



Name: Gudd von Bretsch

Race: Human

Appearance: Gross, blond, blauäugige und gebaut wie ein Schrank. Er stammt aus einer Brauersfamilie, wurde Söldner und zog auf eigene Faust los weil ihm selbst die geringe Disziplin der Söldner zu viel war.

Player: Sam Ritschard

Ht: 1.97 Wt: 300 lbs Age: 27

Spent: 284

Unspent: 0

CHARACTER SHEET

Character stats table including ST 18, HP 18, DX 14, Will 10, IQ 10, Per 10, HT 14, FP 14, Basic Speed 7, Basic Move 7, BL 65 lb, Thr 1d+2, Sw 3d.

TL 3, SM +0

Vision 10, Taste/Smell 10, Death Check 16*, Hearing 10, Fright Check 12†, High Jump 2.67 ft, Touch 10, Consciousness 14, Broad Jump 3.67 yd.

ENCUMBRANCE TABLE with columns for Name, None, Light, Med, Hvy, X-Hvy and rows for Lifting, Basic, Movement, Ground, Water, Jump, Dodge.

LIFTING FEATS table with columns for Name, 1-Hand Lift, 2-Hand Lift, Shove/Over, Carry on Back, Shift Slightly.

REACTION MODIFIERS table with Appearance: +0, Status: +0, Other: +0* and conditional notes.

LANGUAGES table with Name, Spoken, Written, Pts.

ADVANTAGES table with Born War-Leader 2, Combat Reflexes, Hard to Kill 2, High Pain Threshold, Weapon Master.

PERKS table with Left Handed, Quick-Sheathe, Sacrificial Parry, Shield-Wall Training.

DISADVANTAGES table with Compulsive Carousing, Compulsive Gambling, Honesty, Laziness, Lecherousness, Sense of Duty.

QUIRKS table with Name, Pts. Includes Chauvinistic, Likes expensive Wines, Nosy, Obsession, Trademark.

SKILLS table with Name, Level, Relative, Pts. Includes Acrobatics, Axe/Mace, Brawling, Camouflage, Carousing, Climbing, Connoisseur, Fast-Draw, First Aid, Forced Entry, Gambling, Gesture, Hiking, Intelligence Analysis, Leadership, Riding, Savoir-Faire, Scrounging, Shield, Soldier, Stealth, Strategy, Tactics, Throwing Art, Wrestling.

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	17	12	1d+4 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	17	-	1d+4 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	15	-	1d+5 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Cestus <i>Skill used: Brawling</i>	17	12	1d+5 cr	C	-	1	4	[4, 5]
Large Shield, Light: Bash <i>Skill used: Shield (Shield)</i>	16	-	1d+2 cr	1	-	10	-	
Large Shield, Light: Rush <i>Skill used: Shield (Shield)</i>	16	-	slam+3 cr	1	-	10	-	
Throwing Axe: 1H <i>Skill used: Axe/Mace</i>	18	13U	3d+8 cut	1	11	4	4	[1]
Throwing Axe: Pick <i>Skill used: Axe/Mace</i>	18	13U	3d+7 imp	1	11	4	4	[2]
Throwing Axe (Dwarven): 1H <i>Skill used: Axe/Mace</i>	18	13	3d+9 cut	1	18	6.75	4	[1]
Throwing Axe (Dwarven): Pick <i>Skill used: Axe/Mace</i>	18	13	3d+8 imp	1	18	6.75	4	[2]

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Throwing Axe: Thrown <i>Skill used: Throwing Art</i>	15	3d+5 cut	2	18 yd / 27 yd	1	T(1)	11	-3	-	4	4	
Throwing Axe (Dwarven): Thrown <i>Skill used: Throwing Art</i>	15	3d+6 cut	2	18 yd / 27 yd	1	T(1)	18	-3	-	6.75	4	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE				
Mvmt.	1	2	3-5	6-8
Dmg.	1d-3	1d-2	1d-1	1d

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12*	11*	
Wrestling	DX	Shield (Shield)	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	10	
Hands	7	
Legs	10	
Feet	7	

Bonus DR: 0
Bonus DB: 3

Notes:

* Includes: +1 from 'Combat Reflexes'

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

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.

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics) {p. MA65}	11	def+3	[3]
Close Combat (Axe/Mace) {p. MA69}	16	def+2	[3]
Targeted Attack (Axe/Mace Swing/Neck) {p. MA68}	16	def+3	[4]

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

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.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Backpack, Frame (TL1) {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 141, Weight: 22.35 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	241	32.35 lb
1	Personal Basics (TL0) {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	Sleeping Fur (TL0) {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
1	Wineskin (TL0) {p. B288} Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
1	Water (per gallon; TL0) {p. B288} Description: TL:0	0	8 lb
1	Purse (TL0) {p. B288} Per Unit - Cost: 10 Contents - Cost: 46, Weight: 1.6 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	56	1.6 oz
6	Copper Farthing (TL2) Per Unit - Cost: 1, Weight: 2.56 dr	6	15.36 dr
0	Gold Mark (TL2)	0	-
0	Platinum Franc (TL2)	0	-
4	Silver Penny (TL2) Per Unit - Cost: 10, Weight: 2.56 dr	40	10.24 dr
10	Traveler's Rations (TL0) {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
Totals:		241	32.35 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 2509, Weight: 41.75 lb	2509	41.75 lb
1	Armor Contents - Cost: 1506, Weight: 18 lb	1506	18 lb
1	Banded Iron Corselet (TL2; ~Fortify (Groin, Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (x3/4), +60) Description: TL:2 LC:3 DR:5 Locations:torso, groin Location: torso, groin	990	15 lb
1	Iron Bascinet (TL3; ~Fortify (Face, Skull) (+3), +80; ~Lighten (Face, Skull) (x1/2), +50) Description: TL:3 LC:4 DR:5 Locations:skull Notes: [6]: Helmet gives wearer the Hard of Hearing disadvantage (p. 138) while worn. Notes: [6] Location: skull	300	1.75 lb
1	Iron Sollerets (TL3; ~Fortify (Feet) (+3), +56; ~Lighten (Feet) (x1/2), +35) Description: TL:3 LC:3 DR:4 Locations:feet Location: feet	216	1.25 lb
1	Hands Contents - Cost: 943, Weight: 17.75 lb	943	17.75 lb
1	Throwing Axe (Dwarven; TL0; Weapon Master Damage Bonus, +0; _Remove Attack Mode (2H), +0; Pick, +50; Dwarven, +4 CF; Oversized, *1.5) {p. LT65} Description: TL:0 LC:4, [Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mace-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+3 cut Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+2 cut ACC:2 Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:11 Bulk:-3 Rcl:- Skill:Thrown Weapon (Axe/Mace), DX-4] Notes: [1][1][1][2]	825	6.75 lb
1	Cestus (TL2; Increased Damage (+2), +0) {p. MA226} Description: TL:2 LC:4 Damage:thr or Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4, 5], [4] This attack receives Brawling or Karate damage bonuses. [5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are gloves of a sort and mutually exclusive with other gloves. For other weapons, this indicates a metal hilt that provides DR 4, cumulative with glove DR – although the hilt is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and wheels don't enclose the hand completely; DR applies only on a roll of 1-3 on 1d. Notes: [4, 5]	50	1 lb
1	Cestus DR Bonus (TL2) Notes: [notes] Location: hands	0	-
1	Large Shield, Light (TL0) {p. LT 116} Description: TL:0 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:2 Cover DR:6 HP:18 Skill:Shield(Shield)	68	10 lb
1	Belt Contents - Cost: 60, Weight: 4 lb	60	4 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Belt	60	4 lb
1	Throwing Axe (TL0; Weapon Master Damage Bonus, +0; _Remove Attack Mode (2H), +0) {p. LT65} Description: TL:0 LC:4, [Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mace-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+3 cut Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+2 cut ACC:2 Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:11 Bulk:-3 Rcl:- Skill:Thrown Weapon (Axe/Mace), DX-4] Notes: [1][1][1][2]	60	4 lb
1	Ordinary Clothes (TL0; _Free, *0) {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.	0	2 lb
Totals:		2509	41.75 lb
Qty	Horse	Cost	Weight
1	Saddle Horse {p. B460} Per Unit - Cost: 1200 Contents - Cost: 250, Weight: 18 lb Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed:5 Dodge:8 Move:6 SM:+1 (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: An ordinary riding horse.	1450	18 lb
1	Saddle & Tack (TL2) {p. B289} Description: TL:2 Notes: Basic equipment for Riding skill.	150	15 lb
1	Saddlebags (TL1) {p. B289} Description: TL:1 Notes: Holds 40lbs.	100	3 lb
Totals:		1450	18 lb



POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		200
Advantages, Perks		62
Disadvantages, Quirks		-55
Skills, Techniques		77
Total Points Spent:		284
Unspent Points:		0

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 9
Der lange Ritt 1. September 1291		
Der Weg nach Burg Schwarzmoor war lang und beschwerlich. Juwelier in Jenatsch bestohlen, entkommen Orcs in Burg Schwarzmoor aufgehalten Lio den Nebel getroffen und Plan geschmiedet		
Updated: Stealth +1 Born War-Leader +1 Hard To Kill +1 Technique: Close Combat (Axe) <i>20.06.2013: 3 pts</i>		
Photos Session 1 in Dropbox gestellt		
<enter notes here> <i>19.06.2013: 1 pts</i>		
Helden I		1.8.2177
Super Session, super einstieg König beinahe ermodet, geheilt Orc Botschafter beinahe umgelegt Gerestet Zurück in die Stadt und umgehört Ohr des Hofmagiers gewonnen <i>05.06.2013: 5 pts</i>		
Initial Character Creation		
Character created using GURPS Character Assistant 4 <i>19.12.2012: 0 pts</i>		