

Name: Zod Race: Human

Appearance: An arrogant Mage

Player: Stefan Leuenberger Ht: 1.85m Wt: 80kg Age: 34

Spent: 275 Unspent: 0

ST	10	[	0]	HP	10	[	0]	Basic Speed	6		[	5]
DX	12	[	40]	Will	15	[	0]	Basic Move	6		[	0]
IQ	15	[	100]	Per	12	[	-15]	BL	20	lb	(ST	×ST)/5
нт	11	[	10]	FP	18*	[	9]	Thr 10	d-2	Sw	1	d
TL	3					[	0]	SM	+0	•		
* Includes: +4 from 'Extra Fatigue Points'												
Visio	n		12	Frigh	t Che	ck	15	High	Jum	р	2.17	7 ft

Vision	12	Fright Check	15	High Jump	2.17 ft
Hearing	12	Consciousnes	s 11	Money	135*
Touch	12	Death Check	11		
Taste/Smell	12	Broad Jump	3 yd		
* Includes: +1500 fro	m 'Money				

*	Includes:	+1500	from	'Money'

ENCUMBRANCE TABLE							
Name	« None »	Light	Med	Hvy	X-Hvy		
Lifting	×1	×2	×3	×6	×10		
Basic	20 lb	40 lb	60 lb	120 lb	200 lb		
Movement	×1	×0.8	×0.6	×0.4	×0.2		
Ground	6 yd	4 yd	3 yd	2 yd	1 yd		
Water	1 yd	1 yd	1 yd	1 yd	1 yd		
	-	-1	-2	-3	-4		
Dodge	9	8	7	6	5		

LIFTING FEATS						
1-Hand 2-Hand Shove / Carry on Shift						
Name	Lift*	Lift <sup>†</sup>	Over <sup>‡</sup>	Back§	Slightly	
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb	
* Takes 2 seconds to complete				y enc.		

TEMPLATES AND META-TRAITS	
Name	Pts
Wizard (Dungeon Fantasy) {p. DF13}	[ 0]

REACTION MODIFIERS						
Appearance: +0						
Status: +0						
Other: -2*						
* Includes: -2 from 'Clueless'; Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known						

ADVANTAGES		
Name		Pts
Extra Fatigue Points 4 (Affects displayed FP score, +0%;	[	11]
Usable only for Spellcasting, -10%)		
Magery 6 (p. B66)	[	60]
Magery 0 {p. B66}	[	5]

PERKS	
Name	Pts
Weapon Bond (Staff) {p. DF14}	[ 1]

DISADVANTAGES	
Name	Pts
Clueless (p. B126)	-10]
Curious (12 or less, *1) {p. B129}	[ -5]
Oblivious {p. B146}	[ -5]
Obsession (To become the world's most powerful Wizard; 12	[ -10]
or less, *1) {p. B146}	
Sense of Duty (Adventuring companions) {p. B153}	[ -5]

SKILLS			
DX based	Level	Relative	Pts
Body Sense (p. B181)	10	DX-2	[ 1]
Brawling (p. B182)	12	DX+0	[ 1]
Parry: 9			
Climbing {p. B183}	11	DX-1	[ 1]
Fast-Draw (Potion) {p. B194}	12	DX+0	[ 1]
Innate Attack (Projectile) {p. B201}	15	DX+3	[ 8]
Parry: 10			
Staff {p. B208}	14*	DX+2	[ 8]
Parry: 12			
Stealth {p. B222}	11	DX-1	[ 1]

SKILLS (continued)						
HT based	Level	Relative	Pts			
Hiking {p. B20}	10	HT-1	[ 1]			
IQ based	Level	Relative	Pts			
Alchemy/TL3 {p. 174, M210}	15	IQ+0	[ 8]			
First Aid/TL3 (Human) {p. B195}	15 <sup>†</sup>	IQ+0	[ 1]			
Gesture (p. B198)	15	IQ+0	[ 1]			
Hazardous Materials/TL3 (Magical)	14	IQ-1	[ 1]			
{p. B199}						
Hidden Lore (Demon Lore) {p. B199}	14	IQ-1	[ 1]			
Hidden Lore (Magical Items Lore)	15	IQ+0	[ 2]			
{p. B199}						
Hidden Lore (Spirit Lore) {p. B199}	14	IQ-1	[ 1]			
Occultism (p. B212)	15	IQ+0	[ 2]			
Research/TL3 (p. B217)	14	IQ-1	[ 1]			
Speed-Reading (p. B222)	14	IQ-1	[ 1]			
Teaching {p. B224}	14	IQ-1	[ 1]			
Thaumatology {p. B225}	18‡	IQ+3	[ 1]			
Writing {p. B228}	14	IQ-1	[ 1]			
Will based	Level	Relative	Pts			
Meditation {p. B207}	14	Will-1	[ 2]			
* Conditional: +1 from 'Weapon Bond (Staff)'   ‡ Includent Conditional: +1 from 'First Aid Kit'	des: +6 fro	m 'Magery'				

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	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	С	_	_	
Skill used: Brawling				L <u>-</u>			
Brawling: Bite	12	_	1d-3 cr	C	_	_	
Skill used: Brawling							
Brawling: Kick	10	_	1d-2 cr	C,1	_	_	
Skill used: Brawling-2	10		at all at leasures				~1-3en
Shocking Touch Skill used: DX	12	_	~1d+1 burn	C	_	_	~1-3611
				1 -			
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Quarterstaff (Power Item 5 FP): staff swing	14	12	1d+2 cr	1,2	7†	4	
Skill used: Staff				L			
Quarterstaff (Power Item 5 FP): staff thrust	14	12	1d cr	1,2	7†	4	
Skill used: Staff				L <u>-</u>			
Quarterstaff (Power Item 5 FP): sword swing	7	6	1d+2 cr	1,2	9†	4	
Skill used: DX-5				<u>-</u>			
Quarterstaff (Power Item 5 FP): sword thrust	7	6	1d-1 cr	2	9†	4	
Skill used: DX-5							

## 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.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Explosive Fireball	15	~1d burn ex	1	25 yd / 50 yd	_	_	_	_	_	_	~2-6en
Skill used: Innate Attack (Projectile)											
Fireball	15	~1d burn	1	25 yd / 50 yd	_	_	_	_	_	_	~1-3en
Skill used: Innate Attack (Projectile)											
Lightning	15	~1d-1 burn	3	50 yd / 100 yd	_	_	_	_	_	_	~1-3en
Skill used: Innate Attack (Projectile)											

1–2 1d-3			3–5 1d-2				6–7 1d-1
PARRY	PARR	Υ	BLOC	K	D	ODGE	OTHER
12	9		7			9	
Staff	DX		DX			None	
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 1* DB: 0	DF DE Fe	2	0 0 ands R: 0 3: 0	Boi	es ck ull ee so oin ns nds ps et	HP 2 6 4 6 4 DR: 0 DB: 0	#

**SLAM TABLE** 

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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 at the start of your next turn and 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

-5×HP or less: Immediate death.

FP	0 FP
18 17 16 15 14	
13 12 11 10 9	-5 -6 -7 -8 -9
8 7 6 5 4	-10 -11 -12 -13 -14
3 2 1	-15 -16 -17

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 quantiti 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.

	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	Torso	_	_	Jaw	-6		
11	Groin	-3	_	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					
* Only ta	raetable by crushing	impaling piercin	a and tia	ht-beam burning attacks			

- Only targetable by crushing, 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, and New Hit Locations, p. MA137.

	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. B55	50.		-		

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				SPELL GRIM	OIRE			
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Air	19 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1 M23, B243
Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6 M196, B244
Purify Air	19 [1]	0	Area	1 sec.	Instant	1	Ai	- M23, B243
Shape Air	19 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2 M24, B243
Shocking Touch	19 [1]	1	Melee	1 sec.	Instant	1 to 3	We, Ai	7 M196
Walk on Air	19 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	<b>3</b> M25, B243
<b>Body Control</b>	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Clumsiness	19 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2 M36, B244
Itch	19 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	<ul><li>– M35, B244</li></ul>
Spasm	19 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1 M35, B244
Fire	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Fire	19 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Explosive Fireball	20 [2]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	4 M75, B247
Extinguish Fire	19 [1]	0	Area	1 sec.	Perm.	3	Fi	1 M72, B247
Fireball	20 [2]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	3 M74, B247
Ignite Fire	19 [1]	0	Regular	1 sec.	1 sec.	1 to 4/S	Fi	<ul> <li>M72, B246</li> </ul>
Shape Fire	19 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Lend Energy	19 [1]	1	Regular	1 sec.	Perm.	Varies	He	- M89, B248
Recover Energy	19 [1]	1	Special	Special	Special	none	He	1 M89, B248
Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Continual Light	19 [1]	0	Regular	1 sec.	Varies	Varies	LD	1 M110, B249
Dark Vision	19 [1]	0	Regular	1 sec.	1 min.	5/2	LD	2 M111
Light	19 [1]	0	Regular	1 sec.	1 min.	1/1	LD	<ul><li>M110, B249</li></ul>
Night Vision	19 [1]	0	Regular	1 sec.	1 min.	3/1	LD	<b>1</b> M111, F170
Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Keen Vision	19 [1]	0	Regular	1 sec.	30 min.	1 per +/H#	MC	- M133
Movement	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Apportation	19 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Мо	<ul> <li>M142, B251</li> </ul>
Grease	19 [1]	0	Area	1 sec.	10 min.	3/S	Мо	<b>1</b> M142
Great Haste	18 [1]	1	Regular	3 sec.	10 sec.	5#	Мо	<b>1</b> M146, B251
Haste	19 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Мо	<ul><li>M142, B251</li></ul>
Lockmaster	19 [1]	2	Regular/R- Magelock	10 sec.	Perm.	3	Мо	<b>1</b> M144, B251
Locksmith	19 [1]	1	Regular	1 sec.	1 min.	2/2	Мо	<b>1</b> M143
Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Armor	19 [1]	2	Regular	1 sec.	1 min.	Varies	PW	1 M167, B253
Block	19 [1]	1	Blocking	1 sec.	Instant	1/DB+#	PW	- M166
Hardiness	19 [1]	1	Blocking	1 sec.	Instant	1/DR+#	PW	<b>1</b> M167
Magelock	19 [1]	1	Regular	4 sec.	6 hrs.	3/2	PW	– M166, B253
Shield	19 [1]	2	Regular	1 sec.	1 min.	Varies	PW	– M167, B252
Weather	Skill	Magery		Time	Duration	<b>Casting Cost</b>	College	Prereq Page
Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6 M196, B244
Shocking Touch	19 [1]	1	Melee	1 sec.	Instant	1 to 3	We. Ai	7 M196

Zod Human

	LOAD-OUTS		
Qtv	« Combat »	Cost	Weight
1	Ordinary Clothes (p. B266)	30	2 lb
	Description: One complete outfit, ranging in quality from case		
	fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr		
	footwear. 20% of cost of living; 2lbs.		
8	Paut (Drinkable) {p. DF29}	1080	4 lb
1	Potion Belt {p. DF25}	60	1 lb
'	Description: Notes: Belt with four slots, each of which can c		
	or two potion vials. Wearer can reach them with Ready or F		
	removes risk of accidental breakage and gives containers + attacks.	2 DR VS. deli	berate
1	Quarterstaff (Power Item 5 FP)	490	4 lb
	{p. B273, B274}		
	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Rea Skill:Staff Notes: Requires two hands.], [Mode:staff thrust D		
	Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thirds: D		
	Dam:sw+2 or Reach:1,2 Parry:0 ST:9† Skill:Two-Handed St		
	hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 Sword Notes: Requires two hands.]	31.9  SKIII.11	WO-Manueu
	Totals:	1660	11 lb
Qty	Everything	Cost	Weight
1	Balance & Weights {p. B289}	35	3 lb
	Description: TL:1 Notes: For weighing goods.	10	a 11.
1	Bandages {p. DF24} Description: Notes: Cloth bandages for half-dozen wounds.	10 Basic equipo	1 lb
	Aid skill.	Dasic equipi	icht for i fist
1	Blanket (p. B288)	20	4 lb
1	Description: Notes: A warm bedroll.	50	2 lb
'	First Aid Kit {p. DF24} Description: Notes: A complete kit for treating wounds. +1 to		
1	Ordinary Clothes {p. B266}	30	2 lb
	Description: One complete outfit, ranging in quality from case		
	fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr		
	footwear. 20% of cost of living; 2lbs.		
1	Paper, 20 sheets {p. DF24}	20	1 lb
	Description: Notes: Paper, 20 Sheets. Heavy papyrus or sin magical writings.	nliar, sultable	for maps or
8	Paut (Drinkable) {p. DF29}	1080	4 lb
	Description: Restores 4 FP depleted for magic.		4 11-
1	Personal Basics {p. B288}  Description: Notes: Minimum gear for camping: -2 to any Su	5 irvival roll wit	1 lb
	Includes utensils, tinderbox, and flint and steel.	ii vii vai i oli viit	nout it.
1	Potion Belt {p. DF25}	60	1 lb
	Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F		
	removes risk of accidental breakage and gives containers +		
1	attacks.	400	4 lb
'	Quarterstaff (Power Item 5 FP) {p. B273, B274}	490	4 lb
	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Rea	ch:1,2 Parry:	+2 ST:7†
	Skill:Staff Notes: Requires two hands.], [Mode:staff thrust D		
	Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mo Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed St		
	hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0		
1	Sword Notes: Requires two hands.]  Quick-Release Backpack {p. DF25}	300	3 lb
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a fro		
20	break if dropped must check for this (1 on 1d if unsure).	60	4 E 1 L
30	Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, e	60 tc.	15 lb
1	Scribe's Kit {p. B288}	50	2 lb
	Description: TL:3 Notes: Quills, inkbottles, penknife, paper.		
1	Tent, 1-Man {p. B288}	50	5 lb
1	Description: TL:0 Notes: Includes ropes, no poses needed. Timed Candle {p. DF25}	5	1 lb
	Description: Alchemist's mixture burns at a precise rate for		
	hours and minutes. Handy for timing spell durations - espec	ially undergro	ound!
10	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	100	2.5 lb
	Totals:	2365	51.5 lb
	10000		

SCRATCH PAD

Zod Human

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	152]
Advantages, Perks [	77 ]
Disadvantages, Quirks [	-35]
Skills, Techniques [	46]
Spells [	35
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						
17.03.2010: 0 pts						