Dungeon Fantasy MEGA

Name: Gnomli
Race: Gnome
Appearance:

Player: Reto Mägli
Ht: **Wt:** **Age:**
Spent: 390
Unspent: 0

CHARACTER SHEET

ST	11*	[10]	HP	11	[0]	Basic Speed	6	[-10]
DX	15†	[100]	Will	13	[0]	Basic Move	7§	[10]
IQ	13	[60]	Per	14	[5]	BL	24 lb	(ST×ST)/5
HT	11	[10]	FP	11‡	[-9]	Thr 1d-1	Sw 1d+1	

* Cond. +2 from 'Striking ST'
† Cond. +5 from 'Double-Jointed' when ignoring penalties for working in close quarters
‡ +3 from 'Gnome (Dungeon Fantasy)'
§ -1 from 'Gnome (Dungeon Fantasy)'

TL	3		[0]	SM	-1*

* -1 from 'Gnome (Dungeon Fantasy)'

Vision	14	Taste/Smell	14	Death Check	11
Hearing	14	Fright Check	15*	Knockdown Check	11
Touch	14	Consciousness	11		

* +2 from 'Combat Reflexes'

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 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.

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5	6+
High	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.56 yd	1.72 yd	1.78 yd
Broad	3.67 yd	4.33 yd	5 yd	5.67 yd	6.33 yd	7 yd	7.33 yd

REACTION MODIFIERS

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

* Cond. +2 from 'Widget Worker', Cond. -1 from 'Callous' when past victim, or has Empathy, Cond. +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, Cond. +1 from 'Merchant' when buying or selling

LANGUAGES

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

TEMPLATES AND META-TRAITS

Name	Pts
Gnome *(Dungeon Fantasy)* {p. DF3:10}	[20]

Description: Gnomes are diminutive craftsmen who are equally at home in rolling hill country and underground.

Thief *(Dungeon Fantasy)* {p. DF1:12}	[0]

Description: You're a "procurement expert," whatever unflattering terms others may use. You take things that need taking.

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Catfall {p. B41, P43}	[10]
Roll to halve damage from a fall: 15 (DX)	
Combat Reflexes {p. B43}	[15]
Danger Sense {p. B47, P46}	[15]
Roll to sense danger: 14 (Per)	
Double-Jointed {p. B56}	[15]
Enhanced Dodge 2 {p. B51}	[30]
Gizmo 1 {p. B58}	[5]
High Manual Dexterity 1 {p. B59}	[5]
Luck (Extraordinary) {p. B66, P59}	[30]
Night Vision 5 {p. B71, P87}	[5]
Perfect Balance {p. B74}	[15]
Resistant to Poison (+3 to resist) {p. B81}	[5]
Serendipity 1 {p. B83, P73}	[15]
Striking ST 2 (Only on surprise Attack, -60%) {p. B89, P78}	[4]
Widget Worker 2 {p. DF3:10}	[10]

Description: Armoury (Missile Weapons), Forced Entry, Lockpicking, Scrounging, Traps

PERKS

Name	Pts
Giant Weapons {p. DF3:10}	[1]

PERKS (continued)

Name	Pts
Honest Face {p. B100}	[1]

DISADVANTAGES

Name	Pts
Callous {p. B125}	[-5]
Compulsive Lying (12 or less, *1) {p. B128}	[-15]
Curious (12 or less, *1) {p. B129}	[-5]
Intolerance *(Elves)* **(One group)** {p. B140}	[-5]
Kleptomania (12 or less, *1) {p. B141}	[-15]
Sense of Duty *(Adventuring companions)* {p. B153}	[-5]

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	14*	DX-1	[1]
Bow {p. B182}	14	DX-1	[1]
Brawling {p. B182}	15	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11			
Carousing {p. B183}	11	HT+0	[1]
Cartography/TL3 {p. B183}	12	IQ-1	[1]
Climbing {p. B183}	20†	DX+5	[1]
Cloak {p. B184}	14	DX-1	[1]
Block: 11			
Connoisseur (Visual Arts) {p. B185}	12	IQ-1	[1]
Connoisseur (Wine) {p. B185}	12	IQ-1	[1]
Counterfeiting/TL3 {p. B185}	11	IQ-2	[1]
Crossbow {p. B186}	15	DX+0	[1]
Disguise/TL3 (Gnome) {p. B187}	12	IQ-1	[1]
Escape {p. B192}	18‡	DX+3	[1]
Fast-Draw (Knife) {p. B194}	16§	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16§	DX+1	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
Filch {p. B195}	15	DX+0	[2]
First Aid/TL3 (Gnome) {p. B195}	13¶	IQ+0	[1]
Forced Entry {p. B196}	17**	DX+2	[1]
Forgery/TL3 {p. B196}	11	IQ-2	[1]
Gambling {p. B197}	12	IQ-1	[1]
Garrote {p. B197}	15	DX+0	[1]
Gesture {p. B198}	13	IQ+0	[1]
Hiking {p. B200}	10	HT-1	[1]
Holdout {p. B200}	13	IQ+0	[2]
Lip Reading {p. B205}	13	Per-1	[1]
Lockpicking/TL3 {p. B206}	16††	IQ+3	[4]
Main-Gauche {p. B208}	14	DX-1	[1]
Parry: 11			
Merchant {p. B209}	12	IQ-1	[1]
Observation {p. B211}	13	Per-1	[1]
Panhandling {p. B212}	13	IQ+0	[1]
Pickpocket {p. B213}	14‡‡	DX-1	[2]
Poisons/TL3 {p. B214}	11	IQ-2	[1]
Rapier {p. B208}	16	DX+1	[4]
Parry: 12			
Saber {p. B208}	14	DX-1	[1]
Parry: 11			
Scrounging {p. B218}	16**	Per+2	[1]
Seamanship/TL3 {p. B185}	13	IQ+0	[1]
Search {p. B219}	14	Per+0	[2]
Shadowing {p. B219}	13	IQ+0	[2]
Shield (Buckler) {p. B220}	15	DX+0	[1]
Block: 11			
Shortsword {p. B209}	14	DX-1	[1]
Parry: 11			
Sleight of Hand {p. B221}	13‡‡	DX-2	[1]
Sling {p. B221}	13	DX-2	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Smallsword {p. B208} Parry: 11	14	DX-1	[1]
Smuggling {p. B221}	13	IQ+0	[2]
Stealth {p. B222}	18	DX+3	[12]
Streetwise {p. B223}	13	IQ+0	[2]
Throwing {p. B226}	14	DX-1	[1]
Thrown Weapon (Knife) {p. B226}	15	DX+0	[1]
Traps/TL3 {p. B226}	16**	IQ+3	[4]
Urban Survival {p. B228}	14	Per+0	[2]

* +1 from 'Perfect Balance'
† +1 from 'Perfect Balance',
+5 from 'Double-Jointed'
‡ +5 from 'Double-Jointed'

§ +1 from 'Combat Reflexes'
¶ Cond. +1 from 'First Aid Kit'
** +2 from 'Widget Worker'

†† +2 from 'Widget Worker',
Cond. +1 from 'High Manual
Dexterity' when performing
DX-based tasks
‡‡ Cond. +1 from 'High
Manual Dexterity' when
performing DX-based tasks

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	15	11	1d-2 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	15	–	1d-2 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	13	–	1d-1 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Knife: Swing Skill used: DX-4	11	8	1d-1 cut	C,1	6	1	4	
Large Knife: Thrust Skill used: DX-4	11	8	1d-1 imp	C	6	1	4	[1]
Rapier Skill used: Rapier	16	12F	1d imp	1,2	9	2.75	4	

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife: Thrown Skill used: Thrown Weapon (Knife)	15	1d-1 imp	–	9 yd / 17 yd	1	T(1)	6	-2	–	1	4	
Light Cloak Skill used: Cloak	14	spcl.	1	2 yd / 2 yd	1	T(1)	5	-4	–	2	–	[1]/[4]

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE

Mvmt.	1–2	3–4	5–8
Dmg.	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	11*	11*	11/12†	
Rapier	DX	Cloak	Light	

Loc.	DR	DB	HP	Loc.	DR	DB	HP	Loc.	DR	DB	HP
Eyes	0	0+1	2	Torso	2	0+1	–	Legs	2	0+1	6
Neck	0	0+1	–	Groin	2	0+1	–	Feet	2*	0+1	4
Skull	2	0+1	–	Arms	2	0+1	6				
Face	0	0+1	–	Hands	2*	0+1	4				

* +1 from 'Combat Reflexes'

† +1 from 'Combat Reflexes', +2 from 'Enhanced Dodge'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
	–	-1	-2	-3	-4
Dodge	12	11	10	9	8

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

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.

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

-5×HP or less: Immediate death.

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

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.

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

LOAD-OUTS

Qty	« combat »	Cost	Weight
1	**Boots (TL2) {p. B284}**	80	3 lb
	Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing.		
	Notes: [1]		
	Location: feet		
1	**Heavy Leather Leggings (TL1) {p. B283}**	60	4 lb
	Description: TL:1 LC:4 DR:2 Locations: legs		
	Location: legs		
1	**Heavy Leather Sleeves (TL1) {p. B283}**	50	2 lb
	Description: TL:1 LC:4 DR:2 Locations: arms		
	Location: arms		
1	**Large Knife (TL0) {p. B272, B276}**	40	1 lb
	Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]		
	Notes: ‖[1]‖		
1	**Leather Armor (TL1) {p. B283}**	100	10 lb
	Description: TL:1 LC:4 DR:2 Locations: torso, groin		
	Location: torso, groin		
1	**Leather Gloves (TL1) {p. B284}**	30	–
	Description: TL:1 LC:-- DR:2* Locations: hands		
	Location: hands		
1	**Light Cloak (TL1) {p. B275, B287}**	20	2 lb
	Description: TL:1 LC:-- DB:1 Dam:Spcl. Acc:1 Range:2 RoF:1 Shots:T(1) Bulk:-4 ST:5 DR:1 HP:3 Skill:Cloak Notes: [1]/[4] May entangle or ensnare the target; see Special Ranged Weapons (p. B411).		
	Notes: [1]/[4]		
1	**Rapier (TL4) {p. B273}**	500	2.75 lb
	Description: TL:4 LC:4, Dam:thr+1 imp Reach:1,2 Parry:0F ST:9 Skill:Rapier		
	Totals:	**880**	**24.75 lb**

Qty	Rucksack	Cost	Weight
1	**Backpack, Frame (TL1) {p. B288}**	878	101.5 lb
	Per Unit - Cost: 100, Weight: 10 lb		
	Contents - Cost: 778, Weight: 91.5 lb		
	Description: TL:1 Notes: Holds 100 lbs. of gear.		
1	**Canteen {p. DF1:23}**	10	3 lb
	Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).		
1	**Climbing Gear (TL2) {p. B288}**	20	4 lb
	Description: TL:2 Notes: Hammer, spikes, carabiners.		
1	**First Aid Kit {p. DF1:24}**	50	2 lb
	Description: Notes: A complete kit for treating wounds. +1 to First Aid skill.		
1	**Grapnel {p. DF1:25}**	80	2 lb
	Description: Throw to STx2 yards. Supports 300 lbs.		
1	**Group Basics (TL0) {p. B288}**	50	20 lb
	Description: TL:0 Notes: Basic equipment for Cooking and Survival skill for a group. Cook pot, rope, hatchet, etc., for 3-8 campers.		
1	**Lantern {p. DF1:24}**	20	2 lb
	Description: Notes: Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 24 hours on 1 pint of oil.		
5	**Oil (per pint) {p. DF1:24}**	10	5 lb
	Per Unit - Cost: 2, Weight: 1 lb		
	Description: Notes: For lanterns. Not useful as a flaming weapon.		
1	**Ordinary Clothes (TL0) {p. B266}**	0	2 lb
	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. Replacement costs 20% of cost of living; 2lbs.		
1	**Personal Basics (TL0) {p. B288}**	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.		
1	**Pickaxe (TL2) {p. B289}**	15	8 lb
	Description: TL:2 Notes: Improves digging speed.		
10	**Rope, 3/8" (per 10 yards; TL1) {p. B288}**	50	15 lb
	Per Unit - Cost: 5, Weight: 1.5 lb		
	Description: TL:1 Notes: Supports 300lbs.		
1	**Shovel (TL1) {p. B289}**	12	6 lb
	Description: TL:1 Notes: Speeds up digging.		
1	**Whetstone {p. DF1:24}**	5	1 lb
	Description: For sharpening weapons		
1	**Lockpicks, Good {p. DF1:25}**	250	8 oz
	Description: Good quality equipment for Lockpicking skill: +1 to skill.		
1	**Mirror, Hand {p. DF1:25}**	15	1 lb
	Description: Glass-covered bronze or lead. Useful for peering around corners.		
1	**Sleeping Fur (TL0) {p. B288}**	50	8 lb
	Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.		
1	**Spy's Horn {p. DF1:25}**	100	2 lb
	Description: Carefully shaped hollow horn, open at both ends, allows a Hearing roll to listen through doors, shutters, etc., at a penalty equal to barrier's (DR + HP)/5.		
18	**Traveler's Rations (TL0) {p. B288}**	36	9 lb
	Per Unit - Cost: 2, Weight: 8 oz		
	Description: TL:0 Notes: One meal of dried meat, cheese, etc.		
	Totals:	**878**	**101.5 lb**

SCRATCH PAD

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[176]
Advantages, Perks	[185]
Disadvantages, Quirks	[-50]
Skills, Techniques	[79]
Total Points Spent:	**390**
Unspent Points:	0