



Name: Arbor
Race: Human
Appearance:

Player: Philipp Koschmann
Ht: Wt: Age:

Spent: 275
Unspent: 0

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	6	[0]
DX	12	[40]	Will	16	[0]	Basic Move	6	[0]
IQ	16	[120]	Per	16	[0]	BL	20 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-2	Sw 1d
TL	3	[0]				SM	+0	

Vision	16	Fright Check	16	High Jump	2.17 ft
Hearing	16	Consciousness	12	Money	1
Touch	16	Death Check	12		
Taste/Smell	16	Broad Jump	3 yd		

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 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 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Odious Personal Habit ("Dirty Hippy")' when people are offended by your manners, -2 from 'Discipline of Faith (Mysticism)' when not a devout co-religionist

LANGUAGES

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

ADVANTAGES

Name	Pts
Magery 4 (RPM Focus (Druidic), -20%) {p. B66} Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture	[32]
Magery 0 {p. B66} 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.	[5]
Ritual Adept (RPM Focus (Druidic), -20%) {p. MH1:25} Description: This new advantage represents inherent magical power, and is only available to dedicated spellcasters (e.g., Wizards, Clerics, Druids). While the spells cast by a person only possessing Magery are slow and bound by several restrictions, yours are not. On level 1 you need a Grimoire to cast spells as a Ritual Adept. Level 2 does not have any restrictions.	[32]

PERKS

Name	Pts
Ritual Mastery (Greater Heal Charm) {p. MH1:25}	[1]
Ritual Mastery (Lightning) {p. MH1:25}	[1]
Ritual Mastery (Scorpion Tail Charm) {p. MH1:25}	[1]
Ritual Mastery (Shapeshift Giant Cat Panther Charm) {p. MH1:25}	[1]
Ritual Mastery (Shapeshift Giant Eagle Charm) {p. MH1:25}	[1]

DISADVANTAGES

Name	Pts
Discipline of Faith (Mysticism) {p. B132}	[-10]

DISADVANTAGES (continued)

Name	Pts
Intolerance (Urbanites) {p. B140}	[-5]
Odious Personal Habit ("Dirty Hippy") {p. B22}	[-5]
Phobia (Machinery) (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Sense of Duty (Nature) {p. B153}	[-15]
Vow (Vegetarianism) {p. B160}	[-5]

QUIRKS

Name	Pts
Dislikes Pollution {p. B163}	[-1]
Heart for Animals {p. B163}	[-1]
Likes Pears {p. B163}	[-1]
Likes Rainbows {p. B163}	[-1]
Talks with Plants {p. B163}	[-1]

SKILLS

Name	Level	Relative	Pts
Alchemy/TL3 {p. B174}	13	IQ-3	[1]
Animal Handling (Big Cats) {p. B175}	15	IQ-1	[1]
Animal Handling (Equines) {p. B175}	15	IQ-1	[1]
Blowpipe {p. B180}	12	DX+0	[4]
Brawling {p. B182}	12	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: 9			
Camouflage {p. B183}	16	IQ+0	[1]
Diagnosis/TL3 (Human) {p. B187}	14	IQ-2	[1]
Diplomacy {p. B187}	14	IQ-2	[1]
Disguise/TL3 (Animals) {p. B187}	15	IQ-1	[1]
Esoteric Medicine {p. B192}	14	Per-2	[1]
Fast-Draw (Charm) {p. B194}	12	DX+0	[1]
Fast-Draw (Potion) {p. B194}	12	DX+0	[1]
First Aid/TL3 (Human) {p. B195}	16	IQ+0	[1]
Gesture {p. B198}	16	IQ+0	[1]
Herb Lore/TL3 {p. B199, M211}	13	IQ-3	[1]
Hidden Lore (Elemental Lore) {p. B199}	15	IQ-1	[1]
Hiking {p. B200}	11	HT-1	[1]
Innate Attack (Projectile) {p. B201}	12	DX+0	[1]
Parry: 9			
Mimicry (Animal Sounds) {p. B210}	14	IQ-2	[1]
Naturalist (Earth) {p. B211}	14	IQ-2	[1]
Path of Body {p. MH1:32}	16	IQ+0	[8]
Path of Chance {p. MH1:32}	13	IQ-3	[1]
Path of Crossroads {p. MH1:32}	13	IQ-3	[1]
Path of Energy {p. MH1:32}	14	IQ-2	[2]
Path of Magic {p. MH1:33}	16	IQ+0	[8]
Path of Matter {p. MH1:33}	14	IQ-2	[2]
Path of Mind {p. MH1:33}	13	IQ-3	[1]
Path of Spirit {p. MH1:33}	13	IQ-3	[1]
Path of Undead {p. MH1:33}	13	IQ-3	[1]
Pharmacy/TL3 (Herbal) {p. B213}	14	IQ-2	[1]
Poisons/TL3 {p. B214}	14	IQ-2	[1]
Religious Ritual (Druidic) {p. B217}	14	IQ-2	[1]
Staff {p. B208}	14	DX+2	[8]
Parry: 12			
Stealth {p. B222}	12	DX+0	[1]
Survival (Woodlands) {p. B223}	15	Per-1	[1]
Thaumatology {p. B225}	16	IQ+0	[8]
Theology (Druidic) {p. B226}	14	IQ-2	[1]
Throwing {p. B226}	12	DX+0	[2]
Veterinary/TL3 {p. B228}	14	IQ-2	[1]
Weather Sense {p. B209}	15	IQ-1	[1]
Wrestling {p. B228}	12	DX+0	[2]
Parry: 9			

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	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	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Quarterstaff: Staff Swing <small>Skill used: Staff</small>	14	12	1d+2 cr	1, 2	7†	4	4	
Quarterstaff: Staff Thrust <small>Skill used: Staff</small>	14	12	1d cr	1, 2	7†	4	4	
Quarterstaff: 2H Sword Swing <small>Skill used: DX-5</small>	7	6	1d+2 cr	1, 2	9†	4	4	
Quarterstaff: 2H SwordThrust <small>Skill used: DX-5</small>	7	6	1d-1 cr	2	9†	4	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.

SLAM TABLE

1-2 1d-3	3-5 1d-2	6-7 1d-1
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PARRY	PARRY	BLOCK	DODGE	OTHER
9 <small>Wrestling</small>	9 <small>DX</small>	7 <small>DX</small>	8/9 <small>Light</small>	

Eyes DR: 0 DB: 0	Skull DR: 2 DB: 0	Loc. HP # Eyes 2 _____ Neck - _____ Skull - _____ Face - _____ Torso - _____ Groin - _____ Arms 6 _____ Hands 4 _____ Legs 6 _____ Feet 4 _____ Bonus DR: 0 Bonus DB: 0 Notes:
Neck DR: 3* DB: 0	Face DR: 0 DB: 0	
Torso DR: 3* DB: 0	Arms DR: 3* DB: 0	
	Hands DR: 3* DB: 0	
	Groin DR: 3* DB: 0	
	Legs DR: 3* DB: 0	
	Feet DR: 3* DB: 0	

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1	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 -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 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.

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

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.

NOTES

Spells, nach RPM

DF:5 für Formen

Die meisten Templates kosten 127 CP

Lesser Control Magic [5]
 Lesser Transform Body[8](eln);
 Subject Weight: 300 lbs. [3],
 Duration: 1 hour [3],
Altered Traits: 20 [127] = Siehe Templates DF5
Cost 141

Chameleon Eyes
 Lesser Transform Body[8](Peripheral Vision);
 Lesser Transform Body[8](Enhanced Tracking 1);
 Subject Weight: 300 lbs. [3],
 Duration: 1 hour [3],
Altered Traits: 20 [20] = Peripheral Vision [15] + Enhanced Tracking 1 [5]
Cost: 42
22 ohne Traits! Also 14 + das unten in Fett für neuen Zauberspruch.

Crocodile Jaws (5 to cast): The subject's head becomes a crocodile's, granting the subject **Sharp Teeth (thrust-1 cut) [1]** and a ST of 20 for the purposes of biting only (**Striking ST 20 (-60% Biting Only) [40]**). ~~Speech is slurred but intelligible.~~ He also gains **Peripheral Vision [15]** and ~~Colorblindness (p. B127)~~ as side effects.

Elephant Trunk (3 to cast): The subject's nose becomes a trunk, granting him an **Extra Arm (+50% Extra-Flexible) [15]**. He also gains **Peripheral Vision [15]** and ~~Colorblindness as side effects.~~

Feathered Arms (3 to cast): The subject's arms transform into wings, giving him **Flight (Winged) [30]**.

Fish Tail (3 to cast): The subject's legs fuse into a single powerful fluke, giving him **Enhanced Move 1 (Water) [20]** (p. B52).

Mountain Goat Hooves (4 to cast): The subject's feet become mountain goat hooves, granting him **Climbing-14 (only usable while mountaineering) [8]** and **Jumping-14 [8]**.

Saber Teeth (5 to cast): The subject's canines become saber-teeth, granting him **Fangs (p. B91, thrust-1 imp) [2]** and ST 25 for the purposes of biting only (**Striking ST 25 (-60% Biting Only) [50]**). ~~Speech is slightly slurred.~~ The subject acquires Colorblindness as a side effect.

Scorpion Tail (7 to cast): The subject grows a scorpion's stinger, complete with poison gland. This is an **Impaling Striker (p. B88) [8]** with the Follow-Up enhancement; on a successful penetrating hit, a ~~1d+2 Innate Attack (Toxic, Melee Attack, Resistible)~~ **Innate Attack (Melee Attack, Contact Agent, Toxic, Resistible (HT-4), Cyclic (daily, expires after three days)2d damage [6]** takes effect. A victim may resist the scorpion venom by making a HT-6 roll.

Scorpion Tail Charm
 Lesser Control Magic[5](),
 Lesser Transform Body[8](Impaling Striker),
 Lesser Strengthen Body[3](Innate Attack),
 Lesser Strengthen Body[3](Extra Attack);
 Subject Weight: 300 lbs. [3],
 Altered Traits: 8 [8] (Impaling Striker),
 Altered Traits: 6 [6] (Innate Attack (Melee Attack, Contact Agent, Toxic, Resistible (HT-4), Cyclic (daily, expires after three days)2d damage),
 Duration: 1 hour [3],
 Altered Traits: 25 [25] (Extra Attack).
 Cost: 64

Serpent's Fangs (3 to cast): The subject's canines become fangs **Fangs (p. B91, thrust-1 imp) [2]**, able to deliver a venomous bite; this is a ~~1d+1~~ **Innate Attack (Melee Attack, Contact Agent, Toxic, Resistible (HT-4), Cyclic (daily, expires after three days)2d damage [6]** -> Das ist am einfachsten im GCA zu machen.

Skunk Tail (3 to cast): The subject grows a huge skunk's tail (2 yards long), and gains the ability to use the Stench spell (p. 24) at will. The area of effect is two yards in radius and must be centered on some portion of the tail. This ability costs 2 FP to use.

Spider Arms (7 to cast): The subject grows **two Extra Arms [20]** and gains one **Extra Attack [25]** (p. B53).

Tiger Paws (4 to cast): The subject's hands become tiger paws, granting him **Sharp Claws [1]** and **Striking ST 24 [48]**, but he also gains ~~No Fine Manipulators (p. B145).~~

Toad Tongue (3 to cast): The subject's tongue becomes long and adhesive, serving as an Extra Arm with the Long and Weak enhancements and additional Striking ST - it attacks with the subject's full strength, but lifts with only 1/4 of the subject's ST. The subject also gains Peripheral Vision as a side effect.

Turtle Shell (10 to cast): The subject becomes encased in a turtle shell. It has DR 5 and weighs 4 pounds per point of ST of the subject.

Detect Poison
Lesser Sense Body[2];
Subject Weight: 300 lbs. [3].
Cost: 5

Neutralize Poison
Lesser Restore Body[4]();
Subject Weight: 300 lbs. [3].
Cost: 7

Fog
Lesser Create Matter[6]();
Area Of Effect: 3 yds radius, excluding up to 3 subjects [4],
Bonus Or Penalty: Single: -3 [4] (Fire Based Weapons only),
Duration: 10 minutes [1],
Range: Normal: 10 yds [4].
Cost: 19

Dispell Magic
Lesser Destroy Magic[5]();
Extra Energy: 0 [0] (Soviel wie der Zauberspruch gekostet hat).
Cost: 5

Lightning
Lesser Create Energy[6]();
Damage: 3d burn (dodgeable) [0].
Cost: 6

Undodgable Lightning
Lesser Create Energy[6]();
Damage: 1d burn [0].
Cost: 6

Remember Path
Lesser Strengthen Body[3]();
Subject Weight: 300 lbs. [3],
Duration: 1 hour [3],
Altered Traits: 10 [10] (Photographic Memory).
Cost: 19

Detect Magic
Lesser Sense Magic[2]();
Range: Informational: 0-200 yds [0].
Cost: 2

Climbing
Lesser Strengthen Body[3]();
Subject Weight: 300 lbs. [3],
Duration: 1 hour [3],
Bonus Or Penalty: Single: +3 [4].
Cost: 13

Wall of Wind
Lesser Control Matter[5](Die Windwand);
Area Of Effect: 3 yds radius [2],
Bonus Or Penalty: Single: -5 [16] (-5 wenn man mit Fernkampfaffen durchschieszen will),
Bonus Or Penalty: Broad: -3 [20] (In der Wand, hat man -3 DX),
Damage: 2d cr [4],
Range: Normal: 50 yds [8].
Cost: 55

No Damage Buff Charm
Lesser Transform Body[8](),
Lesser Transform Matter[8](),
Lesser Control Magic[5]();
Subject Weight: 300 lbs. [3],
Duration: 1 hour [3],
Altered Traits: 100 [100] (Injury Tolerance (Diffuse)).
Cost: 127

Greater Heal Charm
Lesser Control Magic[5](),
Lesser Restore Body[4]();
Subject Weight: 300 lbs. [3],
Healing: 7d HP [24],
Range: Normal: 20 yds [6].
Cost: 42