



Name: Homunkulus  
Race: Human  
Appearance:

Player: Philipp Koschmann  
Ht: 1.80 Wt: 160 Age: 31

Spent: 283  
Unspent: 4

CHARACTER SHEET

ST 10	[ 0]	HP 10	[ 0]	Basic Speed	5,75	[ 0]
DX 11	[ 20]	Will 16	[ 0]	Basic Move	5	[ 0]
IQ 16	[ 120]	Per 14	[ -10]	BL	20 lb	(ST×ST)/5
HT 12	[ 20]	FP 12	[ 0]	Thr	1d-2	Sw 1d

TL 3	[ 0]	SM +0
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Vision	14	Taste/Smell	14	Death Check	12
Hearing	14	Fright Check	16	High Jump	1.67 ft
Touch	14	Consciousness	12	Broad Jump	2.33 yd

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	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

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:	+1*

\* Includes: +1 from 'Charisma'; Conditional: +1 from 'Merchant' when buying or selling, +2 from 'Voice' when your voice can be heard, +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, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[ 0]

ADVANTAGES	
Name	Pts
<b>Bard-Song Mimicry*</b> (Bard Song, -30%) {p. B68, P60} [ 7] Usernotes: You can duplicate any simple sound (alarm, gunshot, etc.) by listening to it for one second and making a successful IQ roll. You can also imitate voices by spending at least 10 seconds listening to them - live, recorded, or remotely - and making an IQ roll. Roll to Mimic/Memorize: 18 (IQ+2)	
<b>Bard-Song Mind Control*</b> (Bard Song, -30%) {p. B68, P61} [ 35] Usernotes: You can mentally dominate those you can see or touch. To use this ability, concentrate for one second and then roll a Quick Contest: your IQ vs. your subject's Will. Modifiers: Range penalties to the subject (see p. 550); -1 per slave already under your control; +2 if you concentrate for a full minute, or +4 if you concentrate for a full hour Roll to Control; R-Will: 18 (IQ+2)	
<b>Bard-Song Mind Probe*</b> (Bard Song, -30%) {p. B69, P61} [ 14] Usernotes: You can perform a deep "mind probe". In effect, you can force the subject to answer any one specific question that he can answer with a brief sentence. To attempt a probe, you must first either touch your subject or successfully read his mind with Mind Reading (below). You must also share a language with him. To use Mind Probe, you must concentrate for one second and roll a Quick Contest of your IQ (or Interrogation skill, if higher) vs. your subject's Will. If you win, you rip the answer from his mind. The answer is what the subject believes to be true - if he doesn't know, he'll tell you. If you lose, you may try again, at a cumulative -2 per repeated attempt to ask the same (or very similar) question in the past hour. Should you critically fail, you cannot probe that person again for 24 hours. You may use Mind Probe to ask as many questions as you wish, but each question is a new use of your ability, and requires a second of concentration and its own Quick Contest. Roll to Probe; R-Will: 18 (IQ+2)	

ADVANTAGES (continued)	
Name	Pts
<b>Bard-Song Rapier Wit*</b> (Bard Song, -30%) {p. B79, P70} [ 4] Usernotes: Modifiers: -2 if your target has the Clueless or No Sense of Humor disadvantage; any modifier the GM assigns based on your description of the verbal attack; -1 per opponent beyond the first to affect a group (and you must know something the entire group has in common; e.g., they're all flunkies of the same household or members of the same military unit). Opponents with the Unfazeable advantage (p. 95) are immune to Rapier Wit. Roll to outfit: 22 (Public Speaking+2)	
<b>Bard-Song Talent 2</b> {p. DF1:21, DF3:20} [ 10]	
<b>Bard-Song Terror (Will-0)</b> (Bard Song, -30%) {p. B93, P84} [ 21] Usernotes: You can unhinge the minds of others. There are many way this effect can manifest: a chilling howl, mind-warping body geometry, or even divine awe or unbearable beauty. When you activate this ability, anyone who sees you or hears you (choose one when you buy this trait) must roll an immediate Fright Check (see Fright Checks, p. 360). Modifiers: All applicable modifiers under Fright Check Modifiers (p. 360). You can buy extra penalties to this Fright Check for 10 points per -1 to the roll. Your victims get +1 per Fright Check after the first within 24 hours.	
<b>Charisma 1</b> {p. B41} [ 5]	
<b>Voice</b> {p. B97} [ 10]	
<b>Wildcard Language (Ardè Fantasy Folk)</b> [ 18] * Includes: +2 skillscore from 'Bard-Song Talent'	

PERKS	
Name	Pts
<b>Quick-Sheathe (Violin)</b> {p. MA51, MA51,HT249,PU2:7} [ 1]	

DISADVANTAGES	
Name	Pts
<b>Code of Honor (Gentleman's)</b> {p. B127} [ -10]	
<b>Compulsive Carousing (12 or less, *)</b> {p. B128} [ -5]	
<b>Lecherousness (12 or less, *)</b> {p. B142} [ -15]	
<b>Overconfidence (12 or less, *)</b> {p. B148} [ -5]	
<b>Sense of Duty (Adventuring companions)</b> {p. B153} [ -5]	

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

SKILLS			
Name	Level	Relative	Pts
Acting {p. B174}	15*	IQ-1	[ 1]
Brawling {p. B182}	11	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: 8			
Carousing {p. B183}	12	HT+0	[ 1]
Climbing {p. B183}	10	DX-1	[ 1]
Connoisseur (Music) {p. B185}	15	IQ-1	[ 1]
Crossbow {p. B186}	11	DX+0	[ 1]
Dancing {p. B187}	10	DX-1	[ 1]
Detect Lies {p. B187}	12	Per-2	[ 1]
Diplomacy {p. B187}	16†	IQ+0	[ 1]
Disguise/TL3 (Human) {p. B187}	15	IQ-1	[ 1]
Enthrallment (Captivate) {p. B191}	16‡	Will+0	[ 1]
Usernotes: 1. Roll: Public Speaking, 2. Roll Enthrallment Quick Contest Time: 30 minutes of uninterrupted storytelling. Fatigue Cost: 8 FP, whether successful or not. Duration: Captivation lasts until the subject becomes unconscious or falls asleep, you become unconscious or fall asleep, you attack the subject, or the subject loses half his HP to injury. Effect: If you win the Quick Contest, the audience becomes intensely loyal to you. They follow any direct order you give. In the absence of a direct order, they act in your best interest, as they understand it. If you tell someone to do something very hazardous, or that goes against his usual code of behavior (GM's decision), he gets a Will-5 roll to break the captivation. Otherwise, he is your loyal supporter for all intents and purposes.			

SKILLS (continued)				
Name	Level	Relative	Pts	
<b>Enthrallment (Persuade) {p. B191}</b> Usernotes: Time: 1 minute. Fatigue Cost: 2 FP, whether successful or not. Duration: Until you do something to change the audience's opinion! Effect: Reaction Rolls, +Margin of Success (+3 max, +4 crit)	16‡	Will+0	[	1]
<b>Enthrallment (Suggest) {p. B191}</b> Usernotes: Time: 20 minutes of uninterrupted storytelling. Fatigue Cost: 6 FP, whether successful or not. Duration: 10 minutes - or longer, if you continue to talk to the audience and can make a successful Suggest roll every 10 minutes! Once the suggestion lapses, audience members only wonder why they acted the way they did if the suggestion was something they would never have done normally. Effect: This ability lets you give your audience a single, simple suggestion. A suggestion should have no complex grammatical clauses - just a subject, verb, object, and at most two modifiers. "Kill the king!" is acceptable; "Kill the king if he doesn't accede to our demands!" is not. A given subject gets +5 to resist if your suggestion goes against his personal safety, and +3 if it goes against his beliefs, convictions, or knowledge. If you win the Quick Contest, the audience members try to act on the suggestion to the best of their abilities - each assuming that the idea was his own.	16‡	Will+0	[	1]
<b>Enthrallment (Sway Emotions) {p. B191}</b> Usernotes: Time: 10 minutes of uninterrupted storytelling. Fatigue Cost: 4 FP, whether successful or not. Duration: One hour. Effect: This ability allows you to instill the audience with any one emotion. Allowed emotions include anger, boredom, depression, disgust, fear, greed, hate, jealousy, joy, love, lust, patriotism, peace, sadness, and unrest. If you win the Quick Contest, your audience experiences the emotion you select. How they act as a result is up to the GM.	16‡	Will+0	[	1]
<b>Fast-Draw (Charm) {p. B194}</b>	12	DX+1	[	2]
<b>Fast-Draw (Potion) {p. B194}</b>	11	DX+0	[	1]
<b>Fast-Draw (Staff) {p. B194}</b>	11	DX+0	[	1]
<b>Fast-Draw (Violin) {p. B194}</b>	12	DX+1	[	2]
<b>Fast-Talk {p. B195}</b>	17†	IQ+1	[	1]
<b>First Aid/TL3 (Human) {p. B195}</b>	16	IQ+0	[	1]
<b>Gambling {p. B197}</b>	15	IQ-1	[	1]
<b>Gesture {p. B198}</b>	16	IQ+0	[	1]
<b>Heraldry {p. B199}</b>	15	IQ-1	[	1]
<b>Hiking {p. B200}</b>	11	HT-1	[	1]
<b>Hypnotism (Human) {p. B201}</b>	14	IQ-2	[	1]
<b>Interrogation {p. B202}</b>	15	IQ-1	[	1]
<b>Intimidation {p. B202}</b>	15§	Will-1	[	1]
<b>Merchant {p. B209}</b>	15	IQ-1	[	1]
<b>Musical Composition {p. B210}</b>	14	IQ-2	[	1]
<b>Musical Influence {p. B210}</b>	13	IQ-3	[	1]
<b>Musical Instrument (Violin) {p. B211}</b>	14	IQ-2	[	1]
<b>Observation {p. B211}</b>	13	Per-1	[	1]
<b>Performance {p. B212}</b>	18¶	IQ+2	[	1]
<b>Poetry {p. B214}</b>	15	IQ-1	[	1]
<b>Propaganda/TL3 {p. B216}</b>	15	IQ-1	[	1]
<b>Public Speaking {p. B216}</b>	20**	IQ+4	[	4]
<b>Riding (Equines) {p. B217}</b>	10	DX-1	[	1]
<b>Savoir-Faire (High Society) {p. B218}</b>	16§	IQ+0	[	1]
<b>Scrounging {p. B218}</b>	14	Per+0	[	1]
<b>Sex Appeal (Human) {p. B219, S224}</b>	13†	HT+1	[	1]
<b>Singing {p. B220}</b>	14¶	HT+2	[	1]
<b>Staff {p. B208}</b> Parry: 10	10	DX-1	[	1]
<b>Stealth {p. B222}</b>	11	DX+0	[	1]
<b>Streetwise {p. B223}</b>	15§	IQ-1	[	1]
<b>Teaching {p. B224}</b>	15	IQ-1	[	1]
<b>Ventriloquism {p. B228}</b>	14	IQ-2	[	1]
<b>Wrestling {p. B228}</b> Parry: 8	10	DX-1	[	1]
<b>Writing {p. B228}</b>	15	IQ-1	[	1]

TECHNIQUES				
Name	Level	Relative	Pts	
<b>Beguilement (Public Speaking) {p. B229}</b> Usernotes: Default: Prerequisite skill-5. Prerequisites: Voice and any of Diplomacy, Fast-Talk, Performance, Politics, Public Speaking, Sex Appeal, or Singing; cannot exceed prerequisite skill. You have learned to pitch your voice to appeal to a hearer's emotions. Roll a Quick Contest of Beguilement vs. Will after you have spoken for a minute. If you succeed, the hearer's Will is reduced by your margin of victory for any Influence rolls you attempt in the next hour. You can have this effect on an entire crowd or a single person, but if you apply it to an entire crowd, you gain the benefit only when you try to influence the entire crowd.	15	def+0	[	0]
<b>Crowd Song (Musical Influence) {p. B229}</b> Usernotes: Default: Musical Influence. Prerequisites: Musical Influence and Singing-12; cannot exceed Musical Influence+5. As seen in many musical comedies, when you start singing, you can inspire your listeners to form a chorus, singing and (optionally) dancing. Apply your margin of success as a bonus to their Singing and Dancing skill; if they don't have these skills, start at their default values. A member of the audience who doesn't want to take part can resist with Will, but he'll stand out dramatically if he succeeds, and will feel the urge to make his exit. If the entire audience is hostile, they can all try to resist with a single roll vs. average Will.	13	def+0	[	0]
<b>Fascination (Sex Appeal) {p. B229}</b> Usernotes: Default: Sex Appeal-5. Prerequisites: Charisma 1 and Sex Appeal; cannot exceed Sex Appeal. Fascination is achieved by gazing steadily into the eyes of a potential lover. It does not work on anyone who could not be sexually attracted to you, or who cannot see you. It's normally done at close range; apply a penalty of -1 per full yard of separation. After five minutes, roll a Quick Contest of Fascination vs. the target's Will; your Charisma adds to this roll. The effects are somewhat like those of Hypnotism. Your target is not put to sleep, but will passively gaze into your eyes as long as you hold his gaze, and he will respond to your suggestions as if he had made an Excellent reaction roll. You cannot give him "posthypnotic suggestions. He has a penalty equal to your margin of victory in the Quick Contest to notice ordinary interruptions. He has no penalty to notice threats to his life or his highest values. If he does notice any interruptions, the fascination is broken.	8	def+0	[	0]
<b>Personal Guarantee (Diplomacy) {p. B229}</b> Usernotes: Default: Diplomacy-2. Prerequisites: Charisma 1 and Diplomacy; cannot exceed Diplomacy. In attempting to establish a relationship of personal trust (see Building Trust in GURPS Social Engineering, p. 40), you can make an immediate offer, rather than waiting a month to gain trust. Buying up this technique reduces the penalty for such immediate offers. If the offer is accepted, it represents trust in your visible personal integrity. This technique only applies with an initial offer; if that's not accepted, you still need to wait a month before the next offer to avoid a -2 penalty.	14	def+0	[	0]
<b>Power Gaze (Intimidation) {p. B229}</b> Usernotes: Default: Intimidation-5. Prerequisites: Charisma 1 and Intimidation; cannot exceed prerequisite skill. This is the direct gaze of a king or other superior, which in legend lesser mortals cannot meet. Roll a Quick Contest of Power Gaze vs. Will at the first meeting of eyes. If you win, the other person must lower his eyes, and for the duration of the encounter, his Will is at a penalty against your Influence rolls equal to your margin of victory. If you succeed by 5 or more points, he must make an immediate Fright Check, at a penalty equal to your Charisma. This effect requires a meeting of eyes at close range; apply a -1 penalty per full yard of distance.	10	def+0	[	0]
<b>Resonance (Public Speaking) {p. B229}</b> Usernotes: Default: Prerequisite skill-5. Prerequisites: Voice and one of Performance, Public Speaking, or Singing; cannot exceed prerequisite skill. When you recite a poem (with Performance or Public Speaking) or sing a song (with Singing), the quality of your voice helps make it stick in people's minds. Roll a Quick Contest of Resonance vs. the average Will of the audience. Any audience member who tries to recall the poem or song afterward gets your margin of victory as a bonus to IQ for a roll to remember the words and melody. If this doesn't work on the first such try, the person has forgotten the song. He may get another attempt, if he attends another performance and if the bonus from that performance is higher than the previous bonus.	15	def+0	[	0]

\* Conditional: +2 from 'Bard-Song Mimicry' when impersonating someone else  
 † Includes: +2 from 'Voice'; Conditional: +1 from 'Charisma' when making Influence rolls  
 ‡ Includes: +2 from 'Bard-Song Talent'  
 § Conditional: +1 from 'Charisma' when making Influence rolls  
 ¶ Includes: +2 from 'Voice'  
 \*\* Includes: +1 from 'Charisma', +2 from 'Voice'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	11	8	1d-3 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	11	-	1d-3 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	9	-	1d-2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Staff: Swing <i>Skill used: Staff</i>	10	10	1d+2 cr	2,3	10†	5	4	
Long Staff: Thrust <i>Skill used: Staff</i>	10	10	1d cr	2,3	10†	5	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Crossbow (ST 10): Barbed-head <i>Skill used: Crossbow</i>	11	1d+2 imp	4	200 yd / 250 yd	1	1(4)	7†	-6	-	6	4	[3]
Crossbow (ST 10): Bodkin Point <i>Skill used: Crossbow</i>	11	1d+2(2) pi	4	200 yd / 250 yd	1	1(4)	7†	-6	-	6	4	[3]

**ATTACKS TABLES COLUMN NOTES**

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

SLAM TABLE			
Mvmt. Dmg.	1-2	3-5	6
	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	8	
Wrestling	DX	DX	None	

<table border="1"> <tr><td>Eyes</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Neck</td><td>DR: 5</td><td>DB: 0</td></tr> <tr><td>Torso</td><td>DR: 3</td><td>DB: 0</td></tr> <tr><td>Arms</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Hands</td><td>DR: 4*</td><td>DB: 0</td></tr> <tr><td>Groin</td><td>DR: 3</td><td>DB: 0</td></tr> <tr><td>Legs</td><td>DR: 0</td><td>DB: 0</td></tr> <tr><td>Feet</td><td>DR: 4*</td><td>DB: 0</td></tr> </table>	Eyes	DR: 0	DB: 0	Neck	DR: 5	DB: 0	Torso	DR: 3	DB: 0	Arms	DR: 0	DB: 0	Hands	DR: 4*	DB: 0	Groin	DR: 3	DB: 0	Legs	DR: 0	DB: 0	Feet	DR: 4*	DB: 0	<table border="1"> <tr><td>Skull</td><td>DR: 7</td><td>DB: 0</td></tr> <tr><td>Face</td><td>DR: 0</td><td>DB: 0</td></tr> </table>	Skull	DR: 7	DB: 0	Face	DR: 0	DB: 0	<table border="1"> <tr><th>Loc.</th><th>HP</th><th>#</th></tr> <tr><td>Eyes</td><td>2</td><td>_____</td></tr> <tr><td>Neck</td><td>-</td><td>_____</td></tr> <tr><td>Skull</td><td>-</td><td>_____</td></tr> <tr><td>Face</td><td>-</td><td>_____</td></tr> <tr><td>Torso</td><td>-</td><td>_____</td></tr> <tr><td>Groin</td><td>-</td><td>_____</td></tr> <tr><td>Arms</td><td>6</td><td>_____</td></tr> <tr><td>Hands</td><td>4</td><td>_____</td></tr> <tr><td>Legs</td><td>6</td><td>_____</td></tr> <tr><td>Feet</td><td>4</td><td>_____</td></tr> <tr><td><b>Bonus DR:</b></td><td><b>0</b></td><td></td></tr> <tr><td><b>Bonus DB:</b></td><td><b>0</b></td><td></td></tr> <tr><td><b>Notes:</b></td><td></td><td></td></tr> </table>	Loc.	HP	#	Eyes	2	_____	Neck	-	_____	Skull	-	_____	Face	-	_____	Torso	-	_____	Groin	-	_____	Arms	6	_____	Hands	4	_____	Legs	6	_____	Feet	4	_____	<b>Bonus DR:</b>	<b>0</b>		<b>Bonus DB:</b>	<b>0</b>		<b>Notes:</b>		
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HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-5 -6 -7 -8 -9	-10 -11 -12 -13 -14 -15 -16 -17 -18 -19	-20 -21 -22 -23 -24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35 -36 -37 -38 -39	-40 -41 -42 -43 -44 -45 -46 -47 -48 -49

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

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

**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than 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 -5 -6 -7 -8 -9 -10 -11

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

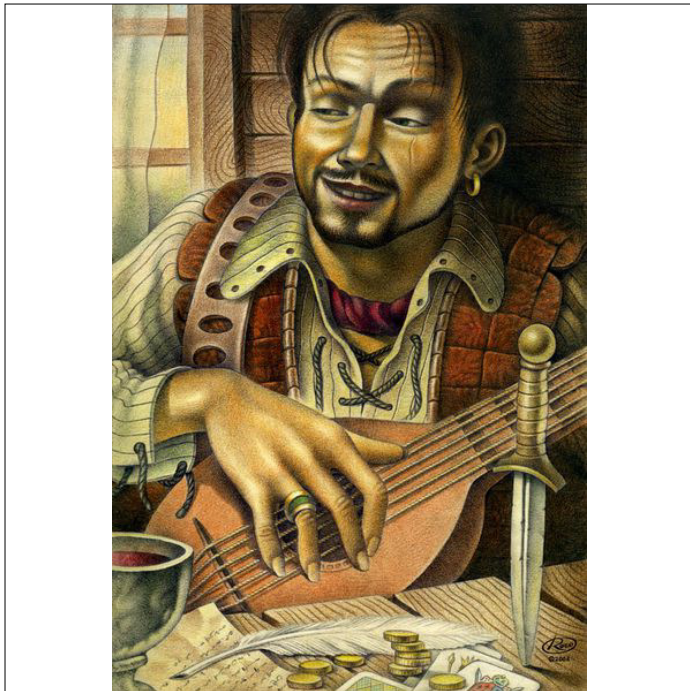
**less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

**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.

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Backpack, Frame (TL1) {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2907, Weight: 35.72 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	3007	45.72 lb
1	Purse (TL0) {p. B288} Per Unit - Cost: 10 Contents - Cost: 2592, Weight: 4.32 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	2602	4.32 oz
12	Copper Farthing (TL2) Per Unit - Cost: 1, Weight: 2.56 dr	12	1.92 oz
5	Gold Mark (TL2) Per Unit - Cost: 100, Weight: 2.56 dr	500	12.8 dr
2	Platinum Franc (TL2) Per Unit - Cost: 1000, Weight: 2.56 dr	2000	5.12 dr
8	Silver Penny (TL2) Per Unit - Cost: 10, Weight: 2.56 dr	80	1.28 oz
1	Personal Basics (TL0) {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Sleeping Fur (TL0) {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
10	Traveler's Rations (TL0) {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
1	Wineskin (TL0) {p. B288} Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
1	Water (per gallon; TL0) {p. B288} Description: TL:0	0	8 lb
1	Hip Quiver {p. DF1:24} Per Unit - Cost: 15, Weight: 1 lb Contents - Cost: 40, Weight: 1.2 lb Description: Holds 20 arrows or bolts	55	2.2 lb
20	Crossbow Bolt (TL2) {p. LT78,B276} Per Unit - Cost: 2, Weight: 15.36 dr	40	1.2 lb
1	Crossbow (ST 10; TL2; Bodkin Point, +0) {p. LT75} Description: TL:2 LC:4, Dam:thr+4 imp ACC:4 Range:ST*20/ST*25 ROF:1 Shots:1(4) ST:7† Bulk:-6 Rcl:- Skill:Crossbow, DX-4 Notes: [3] Notes: [3][3]	150	6 lb
1	Long Staff (TL0) {p. MA230} Description: TL:0 LC:4 [Mode:swing Damage:sw+2 cr Reach:2.3 Parry:+2 ST:10† Skill:Staff], [Mode:thrust Damage:thr+2 cr Reach:2.3 Parry:+2 ST:10† Skill:Staff]	15	5 lb
<b>Totals:</b>		<b>3007</b>	<b>45.72 lb</b>
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 2237.75, Weight: 19.12 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.	2237.75	19.12 lb
1	Armor Contents - Cost: 595.75, Weight: 12.12 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.	595.75	12.12 lb
1	Cloth Armor (TL1; ~Fortify (Groin, Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (x3/4), +60) Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin	215	10.12 lb
1	Cloth Hood (TL1; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing. Notes: [1] Location: skull, neck	147.25	14.4 oz
1	Shoes (TL1; ~Fortify (Feet) (+3), +56; ~Lighten (Feet) (x1/2), +35) Description: TL:1 LC:-- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing. Notes: [1] Location: feet	131	1 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Armor Contents - Cost: 595.75, Weight: 12.12 lb	595.75	12.12 lb
1	Cloth Gloves (TL1; ~Fortify (Hands) (+3), +40; ~Lighten (Hands) (x1/2), +25) Description: TL:1 LC:-- DR:1* Locations:hands Notes: [1]: Concealable as or under clothing. Notes: [1] Location: hands	102.5	1.6 oz
1	Hands Contents - Cost: 1642, Weight: 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.	1642	5 lb
1	Violin (Stringed) {p. DF1:24} Per Unit - Cost: 150, Weight: 5 lb Contents - Cost: 1492 Description: Notes: Cittern, lute, oud, etc. Two-handed.	1642	5 lb
1	Powerstone (Energy 9) {p. M20} [8][7][6][5][4][3][2][1]	1492	-
1	Belt 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.	0	-
1	Ordinary Clothes (TL0; _Free, *0) {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	Back 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.	0	-
<b>Totals:</b>		<b>2237,75</b>	<b>19.12 lb</b>
Qty	Horse	Cost	Weight
1	Saddle Horse {p. B460} Per Unit - Cost: 1200 Contents - Cost: 250, Weight: 18 lb Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed:5 Dodge:8 Move:6 SM:+1 (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadraped; Weak Bite. Notes: An ordinary riding horse.	1450	18 lb
1	Saddle & Tack (TL2) {p. B289} Description: TL:2 Notes: Basic equipment for Riding skill.	150	15 lb
1	Saddlebags (TL1) {p. B289} Description: TL:1 Notes: Holds 40lbs.	100	3 lb
<b>Totals:</b>		<b>1450</b>	<b>18 lb</b>



POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		150
Advantages, Perks		125
Disadvantages, Quirks		-45
Skills, Techniques		53
<b>Total Points Spent:</b>		<b>283</b>
<b>Unspent Points:</b>		<b>4</b>

CAMPAIGN LOG		
<b>Points:</b> (logged) 7	+ (other) 0	= (total) 7
<b>Das Rote Kloster</b>		<b>17.09.1291</b>
Mehr über ihre Tattoos heraus und Nazul -gefunden.		
<i>07.04.2013: 4 pts</i>		
<b>Der lange Ritt</b>		<b>1. September 1291</b>
Der Weg nach Burg Schwarzmoor war lang und beschwerlich.		
Juwelier in Jenatsch bestohlen, entkommen		
Orcs in Burg Schwarzmoor aufgehalten		
Lio den Nebel getroffen und Plan geschmiedet		
<i>20.06.2013: 3 pts</i>		
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4		
<i>18.06.2013: 0 pts</i>		