two-handed thrust Dam:thr+1 imp Reach:1 P	arry'n ST-10+	Skill Two-
	Handed Sword Notes: Requires two hands.], [Mode	one-handed s	wing
	Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broad	sword]. [Mode	one-handed
	thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:B	roadsword]	
1	Belt	2060	4.5 lb
	Contents - Cost: 2060, Weight: 4.5 lb		
	Contents - Cost: 2060, Weight: 4.5 lb Description: In GCA a "Parent" item can have other train	its assigned to	it as
	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu	re, allowing yo	u to file
	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structure multiple traits together under the parent item if you wisl	re, allowing you h. To make an	item a
	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The	re, allowing you h. To make an o child items w	item a ill be hidden
	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking the structure of the child items by right clicking the control of the child items by right clicking the child the child th	re, allowing you h. To make an child items wing on the pare	item a ill be hidden nt and
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	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickir selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign	re, allowing you h. To make an e child items wing on the pare ldren will be sl eed as a paren	to to file item a ill be hidden nt and nown in a t by right
	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is	re, allowing you h. To make an e child items wing on the pare ldren will be sl eed as a paren	to to file item a ill be hidden nt and nown in a t by right
1	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wish "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 chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.	re, allowing you h. To make an e child items wing on the pare ldren will be sl eed as a paren	to to file item a ill be hidden nt and nown in a t by right
1	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickir selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Throwing Axe {p. B271, B276}	re, allowing you. To make an exhibit ditems with a mag on the pare lidren will be shed as a paren here for convenience.	to to file item a ill be hidden nt and nown in a t by right enience, as it
1	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wisl "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Throwing Axe {p. B271, B276} Description: TL:0 LC:4, (Mode: thrown Dam:sw+2 or	re, allowing you. To make an exhild items wing on the pare laren will be streed as a paren here for convention. 60 ut Acc:2	to to file item a ill be hidden int and nown in a t by right enience, as it
1	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu multiple traits together under the parent item if you wish "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 chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Throwing Axe {p. B271, B276} Description: TL-0 LC:4, [Mode: thrown Dam:sw+2 or Range:ST*1/ST-1.5 R0F:1 Shots:T(1) ST:11 Bulk:-	re, allowing you. In or make an or child items wing on the pare of the pare o	bu to file item a ill be hidden nt and nown in a t by right enience, as it 4 lb g Dam:sw+2
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1 1 1	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Throwing Axe {p. B271, B276} Description: TL-0 LC-4, [Mode: thrown Dam:sw+2 or Range:ST*1/ST*1-5 R0F: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]] Dungeon Tazzer Usernotes: Allows the user to shoot up to 3d Lightn FP Power Reserve Armor Contents - Cost: 12280, Weight: 131.4 lb Description: Parent Item 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. B151 Notes: [4]] Location: skull, face, neck Sollerets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL-3 LC-3 DR:4 Locations: feet Location: feet Location: feet Heavy Steel Corselet (Dwarven, Enchanted (+1 ST)) (Dwarven (+1), +100%) {p. B283} Description: TL-3 LC-3 DR:7 Locations: torso, groin Location: torso, groin Heavy Plate Legs (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL-3 LC-3 DR:7 Locations: legs Location: legs Location: arms Location: arms Heavy Gauntlets (Dwarven)	re, allowing yc. h. To make an child items wing on the pare iddren will be steed as a paren here for converting the converting of the converting the convert	so to file item a all be hidden nt and nown in a t by right enience, as it 4 lb g Dam:sw+2 own. See 8 02 15, has 20 131.4 lb 12 lb 14 Helmet e while worn. 8.4 lb 54 lb 30 lb 30 lb
1 1 1 1	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structurultiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Throwing Axe {p. B271, B276} Description: TL-0 LC-4, [Mode: thrown Dam:sw+2 or Range:ST*1ST*1-5 R0F:1 Shotis: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]] Dungeon Tazzer Usernotes: Allows the user to shoot up to 3d Lightn FP Power Reserve Armor Contents - Cost: 12280, Weight: 131.4 lb Description: Parent Item 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. B151 Notes: [4] Location: skull, face, neck Sollerets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: TL:3 LC:3 DR:4 Locations: feet Location: TL:3 LC:3 DR:7 Locations: torso, groin Heavy Steel Corselet (Dwarven, Enchanted (+1 ST)) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: torso, groir Location: torso, groin Heavy Plate Legs (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs Location: legs Heavy Plate Arms (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	re, allowing yc. h. To make an child items wing on the pare iddren will be steed as a paren here for converting the converting of the converting the convert	so to file item a all be hidden nt and nown in a t by right enience, as it 4 lb g Dam:sw+2 own. See 8 02 15, has 20 131.4 lb 12 lb 14 Helmet e while worn. 8.4 lb 54 lb 24 lb

Qtv	« Combat »	Cost	Weigh
1	Combat	41230	155.9 II
1	Potion Belt {p. DF1:25}	4990	511
	Per Unit - Cost: 60, Weight: 1 lb		
	Contents - Cost: 4930, Weight: 4 lb	on carry one 'c	renade'
	Description: Notes: Belt with four slots, each of which of bottle or two potion vials. Wearer can reach them with	Ready or Fast-	Draw.
	Padding removes risk of accidental breakage and gives	s containers +2	DR vs.
	deliberate attacks.		
1	Major Healing Potion (Drinkable)	350	8 0
	{p. DF1:29}		
•	Description: Heals 2d HP.	2000	1.51
3	Great Healing Potion (Drinkable)	3000	1.51
	{p. DF1:29}		
	Per Unit - Cost: 1000, Weight: 8 oz Description: Heals 4d HP.		
4	Major Paut (Drinkable)	1580	21
4	{p. DF1:29}	,000	1
	Per Unit - Cost: 395, Weight: 8 oz		
	Description: Restores 8 FP depleted for magic.	and the paper.	at the A
1	Totals:	41230	155.9
Otv	Rucksack	Cost	Weigh
1	Quick-Release Backpack (p. DF1:25)	1630	91
	Per Unit - Cost: 300, Weight: 3 lb		
	Contents - Cost: 1330, Weight: 6 lb		and the late of the late
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure).	free action. Itel	ms liable to
1	Pouch {p. B288}	10	CHILAN-
	Per Unit - Cost: 10		
	Description: Notes: Holds 3 lbs. of small items (coins,)	personal basic	s, etc.)
0	Copper Farthing	0	-
0	Gold Mark	0	_
0	Platinum Franc	0	-
0	Silver Penny	0	-
1	Buch der magischen	0	2
	Jungfrauenflüssigkeit		
6	Minor Healing Potion (Drinkable)	720	3
	{p. DF1:29}		
	Per Unit - Cost: 120, Weight: 8 oz		
	Description: Heals 1d HP.		
1	Strength Potion (Drinkable)	250	8.0
1	Battle Potion (Drinkable)	350	8 0
	Totals:	1630	9
	Wagen	Cost	Weigh
Otv			80
Qty	Wagen	2	0 1
Qty 1	Wagen Contents - Cost: 2, Weight: 8 oz		
Qty 1	Contents - Cost: 2, Weight: 8 oz Description: In GCA a "Parent" item can have other traits	assigned to it a	as "Childre
Qty 1	Contents - Cost: 2, Weight: 8 oz Description: In GCA a "Parent" item can have other traits This is essentially an organizational structure, allowing yo	assigned to it a	as "Children
Qty 1	Contents - Cost: 2, Weight: 8 oz Description: In GGA 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	assigned to it a bu to file multip em a "child" rigi	as "Children le traits ht click on i
Qty 1	Contents - Cost: 2, Weight: 8 oz 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 hidde the child items by rioth clicking on the parent and selectin	assigned to it a ou to file multip em a "child" right n by default; you	as "Children le traits ht click on i ou may sho conents."
Qty 1	Contents - Cost: 2, Weight: 8 oz Description: In GCA a "Parent" item can have other traits This is essentially an organizational structure, allowing yc together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidde the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form	assigned to it a but of file multip em a "child" rigin by default; you g "Show Comp at under the po	as "Children le traits ht click on i ou may sho conents." arent. Any
Qty 1	Contents - Cost: 2, Weight: 8 oz Description: In GGA a "Parent" item can have other traits This is essentially an organizational structure, allowing yc together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidde the child items by right clicking on the parent and selectin Once displayed the children will be shown in a "tree" form tiem may be assigned as a parent by right clicking on it ar	assigned to it a but to file multip em a "child" rigin by default; you g "Show Comp at under the pand selecting "N	as "Children le traits ht click on i ou may sho conents." arent. Any lake Parent
1	Contents - Cost: 2, Weight: 8 oz Description: In GGA a "Parent" item can have other traits This is essentially an organizational structure, allowing yc together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidde 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	assigned to it a but to file multip em a "child" rigi m by default; y g "Show Comp nat under the p nd selecting "N esignated a Pa	as "Children le traits ht click on i ou may sho conents." arent. Any lake Parent rent.
Qty 1	Contents - Cost: 2, Weight: 8 oz Description: In GCA a "Parent" item can have other traits This is essentially an organizational structure, allowing yc together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidde 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 Rations {p. B288}	assigned to it a but to file multip em a "child" right g "Show Comp at under the pend selecting "N esignated a Pa	as "Children le traits ht click on i ou may sho conents." arent. Any lake Parent rent.
1	Contents - Cost: 2, Weight: 8 oz Description: In GGA a "Parent" item can have other traits This is essentially an organizational structure, allowing yc together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidde 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	assigned to it a but to file multip em a "child" right g "Show Comp at under the pend selecting "N esignated a Pa	as "Children le traits ht click on i ou may sho conents." arent. Any lake Parent

16 445 8 +3500 \$ +2400 8-1176 \$ -2500 \$ -1780 8-1176 \$ +1250 \$ -600 \$ -300 \$ -600 \$

dwarfen Helebarde fine balance

SCRATCH PAD
 الربي المساور والمساور

NOTES

Schulden bei Chilblane

+1 battle potion 350 +1 strength potion 250

	CAMPAIGN LO	3
Points: (logged) 45	+ (other) 0	= (total) 45
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<enter here="" notes=""></enter>		
28.11.2011: 9 pts		
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28.11.2011: 13 pts		
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28.11.2011: 11 pts		
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<enter here="" notes=""></enter>		
28.11.2011: 12 pts		
Initial Character Creati	on	
Character created using 17.10.2011: 0 pts	GURPS Charact	ter Assistant 4

POINTS SUMMARY		Pts
Basic Attributes, Secondary Charac	teristics [140
Advantages, Perks	* . *	123
Disadvantages, Quirks		-40
Skills, Techniques		. 74
	Total Points Spent:	297
	Unspent Points:	-2

Blut und Schätze forgotten Kealms GURPS Dungeon fantasy

Name: Magnus Race: Human Appearance:

Player: Reto Mägli Ht: 1.80 Wt: 80

Age: 37

Spent: 303 Unspent: 1

14 15 8 25

CHARACTER SHEET

ST	10]	0]	HP	10	[0]	Basic Speed 6		[5]
DX	12]	40]	Will	16	[0]	Basic Move 6		[0]
IQ	16]	120]	Per	13	[-15]	BL 201	b	ST×ST)/5
нт	11	[10]	FP	16]	9]	Thr 1d-2	Sw	1d
TL	3					[0]	SM +0		

* Includes: +2	from	Extra I	Fatigue	Points'

Vision	13	Fright Check	16	High Jump	2.17 ft
Hearing	13	Consciousness	11	Money	-42543
Touch	13	Death Check	11		
Taste/Smell	13	Broad Jump 3	yd		

* Includes: +1800 from 'Money', +3700 from 'Money', -410 from 'Money', +1550 from 'Money'

ENCUMBRANCE TABLE						
Name	None	« Light »	Med	Hvy	X-Hvy	
Lifting	×1	×2	×3	×6	×10	
Basic	20 lb	40 lb	60 lb	120 lb	200 lb	
Movement	×1	×0.8	×0.6	×0.4	×0.2	
Ground	6 yd	4 yd	3 yd	2 yd	1 yd	
Water	1 vd	1 yd	1 yd	1 yd	1 yd	
		-1	-2	-3	-4	
Dodge	9	8	7	6	5	

		LIFTING F	EATS		
Name	1-Hand Lift	2-Hand Lift [†]	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb
* Takes 2 secon	nds to complete	#	Double with a	running start	

† Takes 4 seconds to complete \$ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0 Status: +0 Other: +0°

"Conditional: +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
Human (Native) {p. B23}	[0]
Non-native	Pts
Orks {p. B23}	[1]

LAI	NGUAGES		
Native	Spoken	Written	Pts
common (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Ork {p. B24}	Broken		[1]

1	TEMPLATES AND META-TRAITS		
	Name	F	Pts
	Wizard (Dungeon Fantasy) {p. DF1:13} Description: Your knowlege of magic is deeper than that of the cleric or druid. The	[0]

ADVANTAGES		
Name		Pts
Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%) Description: The Extra Fatigue advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Fatigue advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.]	6]
Magery 6 {p. B66} Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcardt magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	[60



ADVANTAGES (continued)					
Name	Pts				
Magery 0 {p. B66} Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	[5				

DISADVANTAGES		
Name		Pts
Obsession (To become the world's most powerful; 12 or less, *1) {p. B146}]	-10]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Weirdness Magnet (p. B162)	[-15]
OHIDKO		

QUIRKS	
Name	Pts
Careful (p. B164)	[-1]
Dislikes Orks (p. B164)	[-1]
Likes Wine {p. B164}	[-1]
Nosy (p. B164)	[1]
Proud (p. B164)	[-1]

SKILLS			
DX based	Level	Relative	Pts
Body Sense (p. B181)	10	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: 9	12	DX+0	
Climbing {p. B183}	11	DX-1	[1
Fast-Draw (Potion) {p. B194}	12	DX+0	1
dInnate Attack (Beam) {p. B201} Parry: 10	14	DX+2	[1
Innate Attack (Projectile) {p. B201} Parry: 11	16	DX+4	[12
Riding (Equines) {p. B217}	11	DX-1	[1
Staff {p. B208} Parry: 12	14	DX+2	8
dStealth (p. B222)	12	DX+0	[1
Wrestling {p. B228} Parry: 8	11	DX-1	[1
HT based	Level	Relative	Pts
Hiking {p. B20}	10	HT-1	[1
IQ based	Level	Relative	Pts
Alchemy/TL3 {p. 174, M210}	16	IQ+0	8
First Aid/TL3 (Human) {p. B195}	16	IQ+0	[1
Gesture (p. B198)	16	IQ+0	1 1
Hazardous Materials/TL3 (Magical) {p. B199}	15	IQ-1	[1
Hidden Lore (Demon Lore) {p. B199}	15	IQ-1	[1
Hidden Lore (Magical Items Lore) {p. B199}	16	IQ+0	[2
Hidden Lore (Spirit Lore) {p. B199}	15	IQ-1	1
Occultism (p. B212)	16	IQ+0	[2
Research/TL3 {p. B217}	15	IQ-1	1
Speed-Reading (p. B222)	15	IQ-1	1
Teaching {p. B224}	15	IQ-1	1
Thaumatology {p. B225}	19	IQ+3	[1
Writing {p. B228}	15	IQ-1	1
	Level	Relative	Pts
Observation (p. B211)	12	Per-1	[1]
Will based	Level	Relative	Pts

	MELEE ATTACKS						
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Air Jet	14	-	~2d knock	~2	-	-	~1-3en
Brawling: Punch	12	9	1d-3 cr	C	2.5		
Brawling: Punch	12	-	1d-3 cr	C			
Brawling: Kick	10	-	1d-2 cr	C,1		-	
Flame Jet	14		~1d burn	~1	-	-	~1-3en
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Stab des würdigen (25FP): staff swing	14	12	1d+2 cr	1,2	7†	4	
Usernotes: +5 Explosivefireball 3d ex Stab des würdigen (25FP): staff thrust	14	12	1d cr	1,2	7†	4	
Usernotes: +5 Explosivefireball 3d ex Stab des würdigen (25FP): sword swing	7	6	1d+2 cr	1,2	9†	4	
Usernotes: +5 Explosivefireball 3d ex Stab des würdigen (25FP): sword thrust Usernotes: +5 Explosivefireball 3d ex	7	6	1d-1 cr	2	9†	4	

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	RcI	LC	Notes
Concussion	16	~1d cr	1	20 yd / 40 yd	_	-		-	-	-	~2-6en
Explosive Fireball		~1d burn ex	1	25 vd / 50 yd	-	-	_	_	-	_	~2-6en
Explosive Lightning	16	~1d-1 burn ex	3	50 yd / 100 yd		_	-	-	-	-	~2-6en
Fireball		~1d burn	1	25 yd / 50 yd		-	=	-	-	-	~1-3en
Lightning	16	~1d-1 burn	3	50 yd / 100 yd	-	-	5.15	-	-	-	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
12	9	7	8/9	
Staff	DX	DX	Light	
yes	Skull DR: 2*+5	Lo	c. HP	#
OR: 2*+3 OB: 0	DR: 2-+5		res 2	
leck	Face		eck -	
R: 2*+3	DR: 2*+3	1000	cull –	
)B: 0	DB: 0		ice -	
orse			orso –	
R: 2*+5	Arn	110	roin –	
B: 0			ms 6	
	DB	landa	ands 4	o Table
		R 2*+3 LE	egs 6	100
V A		B: 0 F6	eet 4	The Land
1			onus DR: 0	
0 0 0	Gro DR: DB:	2*+3 N	otes:	-
0	DR: 2*+3 DB: 0 Feet DR: 2*+4			

	Car.				
HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9	-10 -11 -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

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 De Nething. Do Nothing

-1xHP 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	
16	15	14	13	12	0	-1	-2	-3	-4
11	10	9	8	7	-5	-6	-7	-8	-9
6	5	4	3	2	-10		-12	-13	-14
1					-15				

FP loss effects are cumulative with each other and any effects

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	3–5	6–7			
1d-3	1d-2	1d-1			

HUMANOID HIT LOCATION TABLE Roll Location Mod. Roll Location Mod.									
Roll	Location	Mod.	HOII						
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				
	Left Leg	-2	_	Neck Vein/Artery¶	-8				
15	Hand	-4	_	Arm/Leg Joint**	-5				
16	Foot	-4	-	Hand/Foot Joint**	-7				
17-18		-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
* 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		
	nee Leg Joint	-8	Neck	Neck	-8		
Eves	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)		
Groin	Groin	-3	TO THE PARTY OF TH		Table 1		

Only targetable by impaling at

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

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

Qty	LOAD-OUTS « Combat »	Cost	Weigh
1	Armor Contents - Cost: 33060, Weight: 20.25 lb	33060	20.25 lb
	Description: In GCA a "Parent" item can have other traits a	ssigned to it a	s "Children.
	This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an item		
	and select "Make Child of" The child items will be hidden		
	the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" formalitem may be assigned as a parent by right clicking on it and		
	this entry is here for convenience, as it is automatically des		
1	Silkshirt (Increased Cost (+3990),	4000	8 02
	+3990; ~Fortify (+2), +0)		
	Notes: [notes]		
	Location: torso		
1	Ironskin Amulet	28720	4 02
	Notes: [notes]		
	Usernotes: DF1:30		
_	Location: all	0.10	40.511
1	Leather Armor Suit {p. L18}	340	19.5 lb
	Description: TL:1 LC: DR:2* Locations: all Notes:This GURPS Lite. It includes an article of light, common clot		
	or padding, if this is usual for the armor. The statistics a		
	not have to buy clothing or padding seperately, or acco		
	Location: all		
1	Fussgelenke	0	_
	Description: Parent		
1	Handgelenke	0	-
	Description: Parent		
1	Hände	8000	4 lb
	Contents - Cost: 8000, Weight: 4 lb		
,	Description: Parent	0000	4
1	Stab des würdigen (25FP)	8000	4 lb
	(Increased Cost (+7990), +7990)		
	{p. B273, B274}		
	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr	Reach:1,2 Pa	rry:+2 ST:71
	Skill:Staff Notes: Requires two hands.], [Mode:staff thru		
	Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.],		
	Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Hande		
	two hands.], [Mode:sword thrust Dam:thr+1 or Reach:2 Handed Sword Notes: Requires two hands.]	Parry:0 S1:9T	SKIII: I WO-
	Usernotes: +5 Explosivefireball 3d ex		
1	Hüften	0	
-			-
	Description: Parent		
1	Ordinary Clothes (p. B266)	400	2.25 lb
1	Description: Parent Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb		2.25 lb
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz	400	
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca	400 astoff rags to d	esigner
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment	400 astoff rags to d	esigner , blouse, or
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d	400 astoff rags to d	esigner , blouse, or
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs.	400 astoff rags to d as, plus a tunio ress - and suil	esigner , blouse, or table
	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing	400 astoff rags to d	esigner , blouse, or
	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d foottwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone	400 astoff rags to d as, plus a tunio ress - and suil	esigner , blouse, or table
	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing	400 astoff rags to d as, plus a tunio ress - and suil	esigner , blouse, or table
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use.	400 stoff rags to d ss, plus a tunic ress - and suif	esigner , blouse, or table 4 02
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb	400 stoff rags to d ss, plus a tunio ress - and suit 400 4080	esigner , blouse, or table 4 02 5 lb
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer	esigner blouse, or table 4 02 5 lb
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear: 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or for	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer Fast-Draw. Pa	esigner , blouse, or table 4 02 5 lb
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Bell with four slots, each of which can or two potion vials. Wearer can reach them with Ready or or removes risk of accidental breakage and gives containers	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer Fast-Draw. Pa	esigner , blouse, or table 4 02 5 lb
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or i removes risk of accidental breakage and gives containers attacks.	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner , blouse, or table 4 02 5 lb nade' bottle dding berate
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or a removes risk of accidental breakage and gives containers attacks. Minor Healing Potion (Drinkable)	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer Fast-Draw. Pa	esigner , blouse, or table 4 02 5 lb nade' bottle dding berate
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or f removes risk of accidental breakage and gives containers -attacks. Minor Healing Potion (Drinkable) {p. DF1:29}	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner , blouse, or table 4 02 5 lb nade' bottle dding berate
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Bell with four slots, each of which can co r two potion vials. Wearer can reach them with Ready or f removes risk of accidental breakage and gives containers attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner , blouse, or table 4 02 5 lb nade' bottle dding berate
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or f removes risk of accidental breakage and gives containers -attacks. Minor Healing Potion (Drinkable) {p. DF1:29}	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner , blouse, or table 4 02 5 lb nade' bottle dding berate
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or if removes risk of accidental breakage and gives containers attacks. Mirror Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP?	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner, blouse, or table 4 oz 5 lb hade' bottle dding berate
1 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Bell with four slots, each of which can or two potion vials. Wearer can reach them with Ready or I removes risk of accidental breakage and gives containers attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP.	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner, blouse, or table 4 oz 5 lb hade' bottle dding berate
1 1 2 4	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear: 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or I removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1 d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29}	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner, blouse, or table 4 oz 5 lb hade' bottle dding berate
1 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or f removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli	esigner , blouse, or lable 4 02 5 lb adde' bottle dding berate 1 lb 2 lb
1 1 2 4	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240	esigner , blouse, or lable 4 02 5 lb adde' bottle dding berate 1 lb 2 lb
1 1 2 4	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Bell with four slots, each of which can or two potion vials. Wearer can reach them with Ready or I removes risk of accidental breakage and gives containers attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic.	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240	esigner , blouse, or lable 4 02 5 lb adde' bottle dding berate 1 lb 2 lb
1 1 2 4	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or f removes risk of accidental breakage and gives containers -attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29}	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240	esigner , blouse, or table 4 02 5 lb
1 1 2 4	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1550, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240	esigner , blouse, or lable 4 02 5 lb adde' bottle dding berate 1 lb 2 lb
1 1 2 4 2	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or I removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic.	400 astoff rags to d s, plus a tunic ress - and sulf 400 4080 aarry one 'greer Fast-Draw. Pa 42 DR vs. deli 240 2700	esigner , blouse, or lable 4 oz 5 lb adde' bottle dding berate 1 lb 2 lb
1 1 2 4 2	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1550, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240 540	esigner , blouse, or lable 4 oz 5 lb adde' bottle dding berate 1 lb 2 lb
1 1 2 4 2	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or ir removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240 540 2700	esigner , blouse, or lable 4 oz 5 lb adde' bottle dding berate 1 lb 1 l
1 1 2 4 2 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or Ir removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) (p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent	400 stoff rags to d s, plus a tunic ress - and sulf 400 4080 carry one 'greef-Fast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost	esigner , blouse, or lable 4 oz 5 lb adde' bottle dding berate 1 lb 1 lb 1 lb Weight
1 1 2 4 2	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 1 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or I removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4d FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25}	400 stoff rags to d s, plus a tunic ress - and suif 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240 540 2700	esigner , blouse, or lable 4 oz 5 lb adde' bottle dding berate 1 lb 1 lb 1 lb Weight
1 1 2 4 2 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or I removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4d FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb	400 stoff rags to d s, plus a tunic ress - and sulf 400 4080 carry one 'greef-Fast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost	esigner , blouse, or lable 4 oz 5 lb adde' bottle dding berate 1 lb 1 lb 1 lb Weight
1 1 2 4 2 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or ir removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 4348, Weight: 36.33 lb	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'greer Fast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost 4643	esigner , blouse, or lable 4 oz 5 lk hade' bottle dding berate 1 lk 1 lk 1 lk Weight 39.33 lk
1 1 2 4 2 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 1 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or f removes risk of accidental breakage and gives containers - attacks. Mirror Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 4343, Weight: 36.33 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'greer Fast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost 4643	esigner , blouse, or lable 4 oz 5 lk hade' bottle dding berate 1 lk 1 lk 1 lk Weight 39.33 lk
1 1 2 4 2 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or f removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4d FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 4343, Weight: 36.33 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure).	400 stoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'greer Fast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost 4643	esigner , blouse, or table 4 oz 5 lb hade' bottle dding berate 1 lb 2 lb 1 lb Weight 39.33 lb
1 1 2 4 2 1 1 Qty 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Bell with four slots, each of which can or two potion vials. Wearer can reach them with Ready or if removes risk of accidental breakage and gives containers attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 4343, Weight: 36.33 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288}	400 astoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer rast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost 4643 ree action. Iter	esigner , blouse, or lable 4 oz 5 lb ade' bottle dding berate 1 lb 1 lb 4 lb 4 lb 4 lb 4 lb 4 lb 4 lb
1 1 2 4 2 1 1 Qty 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or ir removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 4343, Weight: 36.33 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1 di f unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	400 astoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer rast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost 4643 ree action. Iter	esigner , blouse, or table 4 oz 5 lb hade' bottle dding berate 1 lb 2 lb 1 lb Weight 39.33 lb
1 1 2 2 4 2 1 1 1 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 1 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or I removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 4343, Weight: 3 lb Contents - Cost: 4343, Weight: 3 lb Contents - Cost: 4343, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288}	400 astoff rags to d s, plus a tunic ress - and sulf 400 4080 carry one 'greef-Fast-Draw. Pa 42 DR vs. deli 240 540 2700 0 45540 Cost 4643	esigner , blouse, or lable 4 oz 5 lb ade' bottle dding berate 1 lb 1 lb Weight 39.33 lb ms liable to 8.25 lb
1 1 2 4 2 1 1 1 1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca fashions, depending on Status. At minimum: undergarment shirt with hose, skirt, or trousers - or a long tunic, robe or d footwear. 20% of cost of living; 2lbs. Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use. Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or ir removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP? Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 4343, Weight: 36.33 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1 di f unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	400 astoff rags to d s, plus a tunic ress - and suit 400 4080 carry one 'grer Fast-Draw. Pa +2 DR vs. deli 240 540 2700 0 45540 Cost 4643 ree action. Iter	esigner , blouse, or lable 4 oz 5 lb ade' bottle dding berate 1 lb 1 lb Weight 39.33 lb ms liable to 8.25 lb

Qtv	LOAD-OUTS (continued) Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25)	4643	39.33 lb
1	Purse (p. B288)	3060	1.28 oz
	Per Unit - Cost: 10		
	Contents - Cost: 3050, Weight: 1.28 oz		
	Description: Notes: Holds 3 lbs. of small items (coins, pe		
5	coin silver	50	12.8 di
	Per Unit - Cost: 10, Weight: 2.56 dr	1 17	
3	coin platin	3000	7.68 di
-	Per Unit - Cost: 1000, Weight: 2.56 dr		
0	coin gold	0	
0	coin copper	0	
1	Personal Basics (p. B288)	5	1 16
	Description: Notes: Minimum gear for camping: -2 to any	Survival roll	without it.
	Includes utensils, tinderbox, and flint and steel.		
1	Scribe's Kit {p. B288}	50	2 lb
	Description: TL:3 Notes: Quills, inkbottles, penknife, pap	er.	
1	Paper, 20 sheets {p. DF1:24}	20	1 lb
	Description: Notes: Paper, 20 Sheets. Heavy papyrus or	similar, suita	ble for maps
	or magical writings.	1000	40.11
1	Backpack Alchemy Lab (p. DF1:25)	1000	10 lb
	Description: Basic equipment for identifying potions and	magic items	with
1	Alchemy skill; -2 to brew potions in the field.	100	0.00
1	Minor Healing Potion (Drinkable)	120	8 02
	{p. DF1:29}		
	Description: Heals 1d HP. Usernotes: lesser HP?		
1	Bandages {p. DF1:24}	10	1 lb
,	Description: Notes: Cloth bandages for half-dozen wound		
	First Aid skill.	us, Dasic equ	ipinont ioi
	Totals:	4643	39.33 lb
	SCRATCH PAD		
	Fig. 1 and the first of the state of the sta		
	mental and the second s		

NOTES

Questitem

Jungbrunnenbuch Author:Ekand(Elf) Artefakt (Terminator)

- Inventar

 1 Breitschwert + 2 Cold
- 1 Leichtmetalhose +4DR +2 Dancingskill

Magnus

Air	Skill	Magery	Class	SPELL GRIM Time	Duration	Continu C	0-11		
Air Jet	20 [1]	0	Regular	1 sec.	1 sec.	9	College	Prere	
Concussion	20 [1]	0	Missile	1 to 3 sec.	Instant	1 to 3/S 2 to 2xMagery#	Ai	3	M24
Create Air	20 [1]	0	Area	1 sec.	5 sec.#	1 2 to 2xiviagery#	Ai, So Ai	5	M26
Explosive Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M23,
Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai		M196
Purify Air	20 [1]	0	Area	1 sec.	Instant	1 to Mayery#	Ai	6	M196,
Shape Air	20 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2	M23, 8
Walk on Air	20 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	3	M25, E
Body Control	Skill	Magery	Class	Time					
Itch	20 [1]	0	Regular/R-HT	1 sec.	Duration Scratch#	Casting Cost	College	Prere	
Pain	20 [1]	0	Regular/R-HT	2 sec.		2	BC	-	M35, E
Resist Pain	20 [1]	2	Regular	1 sec.	1 sec.	2 4/2	BC	2	M36, E
Spasm	20 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC BC	3	M38
Earth	Skill	Magery							M35, B
Earth to Stone	20 [1]	wagery	Regular	Time	Duration	Casting Cost	College	Prere	q Pa
Flesh to Stone	20 [1]	1	Regular/R-HT	1 sec.	Perm.	3/cu. yd.#	Ea	2	M51, B
Seek Earth	20 [1]	0	Information	2 sec.	Instant	10#	Ea	3	M51, B
Shape Earth	20 [1]	0	Regular	10 sec.	Instant	3	Ea	-	M50, B
				1 sec.	1 min.	1/cu. yd./h	Ea	1	M50, B
Fire	Skill	Magery		Time	Duration	Casting Cost	College	Prerec	Pa
Create Fire	20 [1]	0	Area	1 sec.	1 min.	2/H	Fi	- 1	M72, B
Explosive Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	4	M75, B
Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	3	M74, B
Flame Jet	20 [1]	0	Regular	1 sec.	1 sec.	1 to 3/S	Fi	3	M73
Ignite Fire Shape Fire	20 [1]	0	Regular	1 sec.	1 sec.	1 to 4/S	Fi	14 5 4	M72, B
	20 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1	M72, B
Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerec	Pag
Lend Energy	20 [1]	1	Regular	1 sec.	Perm.	Varies	He	-	M89, B
Recover Energy	20 [1]	1	Special	Special	Special	none	He	1	M89, B2
Light & Darkness	Skill	Magery	Class	Time	Duration				
Continual Light	20 [1]	0	Regular	1 sec.	Varies	Casting Cost Varies	College	Prerec	
Light	20 [1]	0	Regular	1 sec.	1 min.	1/1	LD	1	M110, E
Meta-Spells	Skill							- LA -	M110, E
Delay Delay		Magery		Time	Duration	Casting Cost	College	Prerec	Pag
Hang Spell	20 [1]	3	Regular Special	10 sec.	2 hrs.	3/3	MS		M130
	The second second			10 sec.	1 hr.	Varies	MS	16	M128
Movement	Skill	Magery		Time	Duration	Casting Cost	College	Prerec	Pac
Apportation	20 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Мо		M142, B
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B
Great Heats	20 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1	M142
Great Haste	20 [2]		Regular	3 sec.	10 sec.	5#	Mo	1	M146, B
Haste	20 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Мо		M142, B
Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Pan
Armor	20 [1]	2	Regular	1 sec.	1 min.	Varies	PW		M167, B
Catch Missile	20 [1]	1	Blocking	1 sec.	Instant	2	PW		M168
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW		M143, B
Force Dome	20 [1]		Area	1 sec.	10 min.	3/2	PW		M170
Iron Arm	20 [1]		Blocking	1 sec.	Instant	1	PW		M169
Return Missile	20 [1]		Blocking	1 sec.	Instant	2	PW		M168
Shield	20 [1]		Regular	1 sec.	1 min.	Varies	PW		M167, B
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We		M169
Sound	Skill	Magery	Class	Time	Duration	Casting Cost	College		
Concussion	20 [1]		Missile	1 to 3 sec.	Instant	2 to 2xMagery#		Prereq	
Sound	20 [1]		Regular	1 sec.	Varies	Varies	Ai, So		M26
Thunderclap	20 [1]		Regular	1 sec.	Instant	2	So		M171, F
Water									M171
		Magery		Time	Duration	Casting Cost	College	Prereq	
Create Water Purify Water	20 [1]		Regular	1 sec.	Perm.	2/gal.	Wa		M184, B2
Seek Water	20 [1]		Special	5-10 sec./gal.#		1/gal.	Wa		M184, B2
	20 [1]		Information	1 sec.	Instant	2	Wa	court 1	M184, B2
Weather		Magery		Time	Duration	Casting Cost	College	Prereq	Page
Explosive Lightning	20 [1]		Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai		V196
Lightning	20 [1]	1 1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai		V196, B2
Weather Dome	20 [1]						VVE. AI	n n	VIII BO

CAMPAIGN LOG Points: (logged) 0 + (other) 0 = (total) 54	- beld	To do:
Session 6 - Überfall 26.11.2011	3050	- Magierturn
Abenteuergruppe um Loot gebracht.		oben
neuer Skill	+5000	- Scheischaus
nnate Attack(Beam) 40\$	- 5	
neue Spells	- 1860 Gr. Paul 3x	- Hufschimed
Air Jet 40\$	+12000 15ession	- hang theupthe
Concussion 40\$	+ 4-100 Loot	- Save
Explosive Lightning 40\$ Flame Jet 40\$	- 10	- Boolen
Lightning 40\$	+15000 Quest	- Keller
Sound 40\$ "hunderclap 40\$	+ 1000 Bericht	Wall Room
Hurlderclap 40¢	- 500 Turm	- furnit cropes
Equipment	- 3500 Bomba	- Teremo Evafaes - Untergrand terms
ronskin Amulet 28720\$;DR3;Alchemie Amulet;DF1:30 7.12.2011: 9 pts	-2500 Dorf	- Wachhans
Anderungen:	+1250 Miche	
Potion Belt kostet CHF 600, geändert	ALL ALL THE THE PARTY OF THE PA	
Habe Dir alle möglichen "Aufhängpunkte" in deinen Char geäddet		1 ten lader
1.02.2011: 0 pts		
Fraining Attribute:		26.x(5) Bezah
-1 Int	A STATE OF THE STA	
Neue Skills:	Contraction of the Contraction o	
-1 Fast Draw Potion 40\$	1	
1 Deflect Missile		
1 Catch Missile 1 Return Missile	Gegner	
THOUGHT WISSING	Soldaten XXIII	
rhöhte Skills	73.07	
-2 Innate Attack 40\$ -1 Hang Spell 20\$	Hexen 11	
-1 Great Haste 20\$	Zauberer 1	
1.01.2011: 0 pis Blut und Schätze Afterhour 30.10.2011		
Die Bücher von der Kutschenfahrt den Zwergen in Baldurstor	A STATE OF THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER. THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER.	
gebracht.	Gobbin W/ N/1/1/11	
Das Orkbanditenlager ausgelöscht. 1.01.2011: 11 pts	5 Wolf 11 / M/ // ~	
Blut und Schätze 4 Kutschenfahrt 29.10.2011		
Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling, Sho und	7 11 100	
Goblins gespielt) 1.01.2011: 13 pts	The state of the s	Berti
Session 3 Mine	1 1 B.	Move 5
enter notes here> 1.08.2011: 9 pts	Inf-Burg	
Session 1+2 Zepter	7 Magisthe Walton	Coolge 9
enter notes here> 7.08.2011: 12 pts	200	+7 Worktown
nitial Character Creation	Light Scale Armor + 2DR	Dess 1
Character created using GURPS Character Assistant 4	Torso, arms, groin, legs	14455 4
OINTS SUMMARY Pts		
Basic Attributes, Secondary Characteristics [169	1 mm - 1	
dvantages, Perks [73		
lisadvantages, Quirks [-40 kills, Techniques [54	-1303210m	Keller
pells [47		Parter
Total Points Spent: 303 Unspent Points: 1	7 Vamat	1. Stock
onspent Points:	7 Kampt	7. 34001
	1 Leuchtbergin	
	1 Quest Meister	
	5 Quest	
	1 Questitem	
	V = 41.	
	75.14	



Name: Bun Evilbreaker

Race: Goblin Appearance:

Player: Samuel Ritschard Ht: 1.60m Wt: 60kg Age: 30

Spent: 270 Unspent: 0

232 -

ST	12	[20]	HP 13 [†]]	0]	Basic Speed 6,25	[0]
DX	12	[40]	Will 14 [†]	[0]	Basic Move 6	[0]
IQ	13	[80]	Per 14 [†]	[0]	BL 29 lb	(SIXSI)/S
нт	13 [†]	[20]	FP 13	[0]	Thr 1d-1	^{Sw} 1d+2
TL	3	1		[0]	SM +0	
* Inclu			geon Fantasy)'				

† Includes:		(Dungeon	Fantasy)'
10.			L. O I-

Vision	14	Fright Check	121	High Jump	2.17 ft
Hearing	14	Consciousness	13	Money	0‡
Touch	14	Death Check	13		
Taste/Smell	14	Broad Jump	3 yd		

* Conditional: -2 from 'Goblin-Kin Infravision' when target emits heat
† Includes: -2 from 'Cowardice'
‡ Includes: +1800 from 'The Great Rum', +500 from 'Money', +49460 from 'Money'

	ENG	CUMBRANC	E TABLE		
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
		-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	58 lb	232 lb	348 lb	435 lb	1450 lb		
	nds to complete		Double with a Lose 1 FP/sec	running start while over X-H	y enc.		

TEMPI ATES AND META-TRAITS

TEMPLATES AND META-TRAITS		
Name		Pts
Cleric (Dungeon Fantasy) {p. DF1:6} Description: You're the mortal representative of the Powers of Good. You might not be the physical foe of Evil that is the holy warrior (p.7), but you're no cloistered idealist.]	0]
Goblin (Dungeon Fantasy) {p. DF3:10} Description: True goblins are the small, not-too-stupid ones with needle-like teeth and a cowardly disposition.	[0]
Goblin-Kin Infravision {p. B60}	[10]
Rapid Healing (p. B79)	[5]
Resistant to Metabolic Hazards (+3 to resist) {p. B81}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Appearance (Ugly) {p. B21}	[-8]
Cowardice (12 or less, *1) {p. B129}	[-10]
Social Stigma (Savage) {p. DF3:11}	1	-10]

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

tner: +0T
† Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Cowardice' when from trained fighters, when cowadice matters, -2 from 'Social Stigma (Savage)'

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

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



ADVANTAGES	
Name	Pts
Clerical Investment (p. B43)	5
Extra Power Investiture 2 (Holy) {p. B77} Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	20
Holy Might Ally (Divine servant of equal points; 15 or less, *3; [Holy, -10%; Summonable, +100%) {p. B36}	29
Power Investiture 3 (Holy) {p. B77} Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard magic use Wildcard Magery, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	30
Signature Gear 4 (The Great Rum) {p. B85}	4
DISADVANTAGES	
Name	Pts
Gluttony (12 or less, *1) {p. B137}	-5
Honesty (12 or less, *1) {p. B138}	-10
Intolerance ("Evil" religions) {p. B140}	-5
Sense of Duty (Adventuring companions) {p. B153}	-5
Sense of Duty (Coreligionists) {p. B153}	-10
Weirdness Magnet (p. B162)	-15
QUIRKS	
Name	Pts

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	
Axe/Mace {p. B208}	14	DX+2	[8	
Parry: 10	12	DX+0	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 11 damage to Punch or Kick, as appropriate. Parry: 9	12	DX+0		
Climbing (p. B183)	11	DX-1	[
Innate Attack (Projectile) {p. B201}	14	DX+2	[4	
Riding (Equines) {p. B217}	11	DX-1	[
Shield (Shield) {p. B220}	14	DX+2	[
Stealth (p. B222)	11	DX-1	[
Wrestling {p. B228}	11	DX-1	[
HT based	Level	Relative	Pts	
Hiking (p. B20)	12	HT-1	[
Q based	Level	Relative	Pts	
Diagnosis/TL3 (Goblin) {p. B187}	11	IQ-2	1	
First Aid/TL3 (Goblin) {p. B195}	14	IQ+1	1	
Gesture (p. B198)	13	IQ+0	[
Hidden Lore (Demon Lore) {p. B199}	12	IQ-1		
Occultism (p. B212)	12	IQ-1	[
Panhandling {p. B212}	13	IQ+0		
Public Speaking (p. B216)	12	IQ-1	[
Religious Ritual (Gork and Mork) [p. B217]	11	IQ-2	[
Research/TL3 (p. B217)	12	IQ-1	[
Savoir-Faire (High Society) {p. B218}	13	IQ+0		
Surgery/TL3 (Goblin) {p. B223}	11	IQ-2	[2	
Teaching {p. B224}	12	IQ-1		
Theology (Gork and Mork) {p. B226}	11	IQ-2		
Writing {p. B228}	12	IQ-1		
Per based	Level	Relative	Pts	
Esoteric Medicine (Holy) {p. B192}	14	Per+0	[4	
Observation (p. B211)	13	Per-1		
Scrounging (p. B218)	14	Per+0		
Will based	Level	Relative	Pts	
Exorcism {p. B193}	14	Will+0	[4	
Meditation (p. B207)	12	Will-2	[.	

SCRATCH PAD	
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	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	5 - 5 - L		
Brawling: Bite	12		1d-2 cut	C	-	-	
Brawling: Kick	10	1000	1d-1 cr	C,1			
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Medium Shield of Defense	14	_	1d cr	1		4	[2,3,4]
The Axe of Ghazul: Primary	16	10	1d+6 cut	made 1 mag	12	4	- data
The Axe of Ghazul: Pick	16	10	1d+5 imp	1 1	12	4	[2]
The Great Rum: Primary	15	10	1d+5 cut	1	12	4	
The Great Rum: Pick	15	10	1d+4 imp	1	12	4	[2]

		R/	ANGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	RcI	LC	Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd / 150 yd	-	-	_	-	-	-	~1-3en

		SLAM TA	BLE		
1 1d-3	BHS.	2–3 1d-2			4–7 1d-1
PARRY	PARRY	BLOC	K	DODGE	OTHER
10	9	10		9	
Axe/Mace	DX	Shield (Shi	eld)		
Eyes OR: 0 DB: 0 Neck OR: 0 DB: 0 Torso DR: 2 DB: 0	DEF	t: 2 3: 0 Hands PR: 2*		2 k - II - E - E - E - E - E - E - E - E -	#
3 3 3	Gro DR: DB:	2	Note	es:	Pour : h
	Legs DR: 2 DB: 0 Feet DR: 2* DB: 0		mali	-10	male off

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
					-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	62 -63 -64

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

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

0.

-5×HP or less: Immediate death.

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

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

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.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

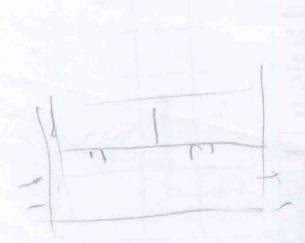
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

and the	HUMA	NOID HIT L	OCAT	ON 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 crushing, cutting, impaling, 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.

Bun Evilbreaker Goblin

5				SPELL GRIM	OIRE				
~Holy -									
Communication &		171				0	Callana	Пископ	Page
Empathy	Skill	Magery		Time	Duration	Casting Cost	College	5	Page
Dispel Possession (Holy)	16 [1]	PI 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE		M49
Gift of Letters (Holy)	15 [1]	PI4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	15 [1]	PI4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
-Holy - Earth	Skill	Magery		Time	Duration	Casting Cost	College	Prerec	
Earthquake (Holy)	16 [1]	PI 5	Area	30 sec.	1 min.	2/S	Ho, Ea	6	M54
Stone to Flesh (Holy)	16 [1]	PI3	Regular	5 sec.	Instant	10	Ho, Ea	5	M53, B246
~Holy - Fire	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerec	Page
Flaming Weapon (Holy)	16 [1]	PI3	Regular	2 sec.	1 min.	4/1	Ho, Fi	4	M75
~Holy - Food	Skill	Magery		Time	Duration	Casting Cost	College	Prerec	Page
Essential Food (Holy)	15 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	M79
Water to Wine (Holy)	16 [1]	PI3	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	5	M79
				Time	Duration	Casting Cost	College	Prerec	Page
~Holy - Healing	Skill	Magery Pl 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Awaken (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Detect Poison (Holy)	15 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	-
Instant Neutralize Poison (Holy)									M92
Instant Regeneration (Holy)	15 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	15 [1]	PI4	Regular	Special	Perm.	50	Ho, He	5	M93
Major Healing (Holy)	15 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	16 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
~Holy - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerec	Page
See Secrets (Holy)	16 [1]	PI3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
Seeker (Holy)	16 [1]	PI2	Information	1 sec.	Instant	3	Ho, Kn	2	M105, B249
~Holy - Light &	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerec	Page
Darkness Curbolt (Hely)	16 [1]	PI 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
Sunbolt (Holy)	-								
~Holy - Meta-Spells	Skill	Magery		Time	Duration	Casting Cost	College		Page M129
Bless (Holy)	16 [1]	PI 5	Regular	min.=cost	Special	Varies 3	Ho, MS	13	M126, B25
Dispel Magic (Holy)	16 [1]	PI 4	Area/R-spell	sec.=cost	Perm.			7	
Magic Resistance (Holv)	16 [1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS		M123
~Holy - Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerec	Page
Command (Holy)	16 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B25
				Time	Duration	Casting Cost	College	Prerec	Page
~Holy - Necromancy	Skill	Magery Pl 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne		M156, B25
Banish (Holy)	16 [1]	F14	Spec./rt-vvIII	0 300.	motant	V (1103	110, 110	10	
~Holy - Protection &		Land -		-	Domestica	Continu Cost	Collogo	Droros	Dage.
Warning	Skill	Magery		Time	Duration	Casting Cost	College	Prerec	Page M167, B25
Armor (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B25
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M167
Watchdog (Holy)	16 [1]	PI 1	Area	10 sec.	10 hrs.	1/1			
~Holy - Water	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerec	
Create Water (Holy)	16 [1]	PI2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B25



-5000







Goblin

Qty	LOAD-OUTS « Combat »	Cost	Weigh
1	Combat	26115	57 lt
1	Belt	9600	9 11
	Description: Parent Item		
1	The Great Rum {p. B271}	1800	4.5 lb
	Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Pa Skill:Axe/Mace	rry:0U ST:11	
	Notes: [2]		
1	The Axe of Ghazul (p. B271)	7800	4.5 lt
	Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Pa	rry:0U ST:11	
	Skill:Axe/Mace Notes: [[2]		
1	Potion Belt (p. DF1:25)	3355	4 11
	Description: Notes: Belt with four slots, each of which		
	bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give		
	deliberate attacks.	os comaniers +	z Dri vs.
1	Paut (Drinkable) {p. DF1:29}	135	8 02
-	Description: Restores 4 FP depleted for magic.	100	0
1	Minor Healing Potion (Drinkable)	120	8 02
	{p. DF1:29}		
21	Description: Heals 1d HP. Major Paut (Drinkable)	790	1 11
-	{p. DF1:29}	750	1 16
	Description: Restores 8 FP depleted for magic.		
2	Great Paut (Drinkable)	2250	1 lk
	{p. DF1:29}		
	Description: Restores 16 FP depleted for magic.	00.10	0.1.11
1	Armor	3040	24 lt
1	Description: Parent Item Boots {p. B284}	80	3 lb
	Description: TL:2 LC: DR:2* Locations: feet Note:		
	under clothing.	1 5 5	
	Notes: [1] Location: feet		
1	Heavy Leather Leggings	60	4 lt
	{p. B283}		
	Description: TL:1 LC:4 DR:2 Locations: legs		
4	Location: legs	50	0.16
1	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms	50	2 lb
	Location: arms		
1	Leather Gloves (p. B284)	30	
	Description: TL:1 LC: DR:2* Locations: hands		
1	Tabbard of Venom Resistance	2500	1 1
	Description: This Tabbard gives the Wearer +3 on		
1	Leather Armor (p. B283)	100	10 lk
	Description: TL:1 LC:4 DR:2 Locations: torso, groin	1	
1	Elven Mail Coif (p. B284)	220	4 lt
	Description: TL:2 LC:3 DR:4/2* Locations: skull, ne		
	the lower DR against crushing attacks.		
	Notes: [3] Location: skull, neck		
1	Ring of Light (Power Item 25 FP)	8000	_
1	Back	2120	20 lt
1	Medium Shield of Defense	2120	20 lb
	{p. B273, B287}		
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Pa		
	Skill:Shield (Shield) Notes: [2,3,4] Can be used offer (see the Melee Weapon Table p. B273) or shield ru		
	TL2+, you can give your small, medium, or large sh	nield a spike to	increase
	damage: add \$20 and 5 lbs. Also available as a bu buckler in one turn and drop it as a free action, just		
	always occupies one hand, and it does not allow a		
	(Buckler) instead of regular shield skill. No effect of		
	shields are available but uncommon: x5 cost, x2 we TL7+ plastic riot shields (made of Lexan, etc.) have		
	identical statistics. Shield composition never affects		
	Notes: [2,3,4]		
	Usernotes: +1 DB Totals:	26115	57 lb
041			
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a	26315 tree action, Iter	34.9 lb
1		30 donori. ner	nable to
1	break if dropped must check for this (1 on 1d if unsure).		
1	Sleeping Fur {p. B288}	50	
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca	ves, arctic adve	entures, etc.
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca Traveler's Rations {p. B288}	ves, arctic adve	entures, etc.
1 10	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chee	ves, arctic adve 20 ese, etc.	entures, etc. 5 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chee Wineskin {p. B288}	ves, arctic adve	entures, etc. 5 lb
1 10	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chee Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	ves, arctic adve 20 ese, etc.	entures, etc. 5 lb 8 oz
1 10 2	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chee Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to ai	20 ese, etc. 20	5 lb 8 oz 1 lb
1 10 2 1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chee Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to as Includes utensils, tinderbox, and flint and steel.	ese, etc. 20 20 20 20 20 20 20 20 20 20 20 20	entures, etc. 5 lb 8 oz 1 lb without it.
1 10 2	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice ca Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, chee Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to ai	20 ese, etc. 20	entures, etc. 5 lb 8 oz

	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Purse	25510	6.4 02
4	Gold Mark	400	10.24 d
25	Platinum Franc	25000	4 02
11	Silver Penny	110	1.76 oz
1	Healer's Kit (p. DF1:25)	200	10 16
	Description: Basic equipment for one specialty of Esote gives +1 to First Aid skill.	eric Medicine s	skill. Also
1	Holy Symbol (p. DF1:25)	50	1 18
	Description: Ordinary religious symbol made of wood, oblessed only by user's personal faith.		
2	Holy Water {p. DF1:25}	30	2 16
1	with a suitable Weakness. Hurl it using the 'grenade' ru (p.28). Scribe's Kit {p. B288}	ules; see Cond	octions 2 lb
	Description: TL:3 Notes: Quills, inkbottles, penknife, pa		
1	Paper, 20 sheets {p. DF1:24}	20	1 16
1	Description: Notes: Paper, 20 Sheets. Heavy papyrus or magical writings. Bandoleer {p. DF1:25}	or similar, suita	able for maps
	Description: Carries 6 lbs. of throwing weapons (24 day		
	caltrops, 30 nageteppo, etc.). Wearer can reach them		
	Totals:	26315	34.9 lb
Qty	Wagon	Cost	Weigh
1	Wagon	330	18 lb
1	Sack (p. DF1:24)	330	18 lb
	Description: Notes: Holds 40 lbs. of loot. Requires two	hands or a pol	le. DR 1, HP
1	Surgical Instruments (p. DF1:24)	300	15 lb
	Description: Notes: Basic equipment for Surgery ski mana organs, eyeballs, etc., from dead monsters wi		
	Totals:	330	18 lb
OIN	TS SUMMARY		Pts
Basic	Attributes, Secondary Characteristics		[161
dva	ntages, Perks		[90
)isac	Ivantages, Quirks		-55
Skills	, Techniques		[48
Spells	S		[26
	Total Point	s Spent:	270

Skills, rechniques			40
Spells			26
	Tota	I Points Spent:	270
	U	Inspent Points:	0
	CAMPAIGN LO	G	
Points: (logged) 20	+ (other) 0	= (total) 20	
<enter caption="" here=""></enter>			
<enter here="" notes=""></enter>			
12.03.2011: 10 pts			
<enter caption="" here=""></enter>			
<enter here="" notes=""></enter>			
28.11.2011: 10 pts			
Initial Character Creati	on	distribution of the same	
Character created using	GURPS Charac	ter Assistant 4	
22.08.2011: 0 pts			

94000 .-

Blut und Schätze os Forgotten Kealms GURPS Dungeon fantasy

Name: Toff

Player: NPC, Ally of Bun Evilbreaker

Spent: 272 Unspent: -2

Race: Divine Servitor Ht: 1.55m Wt: 55kg Age: ?

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

CHARACTER SHEET

ST	12°]	20]	HP	12]	0]	Basic Speed 6	[0]
DX	12]	40]	Will	12]	0]	Basic Move 6	[0]
IQ	12	[40]	Per	12]	0]	BL 29 II	b (S	T×ST)/5
нт	12]	20]	FP	12]	0]	Thr 1d-1	Sw 1	d+2
TL	3					[0]	SM +0		
* Cond	ditional: +1	from 'l	Blessed	(Heroic	Feat; ST)'				

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

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

	ENCL	JMBRANC	ETABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	-	-1	-2	-3	-4
Dodge	9	8	7	6	5

		LIFTING F	EATS		
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
	nds to complete		Double with a Lose 1 FP/sec	running start while over X-H	y enc.

REACTION MODIFIERS

Appearance: +0 Status: +0

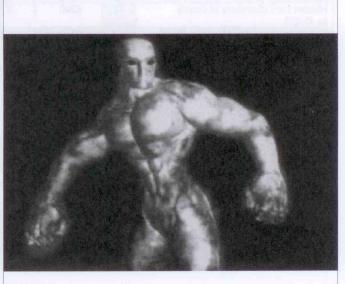
Other: +0*

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

ADVANTAGES		
Name	P	ts
Alternate Form (Superior Body of Fire, Reduced Time 2) Usernotes: *As per p. 8262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 4d [16]; and replacing the DR with DR 20 (Limited, Heat/Fire or Ranged Projectiles, -15%) [55]. Takes three seconds to change.		64]
Blessed (Heroic Feat; ST) {p. B40}		10
Burning Attack 6 (Costs Fatigue 1 FP, -5%; Explosive (Damage / 3xYards), +50%) {p. B61}	[44]
Corrosion Attack 1 (Area Effect (2 yd), +50%; Drifting, +20%; Persistent, +40%; Reduced Range (x1/10), -30%) {p. B61}]	18]
Immunity to Metabolic Hazards (p. B80)		30]
Infravision {p. B60} Roll: 14 (Per+2)	[10]
Luck (Extraordinary; Wishing (Others Only), +0%) {p. B66}		30]

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

QUIRKS	
Name	Pts
Unused Quirk 1 (p. B163)	[-1
_Unused Quirk 2 {p. B163}	[-1
Unused Quirk 3 (p. B163)	[-1
Unused Quirk 4 (p. B163)	[-1
Unused Quirk 5 (p. B163)	4 100 100 100 100 100 100 100 100 100 10



S prightly Colored techer

DESCRIPTION

This celestial being has the following elements: 2xFire, Chaos

CAMPAIGN LOG

Points: (logged) 20
<enter caption here>
<enter notes here>
12.03.2011: 20 pts
Initial Character Creation = (total) 20 + (other) 0

Character created using GURPS Character Assistant 4
15.08.2011: 0 pts

POINTS SUMMARY		Pts
Basic Attributes, Secondary Cha	aracteristics [120
Advantages, Perks		206
Disadvantages, Quirks		-66
Skills, Techniques		12
	Total Points Spent:	272
	Unspent Points:	-2

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

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

19-1		RANGED ATTACKS									
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	RcI	LC	Notes
Burning Attack	14	6d bu ex/3	3	10 yd / 100 yd	1	_	-	_	1	-	
Corrosion Attack	_	1d cor (2 yd)	3	1 yd / 10 yd	1	-	77.11	-	1	-	

PARRY 10 Innate Attack	PARRY 9	BLOCK	DODGE 9 None	OTHER
(Projectile) Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 0 DB: 0	Skull DR: 2 DB: 0 Pace DR: 0 DB: 0 Ar DF	Sk Fa To ms Gr Ari Hands DR: 0 DB: 0 Bc Bc Bc Nc	c. HP es 2 cck — ull — cce — rsso — oin — ms 7 ands 5 gs 7	#
	Legs DR: 0 DB: 0 Feet DR: 0 DB: 0			

HP 0 HP		-1×HP	-2×HP	-3×HP	-4×HP
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 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.

		EP				0	F	P	
10	M	10	8	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

s 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	5–7					
1d-3	1d-2	1d-1					

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*	10000	_	Jaw	-6
11	Abdomen*	9 1-1	-	Spine§	-8
12	Left Arm	-2	-	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
17-18		-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, impaling, 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	e Lea Joint	-8	Neck	Neck	-8		
Eves	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.

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 vd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 vd	-14	+14	500 yd
-7	+7	30 vd	-15	+15	700 yd

SCRATCH PAD

Blut und Schätze forgotten Aealms GURPS Dungeon fantasy

Name: Chilblane Race: Cat-Folk

Appearance: Ausfüllen

Player: Philipp Koschmann Spent: 297 Ht: Ausfülle Wt: Ausfüllen Age: Ausfülle Unspent: -1 Spent: 297

Neu: 13

CHARACTER SHEET

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

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: +2000 from 'Money', +78418 from 'Money'

ENCUMBRANCE TABLE							
Name	None	« Light »	Med	Hvy	X-Hvy		
Lifting	×1	×2	×3	×6	×10		
Basic	29 lb	58 lb	87 lb	174 lb	290 lb		
Movement	×1	×0.8	×0.6	×0.4	×0.2		
Ground	8 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	12 11	10	9	8	7		

		LIFTING F	EATS		
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
	nds to complete		Double with a Lose 1 FP/sec	running start while over X-H	vy enc.

REACTION MODIFIERS Appearance: +0

Status: +	0
Other: +0	
individua	onal: +2 from 'Outdoorsman', +2 from 'Overconfidence' when young or naive is, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty ring companions)' when in dangerous situations if Sense of Duty is known, -2 anoia'

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

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

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



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

Name		Pts
Unused Quirk 1 {	o. B163}	[-1
Unused Quirk 2 {	o. B163}	[-1
Unused Quirk 3 {	o. B163}	[-1
Unused Quirk 4 {		-1
Prejudiced against	Gargoyles (p. B163)	[-1

SKILLS		STOLEN : JES		
DX based	Level	Relative	Pts	
Bow {p. B182}	19	DX+4	[16	
Brawling {p. B182} Description: Notes: Calculated damage takes into	15	DX+0		
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	
Climbing {p. B183}	14	DX-1	[1	
Fast-Draw (Arrow) {p. B194}	16	DX+1	1	
Fast-Draw (Sword) {p. B194}	16	DX+1	[]	
Garrote (p. B197)	15	DX+0		
Jumping {p. B203}	15	DX+0	[1	
Knot-Tying {p. B203}	15	DX+0	[
Riding (Equines) {p. B217}	14	DX-1	[
Stealth {p. B222}	14	DX-1	[
Throwing {p. B226}	14	DX-1		
Wrestling {p. B228}	14	DX-1	[,	
HT based	Level	Relative	Pts	
Hiking {p. B20}	12	HT+0	[2	
Running (p. B218)	11	HT-1		
IQ based	Level	Relative	Pts	
Camouflage (p. B183)	15†	IQ+4	[2	
Cartography/TL3 {p. B183}	12	IQ+1	[4	
First Aid/TL3 (Cat-Folk) {p. B195}	11	IQ+0		
Gesture {p. B198}	12	IQ+1	[2	
Mimicry (Bird Calls) {p. B210}	12†	IQ+1		
Navigation/TL3 (Land) {p. B211}	12†	IQ+1	[
Prospecting/TL3 {p. B216}	10	IQ-1	[
Shadowing {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	
	14	Per-1	[
		Per+1	1	
Survival (Arctic) {p. B223}	16†			
Search (p. B219) Survival (Arctic) (p. B223) Survival (Woodlands) (p. B223)	16† 16† 17†	Per+1 Per+2		

TOUR TROP	MELEE A	MELEE ATTACKS				and market	
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-1 cut	C		-	
Brawling: Bite	15		1d-1 cut	C	1011		
Brawling: Kick	13		1d cut	C,1			

		RAN	NGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	RcI	LC	Notes
Composite Bow (Elven, Puissance, Accuracy): Primary	20	1d+5 imp +6/48	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Composite Bow (Élven, Puissance, Accuracy): Bodkin Point	20	1d+5(2) pi + C/48	3	320 yd / 400 yd	1	1(2)	10†	-7		4	[3]

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.

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9	10/11*	
Broadsword	DX	DX	Light	
Eyes DR: 0 DB: 0 DB: 0 Neck DR: 4/2* DB: 0 Torso DR: 4/2* DB: 0		A/2* Arm Hall Leg Fee Bo Bo No	es 2 ck - ull - ce - rso - nin - ns 7 nds 5 gs 7	R

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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 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 FP
14 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

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.

-1×FP 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	5–8
1d-3	1d-2	1d-1

	HUM	ANOID HIT L	OCAT	ION 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	- 0	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 crushing, cutting, 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
Tonly targetable by crushing, cutting, piercing, and tight-beam burning attacks
See also: Hit I coating Table a SESS Memory 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	NOR GAPS TAI	BLE	
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			

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

	SIZ	E AND SPEE		ABLE	
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

18+16+23 + Pfeil 10+10+4

	LOAD-OUT	S (continued) Totals:	11164	38.96 lb
		rotais:		-
Qty	Wagon	. كالمحاليات	Cost	Weigh
1	Wagon		3235	113 lb
10	Contents - Cost: 3235, Weight: 113 lt Description: In GCA a "Parent" item of This is essentially an organizational stogether under the parent item if you and select "Make Child of" The child the child items by right clicking on the Once displayed the children will be st item may be assigned as a parent by this entry is here for convenience, as. Traps, Mini-trap {p. DF1::	an have other traits a structure, allowing yo wish. To make an ite d items will be hidder parent and selecting rown in a "tree" form right clicking on it an it is automatically de 25}	u to file multipl m a "child" right by default; you g "Show Comp at under the pa d selecting "M	e traits It click on it bu may show onents." arent. Any ake Parent"
	Per Unit - Cost: 80, Weight: 2.5 lb Description: Spring-loaded leg-hol staked down, victim must break fre	d traps. Roll vs. Trap		
10	Traps, Man trap {p. DF1; Per Unit - Cost: 180, Weight: 6 lb Description: Spring-loaded leg-hol		1800	60 lb
	staked down, victim must break fre	ee from trap's ST to n	nove away: 1d	1 cr ST 12
100	Arrow (Bodkin) (Bodkin F (TL3+), *1) {p. B275}		200	10 lb
100	Per Unit - Cost: 2, Weight: 1.6 oz Arrow {p. B275} Per Unit - Cost: 2, Weight: 1.6 oz		200	10 lk
1	Paut (Drinkable) {p. DF1: Description: Restores 4 FP deplete		135	8 02
1	Sack {p. DF1:24} Description: Notes: Holds 40 lbs. of	of loot. Requires two	30 hands or a pol	3 lb e. DR 1, HP
1	Leather Jacket {p. B283} Description: Tt:1 LC: DR:1* Loca under clothing, Notes: [1] Location: arms, torso	ations: arms, torso No		
1	Leather Helm {p. B284} Description: TL:1 LC:4 DR:2 Locat Location: skull, face	ions: skull, face	20	8 02
7.2		Totals:	3235	113 lb

الخواشاية		i in	

NOTES	
Will Double Shot lernen (Siehe DF11 Powerups)	
CAMPAIGN LOG	_

	CAMPAIGN LOC	3
Points: (logged) 46	+ (other) 0	= (total) 46
<enter caption="" here=""></enter>		
<enter here="" notes=""></enter>		
28.11.2011: 9 pts		
<enter caption="" here=""></enter>		
<enter here="" notes=""></enter>		
28.11.2011: 13 pts		
B&S IV Afterhour		
11 Punkte fürs ausharre	n	
30.10.2011: 11 pts		

CAMPAIGN LOG (continued)	
Blut & Schätze IV	
12 von Abenteuer	
1 Bonus vom Fötele	
29.10.2011: 13 pts	
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	
DOINTO CUMMARY	

POINTS SUMMARY		Pts
Basic Attributes, Secondary Charac	teristics	179
Advantages, Perks		103
Disadvantages, Quirks		-55
kills, Techniques		70
	Total Points Spent:	297
	Unspent Points:	-1

Soco Credits 2150 Credits -106 Credits 1200 Credits 4100 Credits	-500 Credits -500 Credits -700 Credits -600 Credits -20720 Credits
Strong bow	-1 6730
Double Shoot	-6 +1250

Qtv	LOAD-OUTS « Combat »	Cost	Weight
1	Combat	67019	48.9 lb
	Contents - Cost: 67019, Weight: 48.9 lb	ecioned to it as	"Children"
	Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you	to file multiple	traits
	together under the parent item if you wish. To make an iter	n a "child" right	click on it
	and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting	"Show Compo	nents."
	Once displayed the children will be shown in a "tree" format	t under the par	rent. Any
	item may be assigned as a parent by right clicking on it and	d selecting "Ma	ke Parent";
1	this entry is here for convenience, as it is automatically des	signated a Pare	- III.
1	Description: Parent Item		
1	Armor	20339	29.5 lb
	Contents - Cost: 20339, Weight: 29.5 lb		
	Description: Parent Item	80	3 lb
1	Boots {p. B284} Description: TL:2 LC:- DR:2* Locations: feet Notes		
	under clothing.	[1] Consource	
	Notes: [1]		
1	Leather Gloves (p. B284)	30	
	Description: TL:1 LC:- DR:2* Locations: hands		
	Location: hands		
1	Mail Sleeves (Superlight)	2545	4.5 lb
	(~Lighten (x1/2) (+2475; Arms		
	(15%), *1), +2475) {p. B283}	Inc. [0] O. II. C.	Dr. une the
	Description: TL:2 LC:3 DR:4/2* Locations: arms Not lower DR against crushing attacks.	es: [3] Split DF	i. use the
	Notes: [3]		
	Location: arms	5000	F 11
1	Mail Leggings (Superlight) (Elven,	5390	7.5 lb
	+300%; ~Lighten (x1/2) (+4950;		
	Legs (30%), *1), +4950) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: legs Not	on: [2] Colit DD	use the
	lower DR against crushing attacks.	es. [3] Split Dri	, use the
	Notes: [3]		
_	Location: legs	10820	12.5 lb
1	Mail Hauberk (Superlight) (Elven,	10020	12.010
	+300%; ~Lighten (x1/2) (+9900;		
	Groin (10%), *1, Torso and Vitals		
	(50%), *1), +9900) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: torso, gr	oin Notes: [3] S	Solit DR: use
	the lower DR against crushing attacks.		
	Notes: [3]		
4	Mail Coif (Superlight) (Elven,	1474	2 lb
1	+300%; ~Lighten (x1/2) (+1254;	1303	
	Neck (2.5%), *1, Skull (5%), *1),		
	+1254) {p. B284}		
	Description: TL:2 LC:3 DR:4/2* Locations: skull, ne	ck Notes: [3] S	plit DR: use
	the lower DR against crushing attacks.		
	Notes: [3] Location: skull, neck		
1	Ordinary Clothes {p. B266}	0	2 lb
	Description: One complete outfit, ranging in quality from	m castoff rags	to designer
	fashions, depending on Status, At minimum; undergard	ments, plus a to	unic, blouse,
	or shirt with hose, skirt, or trousers - or a long tunic, ro footwear. 20% of cost of living; 2lbs.	be of dress - a	nu sultable
1	Delvers Webbing {p. DF1:25}	4470	9.4 lb
	Per Unit - Cost: 160, Weight: 3 lb		
	Contents - Cost: 4310, Weight: 6.4 lb Description: Notes: Belt and suspenders with pouches	for 20 lbe of r	otions
	gadgets, knives, etc. Readying a carried item takes just	st one Ready m	naneuver -
	and is a free action with a suitable Fast-Draw roll. Give	es +1 to DX and	d Fast-Draw
	rolls to reach these items. Rumored to be the work of I		1.4 lb
-			1.4 10
	Arrow (Meteoric) (Meteoric,	560	
14	Arrow (Meteoric) (Meteoric, +1900%) {p. B275}	560	
10	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz	1875	2,5 lb
	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point		2.5 lb
10	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275}		2.5 lb
25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz		
10	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Iox, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point	1875	
25 25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost. 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25}	1875	2.5 lb
25 25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb	1875	2.5 lb
25 25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost.: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which	1875 1875 2160 can carry one	2.5 lb 4 lb
25 25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with	1875 1875 2160 can carry one 'Ready or Fasi	2.5 lb 4 lb grenade'
25 25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (loy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give	1875 1875 2160 can carry one 'Ready or Fasi	2.5 lb 4 lb grenade'
25 25 1	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost. 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 50, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give deliberate attacks.	1875 1875 2160 can carry one Ready or Fasls containers +	2.5 lb 4 lb grenade' -Draw. 2 DR vs.
25 25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost. 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 50, Weight: 1 lb Contents - Cost: 2100, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give deliberate attacks. Major Healing Potion (Drinkable)	1875 1875 2160 can carry one 'Ready or Fasi	2.5 lb 4 lb grenade' -Draw. 2 DR vs.
25 25 1	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 3 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give deliberate attacks. Major Healing Potion (Drinkable) {p. DF1:29}	1875 1875 2160 can carry one Ready or Fasls containers +	2.5 lb 4 lb grenade' -Draw. 2 DR vs.
25 25 1	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost. 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 50, Weight: 1 lb Contents - Cost: 2100, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give deliberate attacks. Major Healing Potion (Drinkable)	1875 1875 2160 can carry one Ready or Fasts soontainers +	i-Draw. 2 DR vs.
25 25 1	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost. 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 8 Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give deliberate attacks. Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP. Battle Potion (Drinkable)	1875 1875 2160 can carry one Ready or Fasls containers +	2.5 lb 4 lb grenade' -Draw. 2 DR vs.
25	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 50, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give deliberate attacks. Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP. Battle Potion (Drinkable) Per Unit - Cost: 350, Weight: 8 oz	1875 1875 2160 can carry one Ready or Fasts soontainers +	2.5 lb 4 lb grenade' -Draw. 2 DR vs.
25 25 1	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost. 40, Weight: 1.6 oz Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 75, Weight: 1.6 oz Potion Belt {p. DF1:25} Per Unit - Cost: 8 Belt with four slots, each of which bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and give deliberate attacks. Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP. Battle Potion (Drinkable)	1875 1875 2160 can carry one Ready or Fasts soontainers +	2.5 lb 4 lb grenade' -Draw. 2 DR vs.

	LOAD-OUTS (continued)		Mr. L. L.
Qty	« Combat »	Cost	Weight
1	Potion Belt {p. DF1:25}	2160 700	4 lb
2	Major Paut (Drinkable) {p. DF1:29}	700	110
	Per Unit - Cost: 350, Weight: 8 oz		
	Description: Restores 8 FP depleted for magic.	10050	4.11-
1	Composite Bow (Elven, Puissance,	40050	4 lb
	Accuracy) (Bodkin Point (TL3), +0;		
	Elven, +1600%; ~Accuracy (+1),		
	+8250; ~Puissance: Missile		
	Weapon (+1), +16500) {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST	*20/ST*25 BoF	1
	Shots:1(2) ST:10+ Bulk:-7 Skill:Bow Notes: [3] An arroy	w or bolt for a b	ow or
	crossbow is \$2. A dart for a blowpipe, or a lead pellet for	or a prodd or sl	ing, is \$0.1.
	Sling stones are free. Notes: [3][3]		
HAT	Totals:	67019	48.9 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25)	11164	38.96 lb
4	Per Unit - Cost: 300, Weight: 3 lb		
	Contents - Cost: 10864, Weight: 35.96 lb	free action Hor	no liable to
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure).	iree action, itei	is hable to
1	Personal Basics (p. B288)	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to a	ny Survival roll	without it.
0	Includes utensils, tinderbox, and flint and steel.	10	3 lb
2	Rope, 3/8" (per 10 yards) {p. B288} Per Unit - Cost: 5, Weight: 1.5 lb	10	310
	Description: TL:1 Notes: Supports 300lbs.	ALTER	PS.L. III
1	Canteen (p. DF1:23)	10	3 lb
	Description: Notes: Canteen. Miniature wooden barrel	on a strap. Wo	n't shatter in
28	combat! Holds 1 quart of liquid (2 lbs. if water). Monster Drool (Utility) {p. DF1:28}	560	14 lb
20	Per Unit - Cost: 20, Weight: 8 oz		
-	Description: Generic blade venom made from giant ce	ntipedes, spide	rs, or
10	whatever else is in season. Often used on whole quive cheap. A living victim must make an immediate HT roll	or suffer 2 poin	nts of injury.
1	Paper, 17 sheets {p. DF1:24}	20	1 lb
*	Description: Notes: Paper, 20 Sheets. Heavy papyrus	or similar, suita	ble for maps
	or magical writings.	50	2 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, p	50	210
1	Pouch {p. B288}	2249	2.56 oz
	Per Unit - Cost: 10		
	Contents - Cost: 2239, Weight: 2,56 oz	naveanal basis	o oto)
2	Description: Notes: Holds 3 lbs. of small items (coins, Platinum Franc	2000	5.12 dr
2	Per Unit - Cost: 1000, Weight: 2.56 dr	2000	0.12 01
3	Silver Penny	30	7.68 dr
ARIM	Per Unit - Cost: 10, Weight: 2.56 dr		
9	Copper Farthing	9	1.44 oz
0	Per Unit - Cost: 1, Weight: 2.56 dr Gold Mark	200	5.12 dr
2	Per Unit - Cost: 100, Weight: 2.56 dr	200	5.12 01
1	Bandages {p. DF1:24}	10	1 lb
	Description: Notes: Cloth bandages for half-dozen wo	unds. Basic eq	uipment for
-	First Aid skill.	150	4.8 oz
3	Lockpicks {p. DF1:25} Per Unit - Cost: 50, Weight: 1.6 oz	150	4.0 02
1/4	Description: Basic equipment for Lockpicking skill.		The second
8	Strength Potion	1250	2.5 lb
2	Per Unit - Cost: 250, Weight: 8 oz		
- 106	Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell		
	(p. 134), for the duration of th		
5	Fetching and Carrying (Drinkable)	1500	2.5 lb
	Per Unit - Cost: 300, Weight: 8 oz Usernotes: The subject's encumbrance levels		
	are multiplied by 4 – so, if his extraheavy		
	encumbrance is normally 200,		
	it becomes 800! Encumbrance effects having to do with spells (e.g., Teleport)		
	are not affected. It works on animals,		
	and can be used to let a load-beast		
	carry more. Duration: 1d+1 hours.		
	Form: Any.		
	Cost: \$300	1300	8 oz
	Luck Potion (Drinkable)	1300	0 02
1	Hearnatage The subject has the Luck advantage		
1	Usernotes: The subject has the Luck advantage (p. B66).		
1	(p. B66). Duration: 2d game-hours.		
1	(p. B66). Duration: 2d game-hours. Form: Any form.		
H	(p. B66). Duration: 2d game-hours. Form: Any form. Cost: \$1,300	1875	2.5 lb
1 25	(p. 866). Duration: 2d game-hours. Form: Any form. Cost: \$1,300 Arrow (Icy, Bodkin) (Bodkin Point	1875	2.5 lb
H	(p. 866). Duration: 2d game-hours. Form: Any form. Cost: \$1,300 Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
H	(p. 866). Duration: 2d game-hours. Form: Any form. Cost: \$1,300 Arrow (Icy, Bodkin) (Bodkin Point	1875	2.5 lb
25	(p. 866). Duration: 2d game-hours. Form: Any form. Cost: \$1,300 Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz		Tyle I

Burg Black Roch Caperhalle: -3x hl. Manatranti -10x great Paut -8x great Heal - hl. Schatulle - Wall of Wind + 87P - Cloud voll - Shoching Touch 100 DUG (cit)
- Resist lightning scroll