

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

Player: Gil Bertoli
 Ht: 1.90m Wt: 240lbs Age: 277

Spent: 297
 Unspent: -2

+14
 +8

CHARACTER SHEET

ST 20 ^{†‡} [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
HT 14 [‡] [30]	FP 14 [0]	Thr 2d-1 Sw 3d+2
TL 3 [0]		SM +0

* Includes: +4 from 'Extra ST', +1 from 'Extra ST (From Dwarven Armor of Domination)', +1 from 'Extra ST (Enchantment on Dwarven Armor of Domination)
 † Includes: -1 from 'Gargoyle (Dungeon Fantasy)'
 ‡ Includes: +1 from 'Gargoyle (Dungeon Fantasy)'
 § Includes: +2 from 'Gargoyle (Dungeon Fantasy)'
 ¶ Includes: -0.25 from 'Gargoyle (Dungeon Fantasy)'

Vision 9	Fright Check 11*	High Jump 2.17 ft
Hearing 9	Consciousness 14	Money -180 [†]
Touch 9	Death Check 14	
Taste/Smell 9	Broad Jump 3 yd	

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

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	80 lb	160 lb	240 lb	480 lb	800 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd [†]	4 yd [†]	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
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

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

REACTION MODIFIERS

Appearance: -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 sober-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]

LANGUAGES

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

TEMPLATES AND META-TRAITS

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



TEMPLATES AND META-TRAITS (continued)

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

ADVANTAGES

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

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 dem Essen fliegt Stone in die Luft und kracht aufs Dach!

SKILLS				
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	[2]
Climbing {p. B183}	13*	DX-1	[1]
Fast-Draw (Two-Handed Sword) {p. B194}	15†	DX+1	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Knife {p. B208}	14	DX+0	[1]
Parry: 10				
Riding (Equines) {p. B217}	13	DX-1	[1]
Shield (Shield) {p. B220}	16	DX+2	[4]
Block: 12				
Stealth {p. B222}	13	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
Two-Handed Sword {p. B209}	23	DX+9	[36]
Parry: 15				
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11				
HT based	Level	Relative	Pts	
Carousing {p. B183}	14	HT+0	[1]
Hiking {p. B20}	13	HT-1	[1]
IQ based	Level	Relative	Pts	
Armoury/TL3 (Melee Weapons) {p. B178}	10	IQ+1	[4]
Connoisseur (Weapons) {p. B185}	10	IQ+1	[4]
First Aid/TL3 (Gargoyle) {p. B195}	9	IQ+0	[1]
Gesture {p. B198}	9	IQ+0	[1]
Heraldry {p. B199}	8	IQ-1	[1]
Leadership {p. B204}	10‡	IQ+1	[1]
Strategy (Land) {p. B222}	10‡	IQ+1	[2]
Tactics {p. B224}	10‡	IQ+1	[2]
Per based	Level	Relative	Pts	
Observation {p. B211}	8	Per-1	[1]
Will based	Level	Relative	Pts	
Intimidation {p. B202}	8	Will-1	[1]
* Conditional: +4 from 'Gargoyle Flight' when body lightning would help				
† Includes: +1 from 'Combat Reflexes'				
‡ Includes: +2 from 'Born War-Leader'				

Gift

(-4 dmg)

-3 parry

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	2d cr	C	-	-	
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 ²⁴	15	3d+12 cut ^{2d+11}	1,2	10†	4	
Katana (Very Fine, Accurate): two-handed thrust	24 ²⁴	15	2d+6 imp	1	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.

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

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

Bonus DR: 2†
Bonus DB: 0

Notes:
 +1

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

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

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

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

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
22	21	20	19	18	17
17	16	15	14	13	12
12	11	10	9	8	7
7	6	5	4	3	2
2	1				

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

FP	0 FP
14	13
9	8
4	3
2	1

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

SLAM TABLE					
1	2	3-4	5-6	7-11	12-14
1d-3	1d-2	1d-1	1d	2d	3d

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

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

DA
 1. Parry favorish/retreat 20
 2. Parry favorish - 2ndary 15

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 41230, Weight: 155.9 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	41230	155.9 lb
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Horny Gnomish Backscabbard Per Unit - Weight: 3 lb Contents - Cost: 21900, Weight: 10 lb Usernotes: Allows to wear 2 Weapons on the back and to ready the weapon as a free action, no roll required. You can not quick sheathe your weapon though, learn the proper Technique for that.	21900	13 lb
1	Katana (Weapon Master Damage Bonus, +0) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	Katana (Very Fine, Accurate) (Weapon Master Damage Bonus, +0; Very Fine, +1900%; ~Accuracy (+1), +8250) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	21250	5 lb
1	Belt Contents - Cost: 2060, Weight: 4.5 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	2060	4.5 lb
1	Throwing Axe {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST+1/ST+1.5 RoF:1 Shots:T(1) ST:11 Bulk:3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	60	4 lb
1	Dungeon Tazzer Usernotes: Allows the user to shoot up to 3d Lightnings with Skill 15, has 20 FP Power Reserve	2000	8 oz
1	Armor Contents - Cost: 12280, Weight: 131.4 lb Description: Parent Item	12280	131.4 lb
1	Greathelm (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck	680	12 lb
1	Sollerets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	300	8.4 lb
1	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	4600	54 lb
1	Heavy Plate Legs (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs	3200	30 lb
1	Heavy Plate Arms (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	3000	24 lb
1	Heavy Gauntlets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:5 Locations: hands Location: hands	500	3 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Combat	41230	155.9 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 4930, Weight: 4 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	4990	5 lb
1	Major Healing Potion (Drinkable) {p. DF1:29} Description: Heals 2d HP.	350	8 oz
3	Great Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 1000, Weight: 8 oz Description: Heals 4d HP.	3000	1.5 lb
4	Major Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 395, Weight: 8 oz Description: Restores 8 FP depleted for magic.	1580	2 lb
Totals:		41230	155.9 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 1330, Weight: 6 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	1630	9 lb
1	Pouch {p. B288} Per Unit - Cost: 10 Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	10	-
0	Copper Farthing	0	-
0	Gold Mark	0	-
0	Platinum Franc	0	-
0	Silver Penny	0	-
1	Buch der magischen Jungfrauenflüssigkeit	0	2 lb
6	Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP.	720	3 lb
1	Strength Potion (Drinkable)	250	8 oz
1	Battle Potion (Drinkable)	350	8 oz
Totals:		1630	9 lb
Qty	Wagen	Cost	Weight
1	Wagen Contents - Cost: 2, Weight: 8 oz Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	2	8 oz
1	Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	2	8 oz
Totals:		2	8 oz

Handwritten notes and calculations:

16'445 \$

+3500 \$ +2400 \$ -1170 \$

-2500 \$ -1480 \$ -1170 \$

+1250 \$ -600 \$

-300 \$ -600 \$

dwarven Helebarde fine balanced +2 fire dmg

SCRATCH PAD

NOTES

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

CAMPAIGN LOG

Points: (logged) 45	+ (other) 0	= (total) 45
<enter caption here>		
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<i>28.11.2011: 9 pts</i>		
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<i>28.11.2011: 13 pts</i>		
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<i>28.11.2011: 11 pts</i>		
<enter caption here>		
<enter notes here>		
<i>28.11.2011: 12 pts</i>		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
<i>17.10.2011: 0 pts</i>		

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

Name: Magnus
Race: Human
Appearance:

Player: Reto Mägli
Ht: 1.80 Wt: 80

Age: 37
Spent: 303
Unspent: 1

14 75
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 20 lb	(ST×ST)/5
HT 11	[10]	FP 16*	[9]	Thr 1d-2	Sw 1d
TL 3	[0]	SM +0			

* Includes: +2 from 'Extra 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	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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	40 lb	160 lb	240 lb	300 lb	1000 lb

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

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +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]

LANGUAGES

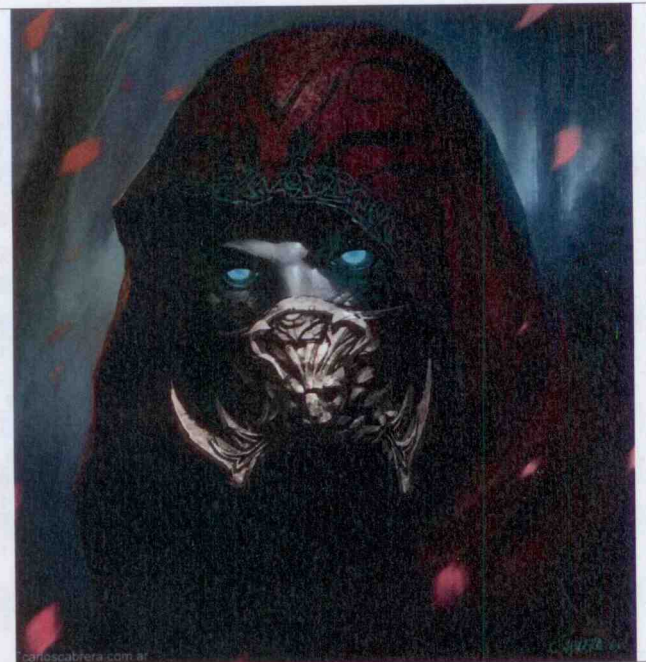
Native	Spoken	Written	Pts
common (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Ork {p. B24}	Broken	-	[1]

TEMPLATES AND META-TRAITS

Name	Pts
Wizard (Dungeon Fantasy) {p. DF1:13}	[0]
Description: Your knowledge of magic is deeper than that of the cleric or druid. The party needs your mighty wizardry.	

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 Wildcard! 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]

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}	12	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 9			
Climbing {p. B183}	11	DX-1	[1]
Fast-Draw (Potion) {p. B194}	12	DX+0	[1]
Innate Attack (Beam) {p. B201}	14	DX+2	[1]
Parry: 10			
Innate Attack (Projectile) {p. B201}	16	DX+4	[12]
Parry: 11			
Riding (Equines) {p. B217}	11	DX-1	[1]
Staff {p. B208}	14	DX+2	[8]
Parry: 12			
Stealth {p. B222}	12	DX+0	[1]
Wrestling {p. B228}	11	DX-1	[1]
Parry: 8			
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]
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]
Per based	Level	Relative	Pts
Observation {p. B211}	12	Per-1	[1]
Will based	Level	Relative	Pts
Meditation {p. B207}	15	Will-1	[2]
* Includes: +6 from 'Magery'			

MELEE ATTACKS		Skill	Parry	Damage	Reach	ST	LC	Notes
Non-Equipment based								
Air Jet		14	-	~2d knock	~2	-	-	~1-3en
Brawling: Punch		12	9	1d-3 cr	C	-	-	
Brawling: Bite		12	-	1d-3 cr	C	-	-	
Brawling: Kick		10	-	1d-2 cr	C,1	-	-	
Flame Jet		14	-	~1d burn	~1	-	-	~1-3en
Equipment based								
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		7	6	1d-1 cr	2	9†	4	
Usernotes: +5 Explosivefireball 3d ex								

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion	16	~1d cr	1	20 yd / 40 yd	-	-	-	-	-	-	~2-6en
Explosive Fireball	16	~1d burn ex	1	25 yd / 50 yd	-	-	-	-	-	-	~2-6en
Explosive Lightning	16	~1d-1 burn ex	3	50 yd / 100 yd	-	-	-	-	-	-	~2-6en
Fireball	16	~1d burn	1	25 yd / 50 yd	-	-	-	-	-	-	~1-3en
Lightning	16	~1d-1 burn	3	50 yd / 100 yd	-	-	-	-	-	-	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
12	9	7	8/9	
Staff	DX	DX	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes: +1

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

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

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

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

* Only targetable by impaling attacks; critical hit cripples arm

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1	-1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44

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

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

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.

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

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

0 - 6 = 0
7 - 20 = -3
21 - 100 = -7

SLAM TABLE		
1-2	3-5	6-7
1d-3	1d-2	1d-1

19.2 = 38 / 9
 19.2 = 38 / 12
 76

SPELL GRIMOIRE									
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Air Jet	20 [1]	0	Regular	1 sec.	1 sec.	1 to 3/S	Ai	3	M24
Concussion	20 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Create Air	20 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1	M23, B243
Explosive Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244
Purify Air	20 [1]	0	Area	1 sec.	Instant	1	Ai	-	M23, B243
Shape Air	20 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2	M24, B243
Walk on Air	20 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	3	M25, B243
Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Itch	20 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	-	M35, B244
Pain	20 [1]	0	Regular/R-HT	2 sec.	1 sec.	2	BC	2	M36, B244
Resist Pain	20 [1]	2	Regular	1 sec.	1 min.	4/2	BC	3	M38
Spasm	20 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Earth	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Earth to Stone	20 [1]	1	Regular	1 sec.	Perm.	3/cu. yd.#	Ea	2	M51, B245
Flesh to Stone	20 [1]	1	Regular/R-HT	2 sec.	Instant	10#	Ea	3	M51, B246
Seek Earth	20 [1]	0	Information	10 sec.	Instant	3	Ea	-	M50, B245
Shape Earth	20 [1]	0	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	1	M50, B245
Fire	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Create Fire	20 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1	M72, B246
Explosive Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	4	M75, B247
Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	3	M74, B247
Flame Jet	20 [1]	0	Regular	1 sec.	1 sec.	1 to 3/S	Fi	3	M73
Ignite Fire	20 [1]	0	Regular	1 sec.	1 sec.	1 to 4/S	Fi	-	M72, B246
Shape Fire	20 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1	M72, B246
Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Lend Energy	20 [1]	1	Regular	1 sec.	Perm.	Varies	He	-	M89, B248
Recover Energy	20 [1]	1	Special	Special	Special	none	He	1	M89, B248
Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Continual Light	20 [1]	0	Regular	1 sec.	Varies	Varies	LD	1	M110, B249
Light	20 [1]	0	Regular	1 sec.	1 min.	1/1	LD	-	M110, B249
Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Delay	20 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15	M130
Hang Spell	20 [2]	3	Special	10 sec.	1 hr.	Varies	MS	16	M128
Movement	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Appotation	20 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Mo	-	M142, B251
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Grease	20 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1	M142
Great Haste	20 [2]	1	Regular	3 sec.	10 sec.	5#	Mo	1	M146, B251
Haste	20 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	-	M142, B251
Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor	20 [1]	2	Regular	1 sec.	1 min.	Varies	PW	1	M167, B253
Catch Missile	20 [1]	1	Blocking	1 sec.	Instant	2	PW	2	M168
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Force Dome	20 [1]	1	Area	1 sec.	10 min.	3/2	PW	10	M170
Iron Arm	20 [1]	2	Blocking	1 sec.	Instant	1	PW	4	M169
Return Missile	20 [1]	1	Blocking	1 sec.	Instant	2	PW	3	M168
Shield	20 [1]	2	Regular	1 sec.	1 min.	Varies	PW	-	M167, B252
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We	8	M169
Sound	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Concussion	20 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Sound	20 [1]	0	Regular	1 sec.	Varies	Varies	So	-	M171, F172
Thunderclap	20 [1]	0	Regular	1 sec.	Instant	2	So	1	M171
Water	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Create Water	20 [1]	0	Regular	1 sec.	Perm.	2/gal.	Wa	2	M184, B253
Purify Water	20 [1]	0	Special	5-10 sec./gal.#	Perm.	1/gal.	Wa	1	M184, B253
Seek Water	20 [1]	0	Information	1 sec.	Instant	2	Wa	-	M184, B253
Weather	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Explosive Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We	8	M169

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 54
Session 6 - Überfall 26.11.2011		
Abenteuergruppe um Loot gebracht.		
neuer Skill Innate Attack(Beam) 40\$		
neue Spells Air Jet 40\$ Concussion 40\$ Explosive Lightning 40\$ Flame Jet 40\$ Lightning 40\$ Sound 40\$ Thunderclap 40\$		
Equipment Ironskin Amulet 28720\$;DR3;Alchemie Amulet;DF1:30 17.12.2011: 9 pts		
Änderungen:		
Potion Belt kostet CHF 600, geändert		
Habe Dir alle möglichen "Aufhängpunkte" in deinen Char geädert 11.02.2011: 0 pts		
Training		
Attribute: +1 Int		
Neue Skills: +1 Fast Draw Potion 40\$ +1 Deflect Missile +1 Catch Missile +1 Return Missile		
Erhöhte Skills +2 Innate Attack 40\$ +1 Hang Spell 20\$ +1 Great Haste 20\$ 11.01.2011: 0 pts		
Blut und Schätze Afterhour 30.10.2011		
Die Bücher von der Kutschenfahrt den Zwergen in Baldurstor gebracht. Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts		
Blut und Schätze 4 Kutschenfahrt 29.10.2011		
Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling, Sho und Goblins gespielt) 11.01.2011: 13 pts		
Session 3 Mine		
<enter notes here> 21.08.2011: 9 pts		
Session 1+2 Zepter		
<enter notes here> 17.08.2011: 12 pts		
Initial Character Creation		
Character created using GURPS Character Assistant 4 14.08.2011: 0 pts		
POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[169]
Advantages, Perks		[73]
Disadvantages, Quirks		[-40]
Skills, Techniques		[54]
Spells		[47]
Total Points Spent:		303
Unspent Points:		1

Geld

3050

+5000

- 5

- 1860 Gr. Pant 3x

+12000 1Session

+ 4100 Loot

- 10

+15000 Quest

+ 1000 Bericht

- 500 Turm

- 3500 Bomba

- 2500 Dorf

+1250 Miete

To do:

- Magierturm oben
- Scheisshaus
- Hufschmied
- Hang Haupthaus
- Save
- Boden
- Keller
- Turm Erfolgsgesch.
- Untergundtunnel
- Wachhaus

1 Session
Item laden
26 · x(5) Bezahl

Gegner

Soldaten IIII

Hexen II

Zauberer I

Boss I

Goblin IIII IIII IIII IIII ~

Gr Wolf II

Inf-Burg

7 Magische Waffen

Light Scale Armor + 2DR + 2 Lightarm

Torso, arms, groin, legs

Buff
Move 5
Dodge 9
Gloss 1

1 Session
CP

7 Kampf

1 Leuchtturm

1 Quest Meister

5 Quest

1 Quest Item

1 Keller
Parter
1. Stock

7514

GURPS

CHARACTER SHEET

Name: Bun Evilbreaker
Race: Goblin
Appearance:

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

Spent: 270
Unspent: 0

252 -

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	(ST*ST)/5
HT	13†	[20]	FP	13	[0]	Thr	1d-1	Sw 1d+2
TL	3				[0]	SM	+0	

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
† Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision	14*	Fright Check	12†	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'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	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

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

TEMPLATES AND META-TRAITS

Name	Pts
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} Roll: 16 (Per+2)	[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}	[-10]

REACTION MODIFIERS

Appearance: -2*
* Includes: -2 from 'Appearance'
Status: +0
Other: +0†
† Conditional: +1 from 'Clerical Investiture', +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 cowardice matters, -2 from 'Social Stigma (Savage)'

CULTURAL FAMILIARITIES

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

LANGUAGES

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 Investiture {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; [29] 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
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} Parry: 10	14	DX+2	[8]
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	[1]
Climbing {p. B183}	11	DX-1	[1]
Innate Attack (Projectile) {p. B201} Parry: 10	14	DX+2	[4]
Riding (Equines) {p. B217}	11	DX-1	[1]
Shield (Shield) {p. B220} Block: 10	14	DX+2	[4]
Stealth {p. B222}	11	DX-1	[1]
Wrestling {p. B228} Parry: 8	11	DX-1	[1]
HT based	Level	Relative	Pts
Hiking {p. B20}	12	HT-1	[1]
IQ based	Level	Relative	Pts
Diagnosis/TL3 (Goblin) {p. B187}	11	IQ-2	[1]
dFirst Aid/TL3 (Goblin) {p. B195}	14	IQ+1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Hidden Lore (Demon Lore) {p. B199}	12	IQ-1	[1]
Occultism {p. B212}	12	IQ-1	[1]
Panhandling {p. B212}	13	IQ+0	[1]
Public Speaking {p. B216}	12	IQ-1	[1]
Religious Ritual (Gork and Mork) {p. B217}	11	IQ-2	[1]
Research/TL3 {p. B217}	12	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	13	IQ+0	[1]
Surgery/TL3 (Goblin) {p. B223}	11	IQ-2	[2]
Teaching {p. B224}	12	IQ-1	[1]
Theology (Gork and Mork) {p. B226}	11	IQ-2	[1]
Writing {p. B228}	12	IQ-1	[1]
Per based	Level	Relative	Pts
Esoteric Medicine (Holy) {p. B192}	14	Per+0	[4]
Observation {p. B211}	13	Per-1	[1]
Scrounging {p. B218}	14	Per+0	[1]
Will based	Level	Relative	Pts
Exorcism {p. B193}	14*	Will+0	[4]
Meditation {p. B207}	12	Will-2	[1]
* Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith			

SCRATCH PAD
+ 5000
- 5000

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		12	9	1d-2 cr	C	-	-	
Brawling: Bite		12	-	1d-2 cut	C	-	-	
Brawling: Kick		10	-	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	1	12	4	
The Axe of Ghazul: Pick		16	10	1d+5 imp	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]

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

SLAM TABLE

1 1d-3	2-3 1d-2	4-7 1d-1
-----------	-------------	-------------

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	10	9	
Axe/Mace	DX	Shield (Shield)		

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

Bonus DR: 0
Bonus DB: 3

Notes:
-10

HUMANOID HIT LOCATION TABLE

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

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

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

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

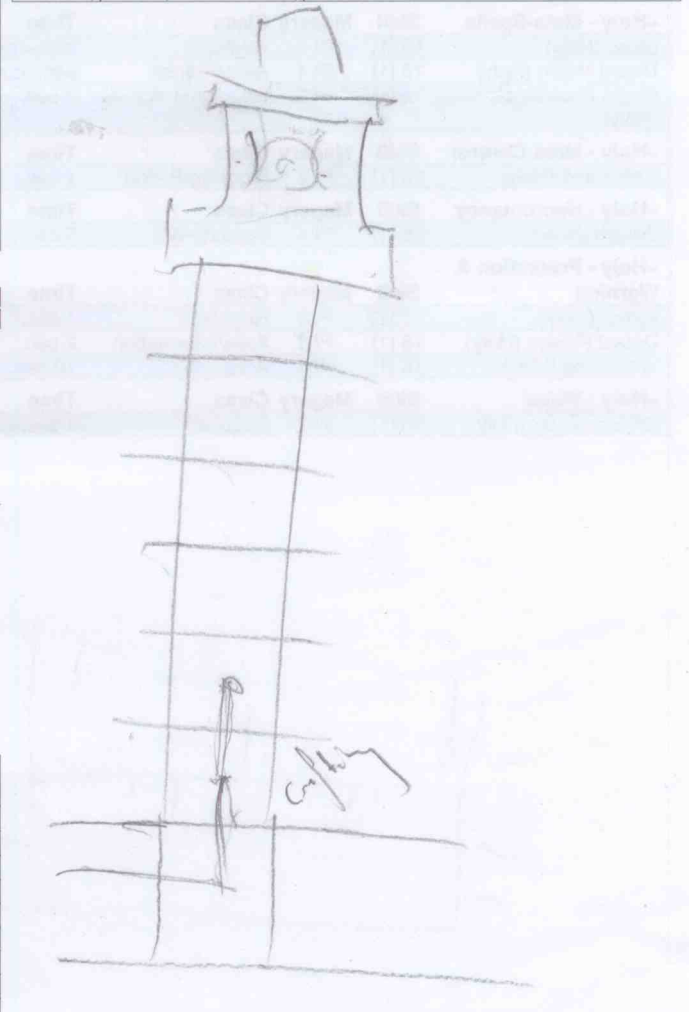
FP	0 FP
13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12

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.

SIZE AND SPEED/RANGE TABLE

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

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

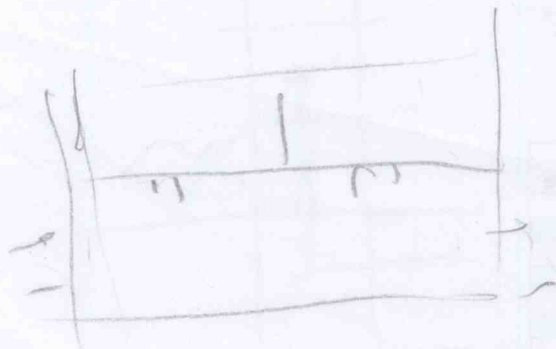


SPELL GRIMOIRE

~Holy - Communication & Empathy									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Dispel Possession (Holy)	16 [1]	PI 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE	5	M49
Gift of Letters (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
~Holy - Earth									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Earthquake (Holy)	16 [1]	PI 5	Area	30 sec.	1 min.	2/S	Ho, Ea	6	M54
Stone to Flesh (Holy)	16 [1]	PI 3	Regular	5 sec.	Instant	10	Ho, Ea	5	M53, B246
~Holy - Fire									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Flaming Weapon (Holy)	16 [1]	PI 3	Regular	2 sec.	1 min.	4/1	Ho, FI	4	M75
~Holy - Food									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Essential Food (Holy)	15 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	M79
Water to Wine (Holy)	16 [1]	PI 3	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	5	M79
~Holy - Healing									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Awaken (Holy)	16 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Instant Neutralize Poison (Holy)	15 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Instant Regeneration (Holy)	15 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	15 [1]	PI 4	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									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
See Secrets (Holy)	16 [1]	PI 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
Seeker (Holy)	16 [1]	PI 2	Information	1 sec.	Instant	3	Ho, Kn	2	M105, B249
~Holy - Light & Darkness									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Sunbolt (Holy)	16 [1]	PI 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
~Holy - Meta-Spells									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Bless (Holy)	16 [1]	PI 5	Regular	min.=cost	Special	Varies	Ho, MS	20	M129
Dispel Magic (Holy)	16 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS	13	M126, B250
Magic Resistance (Holy)	16 [1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
~Holy - Mind Control									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Command (Holy)	16 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B251
~Holy - Necromancy									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Banish (Holy)	16 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
~Holy - Protection & Warning									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B253
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Watchdog (Holy)	16 [1]	PI 1	Area	10 sec.	10 hrs.	1/1	Ho, PW	1	M167
~Holy - Water									
Spell Name	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Create Water (Holy)	16 [1]	PI 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

5

-5000



131

45450

30450

11450

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat	26115	57 lb
1	Belt Description: Parent Item	9600	9 lb
1	The Great Rum {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	1800	4.5 lb
1	The Axe of Ghazul {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	7800	4.5 lb
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	3355	4 lb
1	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	135	8 oz
1	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	120	8 oz
2	Major Paut (Drinkable) {p. DF1:29} Description: Restores 8 FP depleted for magic.	790	1 lb
2	Great Paut (Drinkable) {p. DF1:29} Description: Restores 16 FP depleted for magic.	2250	1 lb
1	Armor Description: Parent Item	3040	24 lb
1	Boots {p. B284} Description: TL:2 LC:- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs Location: legs	60	4 lb
1	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms Location: arms	50	2 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Tabbard of Venom Resistance Description: This Tabbard gives the Wearer +3 on HT Rolls to resist Poisons.	2500	1 lb
1	Leather Armor {p. B283} Description: TL:1 LC:4 DR:2 Locations: torso, groin Location: torso, groin	100	10 lb
1	Elven Mail Coif {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	220	4 lb
1	Ring of Light (Power Item 25 FP)	8000	-
1	Back	2120	20 lb
1	Medium Shield of Defense {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr or Reach:1 Parry:No ST:- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4] Usernotes: +1 DB	2120	20 lb
Totals:		26115	57 lb

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Purse	25510	6.4 oz
4	Gold Mark	400	10.24 dr
25	Platinum Franc	25000	4 oz
11	Silver Penny	110	1.76 oz
1	Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty of Esoteric Medicine skill. Also gives +1 to First Aid skill.	200	10 lb
1	Holy Symbol {p. DF1:25} Description: Ordinary religious symbol made of wood, cheap metal, etc., and blessed only by user's personal faith.	50	1 lb
2	Holy Water {p. DF1:25} Description: Small bottle holds enough (1/2 pint) to damage an unholy creature with a suitable Weakness. Hurl it using the 'grenade' rules; see Concoctions (p.28).	30	2 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Paper, 20 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Bandoleer {p. DF1:25} Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	60	1 lb
Totals:		26315	34.9 lb

Qty	Wagon	Cost	Weight
1	Wagon	330	18 lb
1	Sack {p. DF1:24} Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5	330	18 lb
1	Surgical Instruments {p. DF1:24} Description: Notes: Basic equipment for Surgery skill. Also useful for removing mana organs, eyeballs, etc., from dead monsters without ruining them.	300	15 lb
Totals:		330	18 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[161]
Advantages, Perks	[90]
Disadvantages, Quirks	[-55]
Skills, Techniques	[48]
Spells	[26]
Total Points Spent:		270
Unspent Points:		0

CAMPAIGN LOG		
Points: (logged) 20	+ (other) 0	= (total) 20
<u><enter caption here></u>		
<u><enter notes here></u>		
12.03.2011: 10 pts		
<u><enter caption here></u>		
<u><enter notes here></u>		
28.11.2011: 10 pts		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
22.08.2011: 0 pts		

99000.-

Name: Toff
Race: Divine Servitor
Appearance: A celestial being of goblin descent. It seems keen to help Bun Evilbreaker

Player: NPC, Ally of Bun Evilbreaker Spent: 272
Ht: 1.55m Wt: 55kg Age: ? Unspent: -2

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 lb	(ST×ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d-1	Sw 1d+2
TL 3	[0]	SM +0			

* Conditional: +1 from '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 yd	

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

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
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

* Takes 2 seconds to complete

‡ Double with a running start

† Takes 4 seconds to complete

§ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known

ADVANTAGES

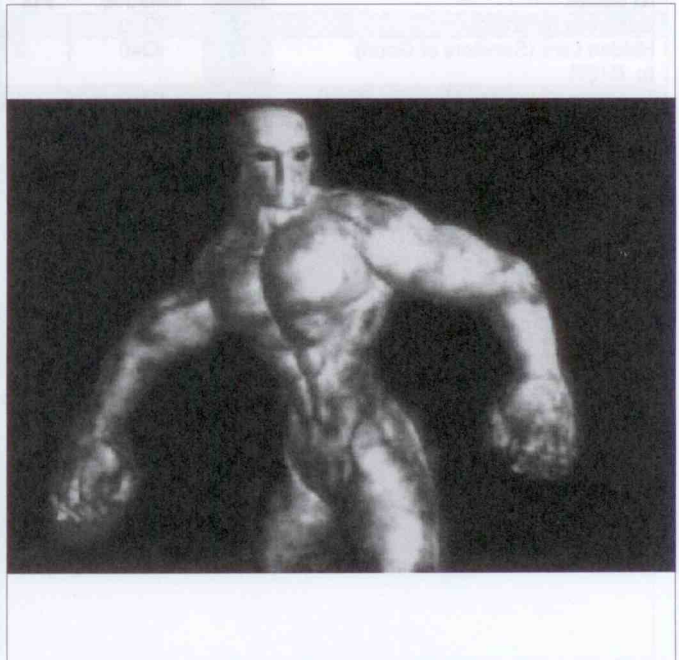
Name	Pts
Alternate Form (Superior Body of Fire, Reduced Time 2) Usernotes: * As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 4d [16]; and replacing the DR with DR 20 (Limited, Heat/Fire or Ranged Projectiles, -15%) [55]. Takes three seconds to change.	[64]
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}	[10]
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}	[-1]



26

Brightly Colored
leather

- 300 \$

+ 3 points

DESCRIPTION	
This celestial being has the following elements: 2xFire, Chaos	
CAMPAIGN LOG	
Points: (logged) 20	+ (other) 0 = (total) 20
<enter caption here>	
<enter notes here>	
12.03.2011: 20 pts	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
15.08.2011: 0 pts	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[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 ATTACKS

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	-	-	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	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	-	-	-	1	-	

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9		9	
Innate Attack (Projectile)	DX		None	

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

Bonus DR: 0
Bonus DB: 0

Notes:

HUMANOID HIT LOCATION TABLE

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

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

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

HUMANOID ARMOR GAPS TABLE

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

* Only targetable by impaling attacks; critical hit cripples arm

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

SIZE AND SPEED/RANGE TABLE

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

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

SCRATCH PAD

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

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

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

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

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

-5xHP or less: Immediate death.

FP	0 FP
12	11
7	6
2	1

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

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

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

SLAM TABLE

1-2	3-4	5-7
1d-3	1d-2	1d-1

Name: Chilblane
 Race: Cat-Folk
 Appearance: Ausfüllen

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

Neu: 13
 -1
 -C
 +8

CHARACTER SHEET

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

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

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

* Includes: +2 from 'Combat Reflexes'
 † Includes: +2000 from 'Money', +78418 from 'Money'

ENCUMBRANCE TABLE

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

LIFTING FEATS

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

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

REACTION MODIFIERS

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

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

CULTURAL FAMILIARITIES

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

LANGUAGES

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

TEMPLATES AND META-TRAITS

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



ADVANTAGES

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

DISADVANTAGES

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

QUIRKS

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

SKILLS			
DX based	Level	Relative	Pts
Bow {p. B182}	19	DX+4	[16]
Brawling {p. B182}	15	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Broadsword {p. B208}	18	DX+3	[12]
Parry: 13			
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16*	DX+1	[1]
Garrote {p. B197}	15	DX+0	[1]
Jumping {p. B203}	15	DX+0	[1]
Knot-Tying {p. B203}	15	DX+0	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Stealth {p. B222}	14	DX-1	[1]
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
HT based	Level	Relative	Pts
Hiking {p. B20}	12	HT+0	[2]
Running {p. B218}	11	HT-1	[1]
IQ based	Level	Relative	Pts
dCamouflage {p. B183}	15†	IQ+4	[2]
Cartography/TL3 {p. B183}	12	IQ+1	[4]
First Aid/TL3 (Cat-Folk) {p. B195}	11	IQ+0	[1]
Gesture {p. B198}	12	IQ+1	[2]
Mimicry (Bird Calls) {p. B210}	12†	IQ+1	[2]
Navigation/TL3 (Land) {p. B211}	12†	IQ+1	[1]
Prospecting/TL3 {p. B216}	10	IQ-1	[1]
dShadowing {p. B219}	12	IQ+1	[4]
Traps/TL3 {p. B226}	12	IQ+1	[4]
Per based	Level	Relative	Pts
Observation {p. B211}	15	Per+0	[2]
Search {p. B219}	14	Per-1	[1]
Survival (Arctic) {p. B223}	16†	Per+1	[1]
Survival (Woodlands) {p. B223}	16†	Per+1	[1]
Tracking {p. B226}	17†	Per+2	[2]
* Includes: +1 from 'Combat Reflexes'		† Includes: +2 from 'Outdoorsman'	

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Composite Bow (Elven, Puissance, Accuracy): Primary	20	1d+5 imp + <i>6/18</i>	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Composite Bow (Elven, Puissance, Accuracy): Bodkin Point	20	1d+5(2) pi + <i>6/18</i>	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	

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

Bonus DR: 0
 Bonus DB: 0

Notes:
+3 DR

* Includes: +1 from 'Combat Reflexes'

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

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

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

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

* Only targetable by impaling attacks; critical hit cripples arm

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	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 2 1	-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
		-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.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

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

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

SLAM TABLE		
1-2	3-4	5-8
1d-3	1d-2	1d-1

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

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

18+16+23 + Pfeil
1d+10 + 4

LOAD-OUTS (continued)			
		Totals:	11164 38.96 lb
Qty	Wagon	Cost	Weight
1	Wagon <small>Contents - Cost: 3235, Weight: 113 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.</small>	3235	113 lb
10	Traps, Mini-trap {p. DF1:25} <small>Per Unit - Cost: 80, Weight: 2.5 lb Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr. ST 8.</small>	800	25 lb
10	Traps, Man trap {p. DF1:25} <small>Per Unit - Cost: 180, Weight: 6 lb Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr. ST 12.</small>	1800	60 lb
100	Arrow (Bodkin) (Bodkin Point (TL3+), *1) {p. B275} <small>Per Unit - Cost: 2, Weight: 1.6 oz</small>	200	10 lb
100	Arrow {p. B275} <small>Per Unit - Cost: 2, Weight: 1.6 oz</small>	200	10 lb
1	Paut (Drinkable) {p. DF1:29} <small>Description: Restores 4 FP depleted for magic.</small>	135	8 oz
1	Sack {p. DF1:24} <small>Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5</small>	30	3 lb
1	Leather Jacket {p. B283} <small>Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso</small>	50	4 lb
1	Leather Helm {p. B284} <small>Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face</small>	20	8 oz
		Totals:	3235 113 lb

SCRATCH PAD	

NOTES
Will Double Shot lernen (Siehe DF11 Powerups)

CAMPAIGN LOG		
Points: (logged) 46	+ (other) 0	= (total) 46
<enter caption here>		
<enter notes here>		
28.11.2011: 9 pts		
<enter caption here>		
<enter notes here>		
28.11.2011: 13 pts		
B&S IV Afterhour		
11 Punkte fürs ausharren		
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	

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

5000 Credits
 2150 Credits
 -106 Credits
 12500 Credits
 4100 Credits
 -900 Credits
 -500 Credits
 -700 Credits
 15000 Credits
 -600 Credits
 -28720 Credits
 Strongbow -1 6750
 Double Shot -6 +1250

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 67019, Weight: 48.9 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	67019	48.9 lb
1	Belt Description: Parent Item	0	-
1	Armor Contents - Cost: 20339, Weight: 29.5 lb Description: Parent Item	20339	29.5 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Mail Sleeves (Superlight) (~Lighten (x1/2) (+2475; Arms (15%), *1, +2475) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms	2545	4.5 lb
1	Mail Leggings (Superlight) (Elven, +300%; ~Lighten (x1/2) (+4950; Legs (30%), *1, +4950) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: legs	5390	7.5 lb
1	Mail Hauberk (Superlight) (Elven, +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, groin Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: torso, groin	10820	12.5 lb
1	Mail Coif (Superlight) (Elven, +300%; ~Lighten (x1/2) (+1254; Neck (2.5%), *1, Skull (5%), *1, +1254) {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	1474	2 lb
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Delvers Webbing {p. DF1:25} Per Unit - Cost: 160, Weight: 3 lb Contents - Cost: 4310, Weight: 6.4 lb Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readying a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!	4470	9.4 lb
14 10	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz	560	1.4 lb
25	Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
25	Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
1	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 can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	2160	4 lb
2	Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP.	700	1 lb
2	Battle Potion (Drinkable) Per Unit - Cost: 350, Weight: 8 oz Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	700	1 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Potion Belt {p. DF1:25}	2160	4 lb
2	Major Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Restores 8 FP depleted for magic.	700	1 lb
1	Composite Bow (Elven, Puissance, 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 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3][1][3]	40050	4 lb
Totals:		67019	48.9 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 10864, Weight: 35.96 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	11164	38.96 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
2	Rope, 3/8" (per 10 yards) {p. B288} Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
28 40	Monster Drool (Utility) {p. DF1:28} Per Unit - Cost: 20, Weight: 8 oz Description: Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's cheap. A living victim must make an immediate HT roll or suffer 2 points of injury.	560	14 lb
1	Paper, 17 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Pouch {p. B288} Per Unit - Cost: 10 Contents - Cost: 2239, Weight: 2.56 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	2249	2.56 oz
2	Platinum Franc Per Unit - Cost: 1000, Weight: 2.56 dr	2000	5.12 dr
3	Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr	30	7.68 dr
9	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	9	1.44 oz
2	Gold Mark Per Unit - Cost: 100, Weight: 2.56 dr	200	5.12 dr
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
3	Lockpicks {p. DF1:25} Per Unit - Cost: 50, Weight: 1.6 oz Description: Basic equipment for Lockpicking skill.	150	4.8 oz
5 2	Strength Potion Per Unit - Cost: 250, Weight: 8 oz Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	1250	2.5 lb
5	Fetching and Carrying (Drinkable) 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	1500	2.5 lb
1	Luck Potion (Drinkable) Usernotes: The subject has the Luck advantage (p. B66). Duration: 2d game-hours. Form: Any form. Cost: \$1,300	1300	8 oz
25	Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
25	Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb

Burg Black Rock Lagerhalle:

- 3x hl. Manatrank
- 10x great Pant
- 8x great Heal
- hl. Schatulle
- Wall of Wind +87P
- Cloudroll
- Shocking Touch 100DMG (crit)
- Resist lightning scroll