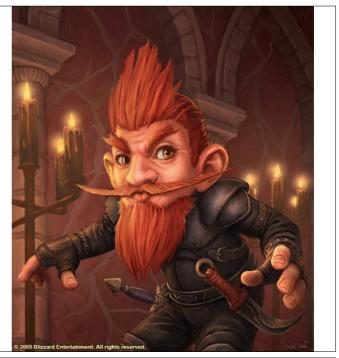


Name: Kauz Race: Gnome Appearance: Spent: 277 Unspent: -27

CHARA	CTER SH							
ST 11	[10]	HP	11	[0]	Basic Speed	6	[-10
DX 15	[100]	Will	13	[0]	Basic Move	6 [‡]	[5
IQ 13	[60]	Per	15*	[5]	BL	24 lk		T×ST)/5
HT 11	[10]	FP	14†	[0]	Thr 1d	-1	Sw	+1
TL 3				[0]	SM	-1‡		
* Includes: +1 fro Perception'	om 'Extra		ides: +3 from eon Fantasy)'		‡ Includ (Dunged			ome
Vision	15		t Check	15*	High .		2.1	7 ft
Hearing Touch	<u>15</u> 15		sciousnes h Check	<u>s 11</u> 11	Mone	y		0†
Taste/Smell	15		d Jump	3 yd				
* Includes: +2 fro				ncludes: +1	500 from '	Money		
	6		MBRANC	ΕΤΔΡΙ	F			
Name Lifting	« Non		Light	Med ×3	Н	vy		Hvy 10
Basic	<u>×1</u> 24 lk		<u>×2</u> 48 lb	<u>×3</u> _ 72 lb		₀ <u>6</u> 4 lb		0 lb
Movement	<u>×1</u>		_×0.8	×0.6	×(0.4	×	0.2
Ground Water	6 <u>y</u> c 1 yc		<u>4 yd</u> 1 yd	<u>3 yd</u> 1 yd		yd yd		<u>yd</u> yd
	-			2		<u>yu</u> 3		<u>yu</u> -4
Dodge	10		9	8		7		6
		LIF	TING FE	ATS				
	1-Har	nd 2	2-Hand	Shove	/ Carr	y on	S	hift
Name	Lift		Lift [†]	Over [‡]	Ba	ck§	Slig	ghtly
Basic	48 lt		192 lb	288 lb		0 lb	120	00 lb
* Takes 2 seconds to complete								
† Takes 4 secon				ouble with ose 1 FP/se			lvy enc.	
	ds to complete	9	§ L	ose 1 FP/se	ec while o		lvy enc.	
† Takes 4 secon	ds to complete	9		ose 1 FP/se	ec while o		lvy enc.	
† Takes 4 secon	ds to complete	PLATE	S AND M	ose 1 FP/se	ec while o			Pts
† Takes 4 secon Name Gnome (Dur Description: Gno	ds to complete TEMF ngeon Fan omes are dimir	PLATE	; §L S AND M p. DF3:10	ose 1 FP/se IETA-TF	ec while o	ver X-H	[
† Takes 4 secon Name Gnome (Dur Description: Gno hill country and u	ds to complete TEMF ngeon Fan omes are dimir underground.	PLATE	§ L ES AND M (p. DF3:10) aftsmen who a	ose 1 FP/se IETA-TF	ec while o	ver X-H	[Pts 20
† Takes 4 secon Name Gnome (Dur Description: Gno hill country and u Widget W Description: /	ds to complete TEMF ngeon Fan mes are dimir underground. Orker 2 {p Armoury (Miss	PLATE tasy) { nutive cra	p. DF3:10 aftsmen who a 10}	ose 1 FP/se IETA-TF)} are equally	at home i	ver X-H	[Pts
† Takes 4 secon Name Gnome (Dur Description: Gno hill country and u Widget W Description: J Scrounging, 7	ds to complete TEMF ngeon Fan mes are dimir inderground. Vorker 2 {p Armoury (Miss Traps	e PLATE tasy) { nutive cra . DF3: ile Weap	p. DF3:10 aftsmen who a 10}	ose 1 FP/se IETA-TF)} are equally	at home i	ver X-H	[Pts 20 10
† Takes 4 secon Name Gnome (Dur Description: Gno hill country and u Widget W Description: / Scrounging, Night Visi	ds to complete TEMF ngeon Fan mes are dimir underground. Vorker 2 {p Armoury (Miss Traps on 5 {p. B3	PLATE tasy) { nutive cra . DF3: ile Weap 71}	i § L S AND M p. DF3:10 aftsmen who a 10} poons), Forced	ose 1 FP/se IETA-TF)} are equally I Entry, Loc	at home i	ver X-H	[Pts 20 10
† Takes 4 secon Name Gnome (Dur Description: Gno hill country and u Widget W Description: / Scrounging, Night Visi Resistant	ds to complete TEMF ngeon Fan mes are dimir inderground. Yorker 2 {p Armoury (Miss Traps on 5 {p. B to Poison	e PLATE tasy) { nutive cra . DF3: ile Weap 71} (+3 to	i § L S AND M p. DF3:10 aftsmen who a 10} poons), Forced	ose 1 FP/se IETA-TF)} are equally I Entry, Loc	at home i	ver X-H	[Pts 20 10
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Takes 4 secon Name Gnome (Dur Description: Gnc hill country and i Widget W Description: // Scrounging, Night Visi Resistant Honest Fa Curious Curious Curious Appearance Status: +0 Other: +0	ds to complete TEMF ngeon Fan omes are dimir underground. Yorker 2 {p Armoury (Miss Traps on 5 {p. B1 to Poison ace {p. B1 12 or less, Ye a "procure ings that need E +0 E +2 from 'Sen- bing CL ive) {p. B2 323} tive) {p. B2 . B24}	PLATE tasy) { tutive cra . DF3:: ile Weap 71} (+3 to 00) *1) {p. sy) {p. rent exp taking. REAC	i § Li S AND M ip. DF3:1(aftsmen who ions), Forced resist) {p . B129} DF1:12} bert, "whateve TION MO ty (Adventurin kAL FAMI ANGUAG Sp N Sp	ietive poken introvene ietive introvene ietive introvene	ec while or RAITS at home i kpicking, ing terms c S ions)' whe er', +1 fron ES Writ Nat	n rollin hthers n n in da n 'Merc ten ive	g [[[[[nay	Pts 20 10 5 1 -5 0 1 -5 0 Pts 1 Pts 0 Pts 1 Pts 1 1



ADVANTAGES (continued)

Name	Pts
Extra Perception 1 (Affects displayed Per score, +0%)	[5]
Description: The Extra Perception 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 Perception advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed	
score remove that modifier.	
Flexibility {p. B56}	[5]
Gizmo 1 {p. B58}	[5]
High Manual Dexterity 1 {p. B59}	[5]
Perfect Balance {p. B74}	[15]
DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's) {p. B127}	[-5]
Greed (12 or less, *1) {p. B137}	[-15]
Lecherousness (12 or less, *1) {p. B142}	[-15]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

Sense of Duty (Adventuring companions) {p. D155}	-J
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]
	[-1]

SKI	IS		
DX based	Level	Relative	Pts
Acrobatics {p. B174}	14*	DX-1	[1]
Bow {p. B182}	14	DX-1	î 1
Brawling {p. B182}	15	DX+0	[1]
Description: Notes: Calculated damage takes in			
account bonuses from Teeth, Weak Bite, Claws skill level. You may add the modifier "Has	s, and		
Gauntlets/Brass Knuckles" or "Has Boots" to ap	ply the		
+1 damage to Punch or Kick, as appropriate. Parry: 11			
Climbing {p. B183}	18†	DX+3	[1]
Escape {p. B192}	16‡	DX+1	11
Fast-Draw (Arrow) {p. B194}	16§	DX+1	i 11
Filch {p. B195}	15	DX+0	į 21
Forced Entry {p. B196}	17¶	DX+2	[1]
Pickpocket {p. B213}	14**	DX-1	[2]
Rapier {p. B208} Parry: 11	14	DX-1	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Shield (Buckler) {p. B220}	15	DX+0	[1]
Block: 11 Sleight of Hand {p. B221}	13**	DX-2	[1]
Stealth {p. B222}	18	DX+2	
Wrestling {p. B228}	14	DX-1	
Parry: 11		DA 1	I 'J
HT based	Level	Relative	Pts
Carousing {p. B183}	11	HT+0	[1]
Hiking {p. B20}	10	HT-1	[1]
IQ based	Level	Relative	Pts
IQ based Cartography/TL3 {p. B183}	Level 12	Relative	Pts [1]
			[1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187}	12 12 12	IQ-1 IQ-1 IQ-1	[1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195}	12 12 12 12 12	IQ-1 IQ-1 IQ-1 IQ-1	[1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195}	12 12 12 12 12 12 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ+0	[1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196}	12 12 12 12 12 13 13 11	IQ-1 IQ-1 IQ-1 IQ-1 IQ+0 IQ-2	[1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197}	12 12 12 12 13 13 11 12	IQ-1 IQ-1 IQ-1 IQ-1 IQ+0 IQ-2 IQ-1	[1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198}	12 12 12 12 13 13 11 12 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ+0 IQ-2 IQ-1 IQ+0	[1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200}	12 12 12 12 13 13 11 12 13 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-2 IQ-1 IQ+0 IQ+0	[1] [1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206}	12 12 12 12 13 11 11 12 13 13 13 16 ⁺⁺	IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-2 IQ-1 IQ+0 IQ+0 IQ+3	[1] [1] [1] [1] [1] [1] [1] [2] [4]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209}	12 12 12 12 13 13 11 12 13 13 13 16 ⁺⁺ 12	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ-2 IQ-1 IQ-2 IQ-1 IQ+0 IQ+0 IQ+3 IQ-1	[1] [1] [1] [1] [1] [1] [1] [2] [4] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212}	12 12 12 12 13 11 12 13 13 13 16 ⁺⁺ 12 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+0	1 1
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214}	12 12 12 12 13 13 11 12 13 13 13 16 ⁺⁺ 12 13 11	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ+0 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ-1 IQ+0 IQ-2	1 1
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219}	12 12 12 12 13 13 11 12 13 13 16 ^{tt} 12 13 13 11 11 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+0	[1] [1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219} Smuggling {p. B221}	12 12 12 12 13 11 12 13 13 13 16 ^{tt} 12 13 11 11 13 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+2 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0	$\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 2 \\ 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 1 \\ 1 \end{bmatrix}$ $\begin{bmatrix} 2 \\ 2 \end{bmatrix}$ $\begin{bmatrix} 2 \end{bmatrix}$
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219}	12 12 12 12 13 13 11 12 13 13 16 ^{tt} 12 13 13 11 11 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+0	[1] [1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219} Smuggling {p. B221}	12 12 12 12 13 13 11 12 13 13 13 16 ^{tt} 12 13 11 11 13 13 13 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0	$\begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 $
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219} Smuggling {p. B221} Streetwise {p. B223} Traps/TL3 {p. B226} Per based Observation {p. B211}	12 12 12 12 13 13 11 12 13 13 13 13 13 11 11 13 13 13 13 13 16	IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ-1 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+3	$\begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 $
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219} Smuggling {p. B221} Streetwise {p. B223} Traps/TL3 {p. B226} Per based	12 12 12 12 13 13 11 12 13 13 13 16 ^{tt} 12 13 13 13 13 13 13 13 13 14 1 1 2 13 13 11 11 12 13 13 16 ^{tt} 12 12 12 12 12 12 12 12 12 12 12 12 12	IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ-1 IQ+0 IQ+3 Relative	[1] [1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219} Smuggling {p. B221} Streetwise {p. B223} Traps/TL3 {p. B226} Per based Observation {p. B211}	12 12 12 12 13 11 12 13 13 13 13 16 ^{tt} 12 13 11 13 13 13 13 13 13 14 14	IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ+3 Relative Per-1	[1] [1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B214} Shadowing {p. B221} Streetwise {p. B223} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228}	12 12 12 12 13 13 11 12 13 13 13 13 16 ⁺⁺ 12 13 13 11 13 13 13 13 13 14 11 13 13 13 15 15	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 Per-1 Per+0 Per+0 m'Widget Worker	[1] [1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219} Smuggling {p. B221} Streetwise {p. B223} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228} * Includes: +1 from 'Perfect Balance' † Includes: +3 from 'Flexibility', +1 from	12 12 12 12 13 13 11 12 13 13 13 13 13 13 13 13 13 13 13 13 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+3 Relative Per-1 Per+0 Per+0 Widget Worker from 'Widget Worker	[1] [1] [1] [1] [1] [1] [1] [1]
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B214} Shadowing {p. B219} Sunggling {p. B221} Streetwise {p. B223} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228} * Includes: +3 from 'Flexibility', +1 from 'Perfect Balance' ‡ Includes: +3 from 'Flexibility'	12 12 12 12 13 13 11 12 13 13 13 13 13 13 13 13 13 13 13 13 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+1 IQ+0 IQ+2 IQ+0 IQ-1 IQ-1	[1 [1 [1 [1 [1 [1 [1 [1 [1 [1 [1 [2 ed tasks er';
Cartography/TL3 {p. B183} Connoisseur (Literature) {p. B185} Disguise/TL3 (Human) {p. B187} Fast-Talk {p. B195} First Aid/TL3 (Gnome) {p. B195} Forgery/TL3 {p. B196} Gambling {p. B197} Gesture {p. B198} Holdout {p. B200} Lockpicking/TL3 {p. B206} Merchant {p. B209} Panhandling {p. B212} Poisons/TL3 {p. B214} Shadowing {p. B219} Smuggling {p. B221} Streetwise {p. B223} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219} Urban Survival {p. B228} * Includes: +3 from 'Perfect Balance' † Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'	12 12 12 12 13 13 11 12 13 13 13 13 13 13 13 13 13 13 13 13 13	IQ-1 IQ-1 IQ-1 IQ-1 IQ-1 IQ-2 IQ-1 IQ+0 IQ-2 IQ-1 IQ+0 IQ+0 IQ+0 IQ+1 IQ+0 IQ+0 IQ+0 IQ+0 IQ+3 Relative Per-1 Per+0 m'Widget Worker rform'High Manual I m'Widget Worker	[1 [1 [1 [1 [1 [1 [1 [1 [1 [1 [1 [2 ed tasks er';

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-2 cr	C	_	_	
Skill used: Brawling				L			
Brawling: Bite	15	-	1d-2 cr	C	-	-	
Skill used: Brawling				L			
Brawling: Kick	13	-	1d-1 cr	C,1	-	-	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Light Buckler	15	-	1d-1 cr	1	-	4	[2,3,4]
Skill used: Shield (Buckler)							
Light Edged Rapier: swing	14	11F	1d-1(.5) cut	С	6	4	
Light Edged Rapier: swing Skill used: Rapier	14	11F	1d-1(.5) cut	С	6	4	
Light Edged Rapier: swing	14 14	11F	1d-1(.5) cut 1d-1(.5) imp	с с	6	4	
Light Edged Rapier: swing Skill used: Rapier							·

RANGED ATTACKS											
Name	Skill [Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Short Bow	14	1d-2 imp	1	73.34 yd / 110.01 yd	1	1(2)	6†	-6	-	4	[3]
Skill used: Bow											

ATTACKS TABLES COLUMN NOTES

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404). ST "+": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

			SLAM TA	BLE				
1–2			3–4			5–7		
1d-3	}		1d-2			1d-1		
PARRY	PARR	Y	BLOC	K	D	ODGE	C	OTHER
11*	11*		11*			10*		
Rapier	DX		Shield (Buc	kler)				
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 2 DB: 0 1 1 1 1 1 0 0	Fe DF	2 2 3 3 3 3 4 4 4 5 5 3 3 3 3 3 3 3 3 3 3 3	: 2 : 0 ands R: 2* B: 0	Bo	es ck III ce so pin ns nds Is et nus I	HP 2 		#
* Includes: +1 from	Cash							

HP 0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11109870-1-2-3-4 65432-5-6-7-8-9 1	-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 -50 -51 -52 -53 -54
HP loss effects are cumulative			uffered from FP I	OSS.
less than 1/3 HP: Dodge/2 and				
0 HP or less: Make a HT re start of your Nothing.			0 vs. unconsciou se a maneuver oth	
-1×HP or less: Make a HT re	oll vs. death imn	nediately and for	every full multiple	e of HP below
0.				
-5×HP or less: Immediate de	eath.			
FP 0 FP	FP loss effects	are cumulative	with each other a	nd any effects
1413121110 0 -1 -2 -3 -4 9 8 7 6 5 -5 -6 -7 -8 -9 4 3 2 1 -10 -11 -12 -13	suffered from H less than 1/3	FP: Dodge/2, Mo loss does no	ove/2, and ST/2 (r t effect ST-based and damage.	
		any maneuv critical failur vs. heart atta causes an e	roll vs. incapacita er other than Do I e make an immed ack; every point o qual loss of HP. nconsciousness;	Nothing, on a liate HT roll f FP loss
			P, further FP cos	

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. B55	50.					

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 striki	ng with crushing, impal	ing, or piercing	attacks, ro	oll 1d: 1 is a vitals hit instea	d			

1 Striking with closhing, impaining, or piercing attacks, for for 1 is a vitate initiated
 1 Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 2 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

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

	LOAD-OUTS		
Qty	« Combat » Armor	Cost 160	Weight 9.5 lb
	Description: Parent Item	100	3.5 10
1	Leather Gloves {p. B284}	15	-
	Description: TL:1 LC: DR:2* Locations: hands Location: hands		
1	Leather Armor {p. B283}	50	5 lb
	Description: TL:1 LC:4 DR:2 Locations: torso, groin Location: torso, groin		
1	Heavy Leather Sleeves {p. B283}	25	1 lb
	Description: TL:1 LC:4 DR:2 Locations: arms Location: arms		
1	Heavy Leather Leggings {p. B283}	30	2 lb
	Description: TL:1 LC:4 DR:2 Locations: legs		
1	Location: legs Boots {p. B284}	40	1.5 lb
	Description: TL:2 LC: DR:2* Locations: feet Notes: [1]	Concealable a	
	clothing. Notes: [1]		
_	Location: feet	100	4.0.11
1	Bandoleer {p. DF1:25} Description: Carries 6 lbs. of throwing weapons (24 dagge	400 rs 12 packs of	4.6 lb
	nageteppo, etc.). Wearer can reach them with Ready or Fa		
4	Nageteppo, Smoke {p. DF1:25}	160	12.8 oz
	Description: When hurled, fills a two-yard radius with s seconds.	110KE (-10 TO V	151011) IUF 5
4	Nageteppo, Flash {p. DF1:25}	160	12.8 oz
	Description: When hurled, everyone within 10 yards of HT or suffer Blindness (a Vision-Based affliction). Roll	where it lands vs. HT to recov	must roll vs. ver everv
	turn.		
4	Caltrops (Per hex) {p. DF1:25} Description: Take a Ready maneuver to deploy. Victime	20 s who miss a V	2 lb
	step on a number of spikes equal to margin of failure. E	Each inflicts thr	-3 imp -
	based on his ST - to the foot. Caltrops that penetrate D each turn until removed (two Ready maneuvers).		
1	Belt	727	3.5 lb
	Description: In GCA a "Parent" item can have other traits a	assigned 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	n by default; yo	u may show
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format		
	item may be assigned as a parent by right clicking on it an	d selecting "Ma	ake Parent";
1	this entry is here for convenience, as it is automatically de Light Buckler {p. B273, B287}	signated a Par 25	ent. 2 lb
÷.	Description: TL:0 LC:4 DB:1 Dam:thr cr Reach:1 Parry:	No ST: DR:5	HP:20
	Skill:Shield (Buckler) Notes: [2,3,4] Can be used offens (see the Melee Weapon Table p. B273) or shield rush		
	TL2+, you can give your small, medium, or large shield	a spike to incr	ease
	damage: add \$20 and 5 lbs. Also available as a buckle in one turn and drop it as a free action, just like a weap		
	one hand, and it does not allow a shield rush. Use Shie	eld (Buckler) in	stead of
	regular shield skill. No effect on statistics. At TL3+, iror uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At T		
	(made of Lexan, etc.) have x1/2 weight but otherwise ic		
	composition never affects DB. Notes: [2,3,4]		
1	Light Edged Rapier {p. MA229}	702	1.5 lb
	Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cut Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach:1		
1	Hip Quiver {p. DF1:24}	55	3 lb
	Description: Holds 20 arrows or bolts		
20	Arrow {p. B275}	40	2 lb
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can	300 carrv one 'grer	2 lb ade' bottle
	or two potion vials. Wearer can reach them with Ready or	Fast-Draw. Pa	dding
	removes risk of accidental breakage and gives containers attacks.	+2 DR vs. deli	perate
2	Minor Healing Potion (Drinkable)	240	1 lb
	{p. DF1:29}		
4	Description: Heals 1d HP.	20.00	1.00 //-
1	Short Bow {p. B275} Description: TL:0 LC:4, Dam:thr imp Acc:1 Range:ST*10/S	33.33 T*15 BoE:1 St	1.33 lb
	ST:7† Bulk:-6 Skill:Bow Notes: [3] An arrow or bolt for a bo	ow or crossbow	is \$2. A
	dart for a blowpipe, or a lead pellet for a prodd or sling, is Notes: [3]	\$0.1. Sling stor	nes are free.
	Totals:	1675,33	23.93 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	825	40.15 lb
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a 1 break if dropped must check for this (1 on 1d if unsure).	ree action. Iter	ns liable to
	sistanti aroppou musi oncon for tina (r on ru n unsule).	100	2 lb
1	Spy's Horn {p. DF1:25}	100	
1	Description: Carefully shaped hollow horn, open at both	h ends, allows	a Hearing
1	Description: Carefully shaped hollow horn, open at both roll to listen through doors, shutters, etc., at a penalty e	h ends, allows	a Hearing
1	Description: Carefully shaped hollow horn, open at both	h ends, allows	a Hearing
	Description: Carefully shaped hollow horn, open at both roll to listen through doors, shutters, etc., at a penalty of HP)/5. Wineskin (filled with water) {p. B288}	h ends, allows equal to barrier	a Hearing 's (DR +
1	Description: Carefully shaped hollow horn, open at both roll to listen through doors, shutters, etc., at a penalty of HP)/5. Wineskin (filled with water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	h ends, allows equal to barrier 10	a Hearing 's (DR + 8.25 lb
	Description: Carefully shaped hollow horn, open at both roll to listen through doors, shutters, etc., at a penalty of HP)/5. Wineskin (filled with water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288}	h ends, allows equal to barrier 10 40	a Hearing 's (DR +
1	Description: Carefully shaped hollow horn, open at both roll to listen through doors, shutters, etc., at a penalty of HP)/5. Wineskin (filled with water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	h ends, allows equal to barrier 10 40	a Hearing 's (DR + 8.25 lb

	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	825	40.15 lb
1	Personal Basics {p. B288}	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel.	/ Survival roll	without it.
1	Wineskin {p. B288}	10	4 oz
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Purse {p. B288}	32	12.8 dr
	Description: Notes: Holds 3 lbs. of small items (coins, pe	ersonal basics	s, etc.)
0	Platinum Franc	0	-
0	Gold Mark	0	—
2	Copper Farthing	2	5.12 dr
3	Silver Penny	30	7.68 dr
4	Torch, Waterproof {p. DF12:15}	48	4 lb
	Description: TL:		
1	Delvers Webbing {p. DF1:25}	230	3.6 lb
	Description: Notes: Belt and suspenders with pouches for		
	gadgets, knives, etc. Readying a carried item takes just		
	and is a free action with a suitable Fast-Draw roll. Gives rolls to reach these items. Rumored to be the work of bro		d Fast-Draw
1	Lockpicks {p. DF1:25}	50	1.6 oz
	Description: Basic equipment for Lockpicking skill.		
1	Monster Drool (Utility) {p. DF1:28}	20	8 oz
	Description: Generic blade venom made from giant of		
	whatever else is in season. Often used on whole qui		
	it's cheap. A living victim must make an immediate H injury.	r roll or suffe	r ≥ points of
	Totals:	825	40.15 lb
	10(4)01		

SCRATCH PAD	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	183]
Advantages, Perks	77]
Disadvantages, Quirks	-45]
Skills, Techniques	62]
Total Points Spent:	277
Unspent Points:	-27
CAMPAIGN LOG	
Points: (logged) 0 + (other) 0 = (total) 0	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
18.08.2011: 0 pts	