

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	-5560*
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', +78650 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
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, +1 from 'Reputation (Burg Schwarzfels)'

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
Kaori {p. B24}	Broken	Broken	[2]
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%)	[6]

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.

Name	Pts
Magery 6 {p. B66}	[60]

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



ADVANTAGES (continued)

Name	Pts
Magery 0 {p. B66}	[5]

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.

Name	Pts
Reputation +1 (Burg Schwarzfels; All the time, *1; Small class, *1/3) {p. B27}	[1]

PERKS

Name	Pts
Rule of 17 (Terror)	[1]

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]
dInnate Attack (Beam) {p. B201}	16	DX+4	[1]
Parry: 11			
Innate Attack (Projectile) {p. B201}	18	DX+6	[20]
Parry: 12			
Riding (Equines) {p. B217}	11	DX-1	[1]
Staff {p. B208}	14	DX+2	[8]
Parry: 12			
dStealth {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]
Cartography/TL3 {p. B183}	15	IQ-1	[1]
Diplomacy {p. B187}	14	IQ-2	[1]
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 (Magical Writings Lore) {p. B199}	15	IQ-1	[1]
Hidden Lore (Spirit Lore) {p. B199}	15	IQ-1	[1]
Occultism {p. B212}	16	IQ+0	[2]
Psychology (Elementals) {p. B216}	14	IQ-2	[1]
Research/TL3 {p. B217}	15	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	16	IQ+0	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
Strategy (Land) {p. B222}	14	IQ-2	[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]
Scrounging {p. B218}	13	Per+0	[1]
Will based	Level	Relative	Pts
Meditation {p. B207}	15	Will-1	[2]

* Includes: +6 from 'Magery'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Air Jet	16	—	~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	16	—	~1d burn	~1	—	—	~1-3en
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Stab des Feuers: staff swing Usernotes: +5 Explosivfireball 3d ex	14	12	1d+2 cr	1,2	7†	4	—
Stab des Feuers: staff thrust Usernotes: +5 Explosivfireball 3d ex	14	12	1d cr	1,2	7†	4	—
Stab des Feuers: sword swing Usernotes: +5 Explosivfireball 3d ex	7	6	1d+2 cr	1,2	9†	4	—
Stab des Feuers: sword thrust Usernotes: +5 Explosivfireball 3d ex	7	6	1d-1 cr	2	9†	4	—

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion	18	~1d cr	1	20 yd / 40 yd	—	—	—	—	—	—	~2-6en
Explosive Fireball	18	~1d burn ex	1	25 yd / 50 yd	—	—	—	—	—	—	~2-6en
Explosive Lightning	18	~1d-1 burn ex	3	50 yd / 100 yd	—	—	—	—	—	—	~2-6en
Fireball	18	~1d burn	1	25 yd / 50 yd	—	—	—	—	—	—	~1-3en
Lightning	18	~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:

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	0 -1 -2 -3 -4	10 -11 -12 -13 -14	20 21 22 23 24	30 31 32 33 34	40 41 42 43 44
5 4 3 2 1	-5 -6 -7 -8 -9	15 16 17 18 19	25 26 27 28 29	35 36 37 38 39	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
16 15 14 13 12	0 -1 -2 -3 -4
11 10 9 8 7	-5 -6 -7 -8 -9
6 5 4 3 2	-10 -11 -12 -13 -14
1	-15

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.

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

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
Control Limb	20 [1]	1	Regular/R-Will	1 sec.	5 sec.	3/3#	BC	5	M40
Hinder	20 [1]	0	Regular	1 sec.	1 min.	1 to 4/S	BC, Mo	1	M36, B244
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
Rooted Feet	20 [1]	0	Regular/R-ST	1 sec.	1 min.#	3	BC	2	M36, B244
Spasm	20 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Sense Emotion	20 [1]	0	Regular	1 sec.	Instant	2	CE	1	M45, B245
Sense Foes	20 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	–	M44, B245
Truthsayer	20 [1]	0	Inform./R-Will	1 sec.	Instant	2	CE	2	M45, B245
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
Food	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Cook	20 [1]	0	Regular	5 sec.	Instant	1 per meal	Fo	3	M78
Create Food	20 [1]	0	Regular	30 sec.	Perm.	Varies	Fo	5	M79
Seek Food	20 [1]	0	Information	1 sec.	Instant	2	Fo	–	M77
Test Food	20 [1]	0	Information	1 sec.	Instant	1 to 3#	Fo	–	M77, F169
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
Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Detect Magic	20 [1]	1	Regular	5 sec.	Instant	2	Kn, VSE	–	M101, B249
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
Counterspell	20 [1]	1	Regular/R-spell	5 sec.	Instant	Varies	MS	–	M121, B250
Delay	20 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15	M130
Dispel Magic	20 [1]	1	Area/R-spell	sec.=cost	Perm.	3	MS	13	M126, B250
Hang Spell	20 [2]	3	Special	10 sec.	1 hr.	Varies	MS	16	M128
Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Fear	20 [1]	0	Area/R-Will	1 sec.	10 min.	1	MC	–	M134, F171
Panic	20 [1]	0	Area/R-Will	1 sec.	1 min.	4/2	MC	1	M134
Terror	20 [1]	0	Area/R-Will	1 sec.	Instant	4	MC	1	M134
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
Hinder	20 [1]	0	Regular	1 sec.	1 min.	1 to 4/S	BC, Mo	1	M36, B244
Lockmaster	20 [1]	2	Regular/R-Magelock	10 sec.	Perm.	3	Mo	1	M144, 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
Magelock	20 [1]	1	Regular	4 sec.	6 hrs.	3/2	PW	–	M166, B253

SPELL GRIMOIRE (continued)									
Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
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
Void/Sound/Ether	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Detect Magic	20 [1]	1	Regular	5 sec.	Instant	2	Kn, VSE	–	M101, B249
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

LOAD-OUTS				LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight	Qty	Rucksack	Cost	Weight
1	Armor Contents - Cost: 38060, Weight: 22.75 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.	38060	22.75 lb	1	Purse {p. B288}	31745	7.36 oz
1	Ironskin Amulet (+3DR,40FP) Notes: [notes] Usernotes: DF1:30 Location: all	28720	4 oz	31	coin platin Per Unit - Cost: 1000, Weight: 2.56 dr	31000	4.96 oz
1	Leather Armor Suit {p. L18} Description: TL:1 LC:-- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: all	340	19.5 lb	7	coin gold Per Unit - Cost: 100, Weight: 2.56 dr	700	1.12 oz
1	Silkshirt (+2DR) (Giant Spider Silk, +99 CF; ~Lighten (Groin, Torso and Vitals) (x1/2), +6000) {p. B283} Description: TL:1 LC:-- DR:1* Locations: torso, groin Notes: [1] Concealable as or under clothing. Notes: [1] Location: torso, groin	9000	3 lb	5	coin copper Per Unit - Cost: 1, Weight: 2.56 dr	5	12.8 dr
1	Fussgelenke Description: Parent	0	-	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
1	Handgelenke Description: Parent	0	-	1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Hände Contents - Cost: 8000, Weight: 4 lb Description: Parent	8000	4 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	Stab des Feuers (Increased Cost (+7990), +7990) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 or Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 or Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 or Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 or Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.] Usernotes: +5 Explosivefireball 3d ex	8000	4 lb	1	Backpack Alchemy Lab {p. DF1:25} Description: Basic equipment for identifying potions and magic items with Alchemy skill; -2 to brew potions in the field.	1000	10 lb
1	Hüften Description: Parent	0	-	3	Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP?	360	1.5 lb
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from 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.	400	2.25 lb	1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
1	Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use.	400	4 oz	4	Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic.	540	2 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 9400, 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.	10000	5 lb	1	Luck Potion (Drinkable)	1300	8 oz
4	Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4d FP depleted for magic.	5400	2 lb	Totals: 35390 38.71 lb			
4	Great Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 1000, Weight: 8 oz Description: Heals 4d HP.	4000	2 lb	SCRATCH PAD			
1	Rücken Description: Parent	0	-	NOTES			
Totals:				Questitem Jungbrunnenbuch Author:Ekand(Elf) Artefakt (Warhammer)			
Qty	Rucksack	Cost	Weight	Inventar Magierturm 1 Breitschwert +2 Cold Dmg 1 Leichtmetallhose +4DR +2 Dancingskill 1 Light Scale Armor (Torso,Groin,Arms,Legs)+2DR + 2Lighten Kleidung des Teleporters			
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 35090, Weight: 35.71 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).	35390	38.71 lb				
1	Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb				
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb				
1	Purse {p. B288} Per Unit - Cost: 10 Contents - Cost: 31735, Weight: 7.36 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	31745	7.36 oz				
3	coin silver Per Unit - Cost: 10, Weight: 2.56 dr	30	7.68 dr				
				CAMPAIGN LOG			
				Points: (logged) 90 + (other) 0 = (total) 90			
				Reputation+Kaori 26.12.2011			
				<enter notes here>			
				28.12.2011: 3 pts			

CAMPAIGN LOG (continued)	
Session 8 - In den tiefen des Alls	26.12.2011
Raum-Zeit-Kontinuum-Cops gefunden und ihre Gefangenen "befreit"	
neue Spells je 40\$ Magelock Fear Sense Emotion Sense Foes Terror Truthsayer Hinder Rooted Feet Control Limb Panic	
neuer Perk je 40\$ Rule of 17 (Terror) <i>27.12.2011: 11 pts</i>	
Session 7a - Orkhorde aufgehalten	22.12.2011
Orkhorde aufgehalten Baldurs Gate zu überfallen und Burg Schwarzfels repariert und ausgebaut.	
neue Skills je 40\$=280\$ Cartography Diplomacy Hidden Lore - Magical Writings Lore Psychology - Elementals Savoir-Faire - High Society Scrounging Strategy - Land	
erhöhte Skills je 20\$=40\$ 2x Innate Attack - Projectile	
neue Spells je 40\$=320\$ Cook Counterspell Create Food Detect Magic Dispel Magic Lockmaster Seek Food Test Food <i>25.12.2011: 8 pts</i>	
Session 7 - Burg Schwarzfels	17.12.2011
Burg Schwarzfels und das Umland von einem Tyrannen befreit. <i>25.12.2011: 14 pts</i>	
Session 6 - Überfall	26.11.2011
Abenteurergruppe 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 <i>17.12.2011: 9 pts</i>	
Anderungen:	
Potion Belt kostet CHF 600, geändert	
Habe Dir alle möglichen "Aufhängpunkte" in deinen Char geädert <i>11.02.2011: 0 pts</i>	

CAMPAIGN LOG (continued)	
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\$ <i>11.01.2011: 0 pts</i>	
Blut und Schätze Afterhour	30.10.2011
Die Bücher von der Kutschenfahrt den Zwergen in Baldurstor gebracht. Das Orkbanditenlager ausgelöscht. <i>11.01.2011: 11 pts</i>	
Blut und Schätze 4 Kutschenfahrt	29.10.2011
Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling, Sho und Goblins gespielt) <i>11.01.2011: 13 pts</i>	
Session 3 Mine	
<enter notes here> <i>21.08.2011: 9 pts</i>	
Session 1+2 Zepher	
<enter notes here> <i>17.08.2011: 12 pts</i>	
Initial Character Creation	
Character created using GURPS Character Assistant 4 <i>14.08.2011: 0 pts</i>	
POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	169
Advantages, Perks	77
Disadvantages, Quirks	-40
Skills, Techniques	69
Spells	65
Total Points Spent: 340	
Unspent Points: 0	