Blut und Schätze vs Forgotten Realms GURPS Dungeon Fantasy Name: Magnus Race: Human Appearance: Spent: 340 Unspent: 0

Age: 37

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CHARA	CTER SH	IEEI			
ST 10	[<mark>0</mark>]	HP 10	[0]	Basic Speed <mark>6</mark>	[5]
DX 12	[40]	Will 16	[<mark>0</mark>]	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 froi	m 'Extra Fatigu	e Points'			
Vision	13	Fright Check	16	High Jump	2.17 ft
Hearing	13	Consciousne		Money	-5560*
Touch	13	Death Check			
Taste/Smell	13	Broad Jump			
+78650 from 'Mor		+3700 from 'Mone	ey', -410 from	'Money', +1550 fr	om 'Money',
	El		CE TABL	E	
Name	None	« Light »	Med	Hvy	X-Hvy
	<u>×1</u>	<u>×2</u>	<u>×3</u>	×6	×10
Basic Movement	20 lb ×1	40 lb ×0.8	60 lb ×0.6	120 lb ×0.4	200 lb ×0.2
Ground	6 yd	4 yd	<u>3 yd</u>	2 yd	1_yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge				<u>-3</u> 6	<u>-4</u> 5
Douge	5			0	5
	1-Han	LIFTING F d 2-Hand	Shove	/ Carry on	Shift
Name	Lift	Lift [†]	Over [‡]	Back	Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb
* Takaa 2 aaaand					
	s to complete		Double with	a running start	
† Takes 4 second			Double with		vy enc.
† Takes 4 second	ls to complete		Double with Lose 1 FP/s	a running start ec while over X-H	vy enc.
† Takes 4 second Appearance:	ls to complete	Ś	Double with Lose 1 FP/s	a running start ec while over X-H	vy enc.
† Takes 4 second Appearance: Status: +0	ls to complete	Ś	Double with Lose 1 FP/s	a running start ec while over X-H	vy enc.
† Takes 4 second Appearance: Status: +0 Other: +0* * Conditional:	ds to complete R +0 +2 from 'Overce	EACTION M	Double with Lose 1 FP/se ODIFIERS	a running start ec while over X-Hy S e individuals, -2 fr	om
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† Takes 4 second Appearance: Status: +0 Other: +0* * Conditional: 'Overconfiden companions)'	+2 from 'Overce' when exper when in dange zfels)'	EACTION M	Double with Lose 1 FP/sr ODIFIERS young or naiv from 'Sense Sense of Duty	a running start ec while over X-H e individuals, -2 fr of Duty (Adventuri i is known, +1 fror	om
Takes 4 second Appearance: Status: +0 Other: +0* 'Conditional: 'Overconfiden companions)' (Burg Schwarz Native	ds to complete R +0 +2 from 'Overc ce' when exper when in dange zfels)' CUI	EACTION M confidence' when y rienced NPCs, +2 rous situations if s LTURAL FAN	Double with Lose 1 FP/sr ODIFIERS young or naiv from 'Sense Sense of Duty	a running start ec while over X-H e individuals, -2 fr of Duty (Adventuri i is known, +1 fror	om ng n'Reputation Pts
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	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]
	Reputation +1 (Burg Schwarzfels; All the time, *1; Small class, *1/3) {p. B27}	[1]
	PERKS	
	Name	Pts
٦	Rule of 17 (Terror)	[1]
	DISADVANTAGES	
]	Name	Pts
1	Obsession (To become the world's most powerful; 12 or less, *1) {p. B146}	[-10]
7	Overconfidence (12 or less, *1) {p. B148}	[-5]
1	Sense of Duty (Adventuring companions) {p. B153} Weirdness Magnet {p. B162}	[-5] [-15]
1	QUIRKS	
1	Name	Pts
1	Careful {p. B164}	[-1]
LU L	Dislikes Orks {p. B164}	[-1]
	Likes Wine {p. B164}	[-1]
1	Nosy {p. B164} Proud {p. B164}	[-1]

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 Bile, Claws, and kill level. You may add the modifier "Has Gauntets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 3 11 DX-1 1 Glimbing {p. B183} 11 DX-4 1 Innate Attack (Beam) {p. B201} 16 DX+4 1 Parry: 11 Innate Attack (Projectile) {p. B201} 18 DX+6 20 Parry: 12 14 DX+2 8 1 Riding (Equines) {p. B217} 11 DX-1 1 1 Staff {p. B208} 14 DX+2 8 1 Parry: 12 14 DX-1 1 1 Alchemy/TL3 {p. B228} 11 DX-1 1 1 Parry: 8 Hiking {p. B20} 10 HT-1 1 1 IQ based Level Relative Pts 1 Alchemy/TL3 {p. B187} 14 IQ-2 1	SKILLS			
Brawling (p. B182) 12 DX+0 [1] Description: Notes: Calculated damage takes into account bousses from Teeth, Weak Bile, Claws, and skill level. You may add the modifier 'Has Gauntiets/Brass Knuckles' or 'Has Boots' to apply the 'I damage to Punch or Kick, as appropriate. Parry: 9 1 DX+0 [1] Climbing (p. B183) 11 DX-1 [1] Inate Attack (Beam) (p. B201) 16 DX+4 [1] Parry: 11 Innate Attack (Projectile) (p. B201) 18 DX+6 [20] Parry: 12 14 DX+2 [8] Parry: 13 Riding (Equines) {p. B217} 11 DX-1 [1] Parry: 12 14 DX+2 [8] Parry: 14 DX+2 [8] Parry: 14 Dxt-1 1 DX+1 [1] Parry: 14 DX+2 [8] Parry: 14 DX+0 11 DX-1 [1] Parry: 8 14 DX+2 [8] Hiking {p. B20} 10 HT-1 [1] Parry: 8 11 DX-1 [1] Hiking {p. B20} 16 IQ+0 [8] Carlogra	DX based	Level	Relative	Pts
Description Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier 'Has Gauntiets/Brass Knuckles' or 'Has Boots' to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11 Fast-Draw (Potion) {p. B194} 12 DX+0 1 Innate Attack (Beam) {p. B201} 16 DX+4 1 Parry: 11 Innate Attack (Projectile) {p. B201} 18 DX+6 201 Parry: 12 Innate Attack (Projectile) {p. B201} 18 DX+6 201 Riding (Equines) {p. B217} 11 DX-1 1 1 Staft fp. B208 14 DX+2 8 3 Parry: 12 Gastealth [p. B222] 12 DX+0 1 Wrestling {p. B20} 10 HT-1 1 1 Achemy/TL3 {p. 174, M210} 16 IO+0 8 1 Cartography/TL3 {p. B183} 15 IO-1 1 First Aid/TL3 (Human) {p. B195} 16 IQ+0 1 Hiking {p. B217} 14 IO-2 1 Hiking {p. B218} 16				[1]
account bouses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Guintets/Brass Knuckles" or "Has Bools" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 8 11 DX-1 1 Glimbing {p. B183} 11 DX+0 1 atmosing {p. B183} 12 DX+0 1 atmosing {p. B103} 16 DX+4 1 parry: 12 16 DX+6 20 Riding (Equines) {p. B217} 11 DX-1 1 Staff {p. B208} 14 DX+2 8 Parry: 12 asteath {p. B228} 11 DX-1 1 Wrestling {p. B20} 10 HT-1 1 1 Wrestling {p. B20} 10 HT-1 1 1 Dased Level Relative Pts Aliknemy/TL3 {p. 174, M210} 16 IQ+0 13 Cartography/TL3 {p. B183} 16 IQ+0 14 Hiking {p. B198} 16 IQ+0 11 Hiking {p. B198} 16 IQ+0 11 Hiking {p. B198} <		12	DX+0	[1]
skill level. You may add the modifier "Has Gauntlets/Brass Knuckleys for yABB bods? to apply the +1 damage to Punch or Kick, as appropriate. Parry: 9 11 DX-1 [1] Fast-Draw (Potion) {p. B194} 12 DX+0 [1] Innate Attack (Beam) {p. B201} 16 DX+4 [2] Parry: 11 11 DX-1 [1] Innate Attack (Projectile) {p. B201} 18 DX+6 [20] Parry: 12 11 DX-1 [1] Riding (Equines) {p. B217} 11 DX-1 [1] Staff {p. B208} 14 DX+2 [8] Parry: 12 adStealth {p. B228} 11 DX-1 [1] Mr 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] Hazardous Materials/TL3 (Magical) 15 IQ-1 [1] Hazardous Materials/TL3 (Magical) <td< td=""><td></td><td></td><td></td><td></td></td<>				
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Hidden Lore (Magical Items Lore) 16 IQ+0 [2] {p. B199} 15 IQ-1 [1] Hidden Lore (Magical Writings Lore) 15 IQ-1 [1] {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} 14 IQ-2 [1] Strategy (Land) {p. B222} 14 IQ-2 [1] Thaumatology {p. B228} 15 IQ-1 [1] Writing {p. B228} 15 IQ-1 [1] Writing {p. B228} 15 IQ-1 [1] Observation {p. B211} 12 Per-1 [1] Scrounging {p. B218} 13 Per+0 [1] Will based Level Relative Pts Meditation {p. B207}				
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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]	Per based	Level	Relative	Pts
Scrounging {p. B218} 13 Per+0 [1] Will based Level Relative Pts Meditation {p. B207} 15 Will-1 [2]	Observation {p. B211}	12		[1]
Will basedLevelRelativePtsMeditation {p. B207}15Will-1[2]				11
Meditation {p. B207} 15 Will-1 [2]				
	* Includes: +6 from 'Magery'			<u> </u>

	MELEE A	TTACKS					
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	С	_	-	
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	14	12	1d+2 cr	1,2	7†	4	
Usernotes: +5 Explosivefireball 3d ex							
Stab des Feuers: staff thrust	14	12	1d cr	1,2	7†	4	
Usernotes: +5 Explosivefireball 3d ex							
Stab des Feuers: sword swing	7	6	1d+2 cr	1,2	9†	4	
Usernotes: +5 Explosivefireball 3d ex							
Stab des Feuers: sword thrust	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		HUN	MANOID HIT L	OCATION T	ABLE	
12	9	7	8/9		Roll	Location	Mod.	Roll Loca		Mod.
					3–4	Skull	-7(f)/-5(b)			-3
Staff	DX	DX	Light		5	Face	-5(f)/-7(b)			-9
Eyes DR: 2*+3	Skull		oc. HP	#	6–7	Right Leg	-2	– Ear		-7
DR: 2*+3	DR: 2*+5 DB: 0	E	yes 2		8	Right Arm	-2	– Nose	9	-7
Neck	Face		eck –		9–10	Chest*	_	– Jaw	•	-6
DR: 2*+3	DR: 2*+3		kull –		11	Abdomen*	-1	– Spin		-8
DB: 0	DB: 0	Fa	ace –		12	Left Arm	-2		Vein/Artery	
Torso			orso –			Left Leg	-2		Vein/Artery	
DR: 2*+2*+3	— 🛛 🖊 Am		roin –		15 16	Hand	-4 -4		Leg Joint**	-5 -7
DB: 0			rms 6		17-18	Foot	-4 -5		d/Foot Joint**	-7 -3
		anda	ands 4		-		-D mpaling, or piercing a	– Groi		-
T	D	R: 2*+3	egs 6		+ Only ta	ig with crushing, if irgetable by crushi	ing, impaling, piercing a	allacks, roll roll roll in	burning attacks	ad
		B: 0 F	eet 4		‡ Only ta	rgetable by impali	ing, piercing, and tig	ht-beam burning a	ttacks	
		B	onus DR: <mark>0</mark>				ing, cutting, impaling g, impaling, piercing,			attacks
40		B	onus DB: <mark>0</mark>		** Only ta	argetable by crush	ing, cutting, piercing	, and tight-beam l	ourning attacks	
	Groi		otes:		See also	: Hit Location, p. E	3398, Human and Hu	imanoid Hit Locati		2, New Hit
		2 12 10	0165.		Location	s, p. MA137, and <i>I</i>	Hit Locations, p. LT1	00.		
		<u> </u>				HUI	MANOID ARM	OR GAPS TA	ABLE	
	Legs				Gap	Loca	tion Mod.	Gap	Location	Mod.
	DR: 2*+3 DB: 0	3			Armpit	 Vitals 	-8	Inside Elbov	v Arm Joint	-8
	Feet				Back o	of Knee Leg J	loint -8	Neck	Neck	-8
	DR: 2*+3	3			Eyes	Eyes	-10	Open Palm	Hand -	6(u)/-8(a)
and I	DB: 0				Groin	Groin	ı -3			
							ng attacks; critical hi			
HP	0 HP -1:		HP -3×HP -22 -23 -24 -30 -31 -32 -33	-4×HP	See also	: Harsh Realism –	Armor Gaps, p. LT1	01.		
	-6-7-8-9-15-16			-34 -40 -41 -42 -43 -44 -39 -45 -46 -47 -48 -49		SIZ	E AND SPEED	D/RANGE TA	BLE	
			effects suffered from		Spd/R	ng Size	Measure	Spd/Rng	Size I	Measure
less than 1/3 HP	Dodge/2 and Move	/2 (round up).			. 0	0	2 yd	-8	+8 5	50 yd
0 HP or less:			IP below 0 vs. uncons urn you choose a man		-1	+1	3 yd	-9	+9 7	70 yd
	Do Nothing.	the start of any t	uni you choose a man	euver ollier litari	-2	+2	5 yd	-10		00 yd
-1×HP or less:		death immediatel	y and for every full mu	Itiple of HP below	-3	+3	7 yd	-11		50 yd
-5×HP or less	0. Immediate death.				-4	+4	10 yd	-12	+12 2	200 yd
			mulative with each oth	or and any offecte	-5	+5	15 yd	-13		300 yd
FP	011	red from HP loss.		ler and any enects	-6	+6	20 yd	-14		500 yd
1615141312 0 1110987-5	-6 -7 -8 -9 less		dge/2, Move/2, and ST		-7	+7	30 yd	-15	+15 7	700 yd
6 5 4 3 2 -10			s does not effect ST-ba h as HP and damage.	ased quantities,	See also	: Size and Speed/	Range Table, p. B55	0.		
1 -15) FP or less: Mal	ke a Will roll vs. incapa							
			maneuver other than							
			cal failure make an im heart attack; every po							
		cau	ses an equal loss of H	IP.						
	-1:		nediate unconsciousne ger lose FP, further FF							
			n your HP instead.							

1-2

1d-3

SLAM TABLE

3–5

1d-2

6–7

1d-1

				SPELL GRIMO				
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg 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 Missile	1 to 3 sec. 1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7 M196 6 M196, B244
Lightning Purify Air	20 [1] 20 [1]	0	Area	1 sec.	Instant Instant	1 to Magery#	We, Ai Ai	6 M196, B244 - 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	Prereg 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 Resist Pain	20 [1]	0	Regular/R-HT Regular	2 sec. 1 sec.	1 sec. 1 min.	2 4/2	BC BC	2 M36, B244 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		Time	Duration	Casting Cost	College	Prereg 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		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 Shape Earth	20 [1] 20 [1]	0	Information Regular	10 sec. 1 sec.	Instant 1 min.	3 1/cu. yd./h	Ea Ea	— M50, B245 1 M50, B245
			•					• • • • • •
Fire Create Fire	Skill 20 [1]	Magery 0	Area	Time 1 sec.	Duration 1 min.	Casting Cost 2/H	College Fi	Prereq Page 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		Time	Duration	Casting Cost	College	Prereq Page
Cook Create Food	20 [1] 20 [1]	0	Regular Regular	5 sec. 30 sec.	Instant Perm.	1 per meal Varies	Fo Fo	3 M78 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	Prereg Page
Detect Magic		1	Regular	5 sec.	Instant	2		— M101, B249
Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg 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 Dianal Magia	20 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15 M130
Dispel Magic Hang Spell	20 [1] 20 [2]	<u>1</u> 3	Area/R-spell Special	sec.=cost 10 sec.	Perm. 1 hr.	3 Varies	MS MS	13 M126, B250 16 M128
Mind Control Fear	Skill 20 [1]	Magery 0	Class Area/R-Will	Time 1 sec.	Duration 10 min.	Casting Cost	College MC	Prereq Page — M134, F171
Panic	20 [1]	0	Area/R-Will	1 sec.	1 min.	4/2	MC	1 M134, F171
Terror	20 [1]	0	Area/R-Will	1 sec.	Instant	4	MC	1 M134
Movement	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Apportation	20 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Мо	– 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 Regular	3 sec.	10 sec.	5# 2/pt /H	Mo Mo	1 M146, B251 - M142, B251
Haste Hinder	20 [1] 20 [1]	0	Regular Regular	2 sec. 1 sec.	1 min. 1 min.	2/pt./H 1 to 4/S	BC, Mo	— M142, B251 1 M36, B244
Lockmaster	20 [1]	2	Regular/R-	10 sec.	Perm.	3	Mo	1 M144, B251
Protoction & Morning	CI-iII	Magain	Magelock	Timo	Duration	Capting Cost	Collogo	
Protection & Warning	Skill	Magery 2	Regular	Time 1 sec.	Duration 1 min.	Casting Cost Varies	College PW	Prereq Page 1 M167, B253
Armor	-2010							
Armor Catch Missile	20 [1] 20 [1]	1	Blocking	1 sec.	Instant	2	PW	2 M168
Catch Missile Deflect Missile	20 [1] 20 [1]		Blocking	1 sec.	Instant	2	Mo, PW	1 M143, B251
Catch Missile Deflect Missile Force Dome	20 [1] 20 [1] 20 [1]	1 1 1	Blocking Area	1 sec. 1 sec.	Instant 10 min.	1 3/2	Mo, PW PW	1 M143, B251 10 M170
Catch Missile Deflect Missile Force Dome Iron Arm	20 [1] 20 [1] 20 [1] 20 [1]	1 1 1 2	Blocking Area Blocking	1 sec. 1 sec. 1 sec.	Instant 10 min. Instant	1 3/2 1	Mo, PW PW PW	1 M143, B251 10 M170 4 M169
Catch Missile Deflect Missile Force Dome	20 [1] 20 [1] 20 [1]	1 1 1	Blocking Area	1 sec. 1 sec.	Instant 10 min.	1 3/2	Mo, PW PW	1 M143, B251 10 M170

				SPELL GRIMOIRE (c	ontinued)			
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)		
Qtv	« Combat »	Cost	Weight	Qtv	Rucksack	LOAD-OUTS (continued)	Cost	Weight
1	Armor	38060	22.75 lb	1	Purse {p. E		31745	7.36 oz
	Contents - Cost: 38060, Weight: 22.75 lb Description: In GCA a "Parent" item can have other traits a	assigned to it a	as "Children."	31	coin plat		31000	4.96 oz
	This is essentially an organizational structure, allowing you	u to file multipl	le traits	7	coin gold	Cost: 1000, Weight: 2.56 dr d	700	1.12 oz
	together under the parent item if you wish. To make an iter and select "Make Child of" The child items will be hidder	h by default; yo	ou may show		Per Unit - C	Cost: 100, Weight: 2.56 dr		
	the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" format	g "Show Comp at under the pa	onents." arent Anv	5	Coin cop Per Unit - C	p er Cost: 1, Weight: 2.56 dr	5	12.8 dr
	item may be assigned as a parent by right clicking on it an	d selecting "M	lake Parent";	1	Personal B	Basics {p. B288}	5	1 lb
1	this entry is here for convenience, as it is automatically des Ironskin Amulet (+3DR,40FP)	signated a Pai 28720	rent. 4 oz			otes: Minimum gear for camping: -2 to a ils, tinderbox, and flint and steel.	ny Survival roll	without it.
	Notes: [notes]			1	Scribe's Ki	t {p. B288}	50	2 lb
	Usernotes: DF1:30 Location: all			1		L:3 Notes: Quills, inkbottles, penknife, p	aper. 20	1 lb
1	Leather Armor Suit {p. L18}	340	19.5 lb			sheets {p. DF1:24} otes: Paper, 20 Sheets. Heavy papyrus		
	Description: TL:1 LC: DR:2* Locations: all Notes:This GURPS Lite. It includes an article of light, common clot	hing to wear u	Inderneath -	1	or magical writ	ings. Alchemy Lab {p. DF1:25}	1000	10 lb
	or padding, if this is usual for the armor. The statistics a not have to buy clothing or padding seperately, or acco			· ·	Description: Ba	asic equipment for identifying potions ar		
	Location: all			3		-2 to brew potions in the field. ling Potion (Drinkable)	360	1.5 lb
1	Silkshirt (+2DR) (Giant Spider Silk, +99 CF; ~Lighten (Groin, Torso and	9000	3 lb	5	{p. DF1:29		500	1.5 10
	Vitals) (x1/2), +6000) {p. B283}					t: 120, Weight: 8 oz		
	Description: TL:1 LC: DR:1* Locations: torso, groin Nu under clothing.	otes: [1] Conc	ealable as or		Usernotes: les			
	Notes: [1]			1		{p. DF1:24}	10	1 lb
1	Location: torso, groin Fussgelenke	0			First Aid skill.	otes: Cloth bandages for half-dozen wo	unos. Basic equ	lipment for
	Description: Parent		_	4	Paut (Drink	kable) {p. DF1:29}	540	2 lb
1	Handgelenke	0	-		Description: Re	t: 135, Weight: 8 oz estores 4 FP depleted for magic.		
1	Description: Parent Hände	8000	4 lb	1		n (Drinkable)	1300	8 oz
	Contents - Cost: 8000, Weight: 4 lb Description: Parent					Totals:	35390	38.71 lb
1	Stab des Feuers (Increased Cost	8000	4 lb			SCRATCH PAD		
	(+7990), +7990) {p. B273, B274}		-					
	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Skill:Staff Notes: Requires two hands.], [Mode:staff thru							
	Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.],	[Mode:sword	swing					
	Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Hande two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2							
	Handed Sword Notes: Requires two hands.] Usernotes: +5 Explosivefireball 3d ex							
1	Hüften	0	-					
1	Description: Parent Ordinary Clothes {p. B266}	400	2.25 lb					
'	Per Unit - Weight: 2 lb	400	2.23 10					
	Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from ca	astoff rags to c	lesigner					
	fashions, depending on Status. At minimum: undergarmen	ts, plus a tunio	, blouse, or					
	shirt with hose, skirt, or trousers - or a long tunic, robe or c footwear. 20% of cost of living; 2lbs.	aress - and sui						
1	Gem of Healing Usernotes: Major Healing, Spell Stone, Jasper stone	400	4 oz					
	heals 8 HP when crushed in hand. One use.							
1	Potion Belt {p. DF1:25}	10000	5 lb					
	Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 9400, Weight: 4 lb							
	Description: Notes: Belt with four slots, each of which can or two potion vials. Wearer can reach them with Ready or	carry one 'grei Fast-Draw Pa	nade' bottle					
	removes risk of accidental breakage and gives containers attacks.							
4	Great Paut (Drinkable) (Multiplied	5400	2 lb					
	Cost (+900), *10) {p. DF1:29}							
	Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4d FP depleted for magic.							
4	Great Healing Potion (Drinkable)	4000	2 lb					
	{p. DF1:29} Per Unit - Cost: 1000, Weight: 8 oz					NOTES		
	Description: Heals 4d HP.			Oues	stitem			
1	Rücken	0	-	-		Author:Ekand(Elf)		
	Description: Parent Totals:	56460	34 lb		fakt (Warhan			
Qtv	Rucksack	Cost	Weight		,			
1	Quick-Release Backpack {p. DF1:25}	35390	38.71 lb	Inver	ntar Magiertu	ırm		
	Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 35090, Weight: 35.71 lb				eitschwert +2			
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a f	ree action. Ite	ms liable to			e +4DR +2 Dancingskill		
1	break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288}	10	8.25 lb			nor (Torso, Groin, Arms, Leg	gs)+2DR +	F
	Description: TL:0 Notes: Holds 1 gallon of liquid.	_		2Lig				
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cav	50 ves. arctic adv	8 lb	Kleid	dung des Tele	eporters		
1	Purse {p. B288}	31745	7.36 oz					
	Per Unit - Cost: 10 Contents - Cost: 31735, Weight: 7.36 oz					CAMPAIGN LOG		
	Description: Notes: Holds 3 lbs. of small items (coins, p				ts: (logged) 90		= (total) <mark>90</mark>	
3	coin silver Per Unit - Cost: 10, Weight: 2.56 dr	30	7.68 dr		Itation+Kaori		26	5.12.2011
					er notes here>			
				28.12.2	2011: 3 pts			

CAMPAIGN LOG (continued)	CAMPAIGN LOG (continued)
Session 8 - In den tiefen des Alls 26.12.2011	Training
Raum-Zeit-Kontinuum-Cops gefunden und ihre Gefangenen	Attribute:
"befreit"	+1 Int
neue Spells je 40\$	Neue Skills:
Magelock Fear	+1 Fast Draw Potion 40\$ +1 Deflect Missile
Sense Emotion	+1 Catch Missile
Sense Foes	+1 Return Missile
Terror	
Truthsayer	Erhöhte Skills
Hinder	+2 Innate Attack 40\$
Rooted Feet	+1 Hang Spell 20\$
Control Limb	+1 Great Haste 20\$
Panic	11.01.2011: 0 pts Blut und Schätze Afterhour 30.10.20 ⁺
neuer Perk je 40\$	Die Bücher von der Kutschenfahrt den Zwergen in Baldurstor
Rule of 17 (Terror)	gebracht.
27.12.2011: 11 pts	Das Orkbanditenlager ausgelöscht.
Session 7a - Orkhorde aufgehalten 22.12.2011	11.01.2011: 11 pts
Orkhorde aufgehalten Baldurs Gate zu überfallen und Burg	Blut und Schätze 4 Kutschenfahrt 29.10.20
Schwarzfels repariert und ausgebaut.	Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling, Sho und
	Goblins gespielt)
neue Skills je 40\$=280\$	11.01.2011: 13 pts Session 3 Mine
Cartography Diplomacy	<pre><enter here="" notes=""></enter></pre>
Hidden Lore - Magical Writings Lore	21.08.2011: 9 pts
Psychology - Elementals	Session 1+2 Zepter
Savoir-Faire - High Society	<enter here="" notes=""></enter>
Scrounging	17.08.2011: 12 pts
Strategy - Land	Initial Character Creation Character created using GURPS Character Assistant 4
	14.08.2011: 0 pts
erhöhte Skills je 20\$=40\$ 2x Innate Attack - Projectile	POINTS SUMMARY Pts
	Basic Attributes, Secondary Characteristics [16
neue Spells je 40\$=320\$	Advantages, Perks
Cook	Disadvantages, Quirks
Counterspell	Skills, Techniques [
Create Food	Spells [6
Detect Magic	Total Points Spent: 34
Dispel Magic Lockmaster	Unspent Points:
Seek Food	
Test Food	
25.12.2011: 8 pts	
Session 7 - Burg Schwarzfels 17.12.2011	
Burg Schwarzfels und das Umland von einem Tyrannen befreit.	
25.12.2011: 14 pts 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	
<u>Anderungen:</u> Potion Belt kostet CHF 600, geändert	
17.12.2011: 9 pts Änderungen:	