

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

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 <small>Skill used: Innate Attack (Projectile)</small>	15	~1d burn ex	1	25 yd / 50 yd	-	-	-	-	-	-	~2-6en
Fireball <small>Skill used: Innate Attack (Projectile)</small>	15	~1d burn	1	25 yd / 50 yd	-	-	-	-	-	-	~1-3en
Lightning <small>Skill used: Innate Attack (Projectile)</small>	15	~1d-1 burn	3	50 yd / 100 yd	-	-	-	-	-	-	~1-3en

SLAM TABLE

1-2		3-5		6-7	
1d-3		1d-2		1d-1	
PARRY	PARRY	BLOCK	DODGE	OTHER	
12	9	7	9		
Staff	DX	DX	None		

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

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

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.

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 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, 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. B550.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10	9	8	7	6	5
0	-1	-2	-3	-4	-5
-10	-11	-12	-13	-14	-15
-20	-21	-22	-23	-24	-25
-30	-31	-32	-33	-34	-35
-40	-41	-42	-43	-44	-45
-50	-51	-52	-53	-54	-55

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.

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

-5xHP or less: Immediate death.

SPELL GRIMOIRE									
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	3	M25, B243
Body Control	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	–	M35, B244
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	–	M72, B246
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	–	M110, B249
Night Vision	19 [1]	0	Regular	1 sec.	1 min.	3/1	LD	1	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	Mo	–	M142, B251
Grease	19 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1	M142
Great Haste	18 [1]	1	Regular	3 sec.	10 sec.	5#	Mo	1	M146, B251
Haste	19 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	–	M142, B251
Lockmaster	19 [1]	2	Regular/R-Magelock	10 sec.	Perm.	3	Mo	1	M144, B251
Locksmith	19 [1]	1	Regular	1 sec.	1 min.	2/2	Mo	1	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	1	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	Class	Time	Duration	Casting Cost	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

LOAD-OUTS				SCRATCH PAD			
Qty	« Combat »	Cost	Weight				
1	Ordinary Clothes {p. B266} 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.	30	2 lb				
8	Paut (Drinkable) {p. DF29} Description: Restores 4 FP depleted for magic.	1080	4 lb				
1	Potion Belt {p. DF25} 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.	60	1 lb				
1	Quarterstaff (Power Item 5 FP) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 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-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	490	4 lb				
Totals:		1660	11 lb				
Qty	Everything	Cost	Weight				
1	Balance & Weights {p. B289} Description: TL:1 Notes: For weighing goods.	35	3 lb				
1	Bandages {p. DF24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb				
1	Blanket {p. B288} Description: Notes: A warm bedroll.	20	4 lb				
1	First Aid Kit {p. DF24} Description: Notes: A complete kit for treating wounds. +1 to First Aid skill.	50	2 lb				
1	Ordinary Clothes {p. B266} 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.	30	2 lb				
1	Paper, 20 sheets {p. DF24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb				
8	Paut (Drinkable) {p. DF29} Description: Restores 4 FP depleted for magic.	1080	4 lb				
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	Potion Belt {p. DF25} 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.	60	1 lb				
1	Quarterstaff (Power Item 5 FP) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 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-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	490	4 lb				
1	Quick-Release Backpack {p. DF25} 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).	300	3 lb				
30	Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	60	15 lb				
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb				
1	Tent, 1-Man {p. B288} Description: TL:0 Notes: Includes ropes, no poses needed.	50	5 lb				
1	Timed Candle {p. DF25} Description: Alchemist's mixture burns at a precise rate for 12 hours. Marked in hours and minutes. Handy for timing spell durations - especially underground!	5	1 lb				
10	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	100	2.5 lb				
Totals:		2365	51.5 lb				

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		