HELDEN

Name: Kez der Blitz
Race: Human
Appearance: Kez ist ein Naturbursche und Bogenschütze wie er im Buche steht. Er hat eine Begabung für Magie der er sich in letzter Zeit immer öfter zuwendet und versucht Charm-Pfeilspitzen herzustellen. Er ist Abenteurer um sich mit starken Allierten zu umgeben.

Player: NPC
Ht: 1.76m **Wt:** 150 lbs **Age:** 23
Spent: 275 **Unspent:** 0

CHARACTER SHEET

ST 12 [20]	**HP** 14 [4]	**Basic Speed** 7 [0]		
DX 16 [120]	**Will** 11 [0]	**Basic Move** 7 [0]		
IQ 11 [20]	**Per** 12 [5]	**BL** 29 lb (ST×ST)/5		
HT 12 [20]	**FP** 13 [3]	**Thr** 1d-1	**Sw** 1d+2	
TL 3 [0]		**SM** +0		

Vision	12	Fright Check	13*	High Jump	1.06 yd
Hearing	12	Consciousness	12	Money	0†
Touch	12	Death Check	12		
Taste/Smell	12	Broad Jump	4.33 yd		

* Includes: +2 from 'Combat Reflexes' † Includes: +500 from 'Money'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 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	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 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 'Paranoia', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +3 from 'Stalker' when Hunters, trackers, etc.

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Heroic Archer {p. MA45}	[20]
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.	
Roll to detect Magic Items with Mage Sense: 12 (Per)	
Stalker 3 {p. MA:FC17, SV15, PU3:15}	[15]
Description: Camouflage, Hiking, Navigation (Land), Stealth and Tracking	
Weapon Master *(Bow)* **(one specific weapon)** {p. B99}	[20]

PERKS

Name	Pts
Double Draw	[1]
Strongbow {p. MA51, PU2:7}	[1]

DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Greed (12 or less, *1) {p. B137}	[-15]
Intolerance *(Urbanites)* {p. B140}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Paranoia {p. B148}	[-10]
Sense of Duty *(Adventuring companions)* {p. B153}	[-5]

QUIRKS

Name	Pts
Dislikes Orcs {p. B164}	[-1]
Dreamer {p. B164}	[-1]
Likes Elven Bread {p. B164}	[-1]

QUIRKS (continued)

Name	Pts
Obsession *(Pflanzen Wasser geben)* {p. B164}	[-1]
Proud {p. B164}	[-1]

SKILLS

Name	Level	Relative	Pts
Armoury/TL3 (Missile Weapons) {p. B178}	10	IQ-1	[1]
Bow {p. B182}	20	DX+4	[16]
Brawling {p. B182}	16	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: 12			
Camouflage {p. B183}	15*	IQ+4	[2]
Cartography/TL3 {p. B183}	10	IQ-1	[1]
Climbing {p. B183}	15	DX-1	[1]
Disguise/TL3 (Animals) {p. B187}	10	IQ-1	[1]
Fast-Draw (Arrow) {p. B194}	17†	DX+1	[1]
Fast-Draw (Sword) {p. B194}	17†	DX+1	[1]
First Aid/TL3 (Human) {p. B195}	11	IQ+0	[1]
Garrote {p. B197}	16	DX+0	[1]
Gesture {p. B198}	11	IQ+0	[1]
Hiking {p. B20}	14*	HT+2	[1]
Jumping {p. B203}	16	DX+0	[1]
Knife {p. B208}	17	DX+1	[2]
Parry: 11			
Knot-Tying {p. B203}	16	DX+0	[1]
Mimicry (Bird Calls) {p. B210}	9	IQ-2	[1]
Naturalist (Árdè) {p. B211}	9	IQ-2	[1]
Navigation/TL3 (Land) {p. B211}	13*	IQ+2	[1]
Observation {p. B211}	11	Per-1	[1]
Prospecting/TL3 {p. B216}	10	IQ-1	[1]
Riding (Equines) {p. B217}	15	DX-1	[1]
Running {p. B218}	11	HT-1	[1]
Search {p. B219}	11	Per-1	[1]
Shadowing {p. B219}	10	IQ-1	[1]
Stealth {p. B222}	18*	DX+2	[1]
Survival (Plains) {p. B223}	11	Per-1	[1]
Survival (Woodlands) {p. B223}	11	Per-1	[1]
Thaumatology {p. B225}	10	IQ-1	[4]
Throwing {p. B226}	15	DX-1	[1]
Tracking {p. B226}	16*	Per+4	[4]
Weather Sense {p. B209}	10	IQ-1	[1]
Wrestling {p. B228}	15	DX-1	[1]
Parry: 11			

* Includes: +3 from 'Stalker' † Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	16	12	1d-2 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	16	–	1d-2 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	14	–	1d-1 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Knife: Knife swing Skill used: Knife	17	12	1d+1 cut	C,1	7	1.5	4	
Long Knife: Knife thrust Skill used: Knife	17	12	1d-1 imp	C,1	7	1.5	4	
Long Knife: Shortsword swing Skill used: Knife-4	13	10	1d+1 cut	1	7	1.5	4	
Long Knife: Shortsword thrust Skill used: Knife-4	13	10	1d-1 imp	C,1	7	1.5	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Composite Bow (ST 14): Barbed-head Skill used: Bow	20	1d+3 imp	3	280 yd / 350 yd	1	1(2)	10†	-7	–	4	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

1	2–3	4–7	8
1d-3	1d-2	1d-1	1d

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	12*	10*	11*	
Wrestling	DX	DX	None	

TECHNIQUES

Name	Level	Relative	Pts
Double-Draw (Fast-Draw(Arrow) WM) {p. B229}	17	def+1	[2]
Dual-Weapon Attack (Bow) {p. MA83, B230}	20*	def+4	[3]

* Includes: +2 from 'Heroic Archer'

Eyes DR: 0 DB: 0
Neck DR: 0 DB: 0
Skull DR: 2 DB: 0
Face DR: 0 DB: 0
Torso DR: 2* DB: 0
Arms DR: 0 DB: 0
Hands DR: 0 DB: 0
Groin DR: 2* DB: 0
Legs DR: 0 DB: 0
Feet DR: 2* DB: 0

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	8	_____
Hands	5	_____
Legs	8	_____
Feet	5	_____
Bonus DR: 0		
Bonus DB: 0		

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

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.
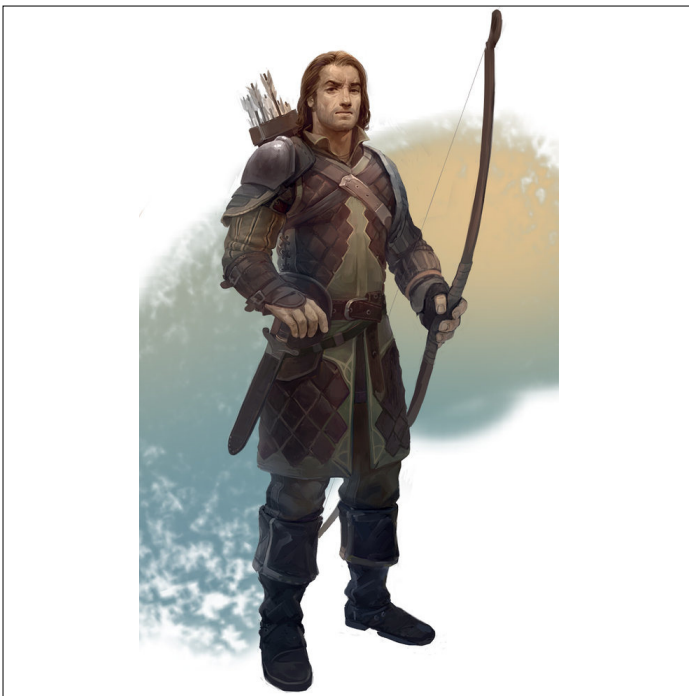
-5×HP or less: Immediate death.

FP	0 FP
13 12 11 10 9	0 -1 -2 -3 -4
8 7 6 5 4	-5 -6 -7 -8 -9
3 2 1	-10 -11 -12

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	Backpack	Cost	Weight
1	**Backpack, Frame {p. B288}**	202	32.32 lb
	Per Unit - Cost: 100, Weight: 10 lb		
	Contents - Cost: 102, Weight: 22.32 lb		
	Description: TL:1 Notes: Holds 100 lbs. of gear.		
1	**Purse {p. B288}**	17	1.12 oz
	Per Unit - Cost: 10		
	Contents - Cost: 7, Weight: 1.12 oz		
	Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)		
7	**Copper Farthing**	7	1.12 oz
	Per Unit - Cost: 1, Weight: 2.56 dr		
0	**Gold Mark**	0	–
0	**Platinum Franc**	0	–
0	**Silver Penny**	0	–
1	**Personal Basics {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	**Sleeping Fur {p. B288}**	50	8 lb
	Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.		
10	**Traveler's Rations {p. B288}**	20	5 lb
	Per Unit - Cost: 2, Weight: 8 oz		
	Description: TL:0 Notes: One meal of dried meat, cheese, etc.		
1	**Wineskin {p. B288}**	10	8.25 lb
	Per Unit - Cost: 10, Weight: 4 oz		
	Contents - Weight: 8 lb		
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	**Water (per gallon) {p. B288}**	0	8 lb
	Description: TL:0		
	Totals:	202	32.32 lb

Qty	« Combat »	Cost	Weight
1	**Combat**	1298	26 lb
	Contents - Cost: 1298, Weight: 26 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.		
1	**Armor**	188	13.5 lb
	Contents - Cost: 188, Weight: 13.5 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.		
1	**Layered Leather, Light (Feet) {p. LT100-110}**	12	1.5 lb
	Description: TL:1 DR:2* Locations: Feet		
	Location: Feet		
1	**Layered Leather, Light (Groin) {p. LT100-110}**	6	12 oz
	Description: TL:1 DR:2* Locations: Groin		
	Location: Groin		
1	**Layered Leather, Light (Torso, Lighten 1) (~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110}**	170	11.25 lb
	Description: TL:1 DR:2* Locations: Torso		
	Location: Torso		
1	**Hands**	900	4 lb
	Contents - Cost: 900, Weight: 4 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.		
1	**Composite Bow (ST 14) {p. B275}**	900	4 lb
	Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3]		
	Notes: [3]		
1	**Belt**	120	1.5 lb
	Contents - Cost: 120, Weight: 1.5 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.		

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	**Belt**	120	1.5 lb
1	**Long Knife {p. MA228, MA229}**	120	1.5 lb
	Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword], [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword]		
1	**Ordinary Clothes (_Free, *0) {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. 20% of cost of living; 2lbs.		
1	**Hip Quiver, Large {p. DF1:24}**	90	5 lb
	Per Unit - Cost: 30, Weight: 2 lb		
	Contents - Cost: 60, Weight: 3 lb		
	Description: Holds 50 arrows or bolts. Two compartments		
30	**Arrow {p. LT78,B275}**	60	3 lb
	Per Unit - Cost: 2, Weight: 1.6 oz		
	Totals:	1298	26 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[192]
Advantages, Perks	[77]
Disadvantages, Quirks	[-55]
Skills, Techniques	[61]
Total Points Spent:	**275**
Unspent Points:	0

CAMPAIGN LOG
Points: (logged) 0   + (other) 0   = (total) 0
Initial Character Creation
Character created using GURPS Character Assistant 4
06.02.2013: 0 pts