

Name: Stone Cold Race: Gargoyle Appearance: Ausfüllen

| ST 20*  | [ 40]  | HP 22§   | [ 0]                             | Basic<br>Speed 61   | [ -15]                |  |                       |                       |
|---|--|--|----------------------------------|---------------------|-----------------------|--|-----------------------|-----------------------|
| DX 14   | [ 80 ]   | Will 9   | [ 0]                             | Basic 6<br>Move 6   | [ 0]                  |  |                       |                       |
| IQ 9†   | [ 0]   | Per 9  | [ 0]                             | BL 80 lb            | )<br>(ST×ST)/5        |  |                       |                       |
| HT 14‡  | [ 30]  | FP 14  | [ 0]                             | Thr 2d-1            | <sup>Sw</sup> 3d+2    |  |                       |                       |
| TL 3  |  |  | [ 0]                             | SM +0               |                       |  |                       |                       |
| from 'Extra ST (E<br>† Includes: -1 fro<br>‡ Includes: +1 fro<br>§ Includes: +2 fro | nchantement<br>m 'Gargoyle (<br>om 'Gargoyle<br>om 'Gargoyle | +1 from 'Extra ST (<br>on Dwarven Armor<br>Dungeon Fantasy)'<br>(Dungeon Fantasy)<br>(Dungeon Fantasy)<br>le (Dungeon Fantasy) | of Domination                    |                     | nation)', +1          |  |                       |                       |
| Vision  | 9  | Fright Check   |                                  | High Jump           |                       |  |                       |                       |
| Hearing   | 9  | Consciousne  |                                  | Money               | -37182†               | · · ·  |                       | V I                   |
| Touch   | 9  | Death Check  |                                  |                     |                       |  |                       |                       |
| Taste/Smell * Includes: +2 fro  | 9<br>m 'Combat Re  | Broad Jump   | 3 yd                             | i00 from 'Money'    |                       |  | Star De               |                       |
| Name  |  |  | CE TABLE                         |                     | X-Hvy                 | )  |                       |                       |
|   |  | ×2   | <u>-</u> <sup>×3</sup><br>240 lb | <u>×6</u><br>480 lb | <u>*</u> 10<br>800 lb | MAREUS DUBLIN I 2008 I WWW.MAREUSDUBLIN.COM                                  |                       |                       |
| Movement  | <u>×1</u>  | ×0.8   | ×0.6                             | ×0.4                | ×0.2                  |  |                       |                       |
| Ground  | <u>6 yc</u>  |  | <u>3 yd</u>                      | <u>2 yd</u>         | <u>1 yd</u>           |  |                       |                       |
| Water   | <u>1 yc</u>  |  | <u>1 yd</u>                      | <u>1 yd</u>         | 1 yd                  | L  |                       |                       |
| Air   | 12 y   | d 9 yd<br>-1   | <u>7 yd</u><br>-2                | <u>4 yd</u><br>-3   | 2 yd<br>-4            | LAN<br>Native  | IGUAGES               | Writton               |
| Dodge   | 10   | 9  | 8                                | 7                   | 6                     | Gargoyle (Native) {p. B24}   | Spoken<br>Native      | Written<br>Native     |
|   |  | LIFTING F  | FATS                             |                     |                       |  |                       |                       |
|   | 1-Har  |  | Shove /                          | Carry on            | Shift                 | Non-native   | Spoken<br>Broken      | Written<br>Broken     |
| Name  | Lift   |  | Over <sup>‡</sup>                | Back                | Slightly              | Common {p. B24}  |                       | DIUKUII               |
| Basic   | 160  |  | 960 lb                           | 1200 lb             | 2 tn                  |  | ANTAGES               |                       |
| * Takes 2 second  | is to complete   | e ; ‡  | Double with a                    | a running start     |                       | Name   | 104                   |                       |
| † Takes 4 secon   | ds to complete   |  |                                  | c while over X-H    | lvy enc.              | Born War-Leader 2 {p. B89, BS<br>Description: Intelligence Analysis, Leaders |                       | litani) Stratani      |
|   | TEMF   | PLATES AND   | META-TR                          | AITS                |                       | Tactics  | mp, Savoir-Faire (Mi  | nary), Siralegy,      |
| Name  |  |  |                                  |                     | Pts                   | Combat Reflexes {p. B43}   |                       |                       |
|   |  | antasy) {p. DF   |                                  |                     | [ 25]                 | Extra ST 4 (Affects displayed S  | T score, +0%)         |                       |
|   |  | erchangeable with<br>bles nothing so mu  |                                  |                     |                       | Extra ST 1 (Enchantement on I  |                       |                       |
| wings.  |  |  | ugiy s                           | stone man with      |                       | Domination; Free, *0; Affects  | displayed ST so       | ore, +0%)             |
| Stony {p.   | DF3:9}   |  |                                  |                     | [ 1]                  | Extra ST 1 (From Dwarven Arn<br>Affects displayed ST score, +0               | Domination Domination | n, <b>_</b> ⊢ree, "0; |
| Claws (Bl   |  |  |                                  |                     | [ 3]                  | High Pain Threshold {p. B59}   | /0]                   |                       |
|   |  | nged, -25%) {p   |                                  |                     | [ 30]                 | Roll to ignore pain: 12 (Will+3)   |                       |                       |
| Night Visi  | on 5 {p. B   | Resistance 2 { <br>71}   |                                  |                     | [ 10]<br>[ 5]         | Weapon Master (Two-handed<br>{p. B99}  | Sword; one spe        | cific weapon)         |
|   | argoyle Ta   | ail; Impaling; C   | lumsy (-2)                       | , -40%)             | [ 5]                  |  | VANTAGES              |                       |
| {p. B88}<br>Appearan  |  | (n B21)  |                                  |                     | [ -8]                 | Name   | ANTAGES               |                       |
|   |  | (р. в2т)<br>, *1) {p. B137}  |                                  |                     | [ -0]                 | Bad Temper (12 or less, *1) {p.  | B124}                 |                       |
| Odious Ra   | acial Habit  | t (Dirty) {p. B2   | 2}                               |                     | [ -5]                 | Bloodlust (12 or less, *1) {p. B1  | 25}                   |                       |
| Knight (Dung  | geon Fant  | asy) {p. DF1:8   | }                                |                     | [ 0]                  | Compulsive Carousing (12 or le   | ess, *1) {p. B128     | 3}                    |
| Description: Offic<br>some fop living in  | ially, you mig   | ht not be a knight, I  | out you're more                  | e dedicated than    | 1                     | Overconfidence (12 or less, *1)  | {p. B148}             |                       |
| some top living ir  |  |  |                                  |                     |                       | Sense of Duty (Adventuring con   | mpanions) {p. B       | 153}                  |
| Annearanae  |  | REACTION M   | ODIFIERS                         |                     |                       |  | UIRKS                 |                       |
| Appearance<br>* Includes: -2  |  | ance'  |                                  |                     |                       | Name   |                       |                       |
| Status: +0  |  |  |                                  |                     |                       | _Unused Quirk 2 {p. B163}  |                       |                       |
| Other: +0 <sup>†</sup>  |  |  |                                  |                     |                       | _Unused Quirk 3 {p. B163}  |                       |                       |
|   |  | n War-Leader', +2 f  |                                  |                     |                       | Unused Quirk 4 {p. B163}<br>When standing still, birds land                  | and shit on him       | (n B163)              |
| 'Overconfider   | ice' when you  | perous situations if<br>ng or naive individu   | als, -2 from 'O                  | verconfidence'      | when                  | You're it! {p. B163}   |                       | (p. 0103)             |
| experienced I   | NPCs, +1 fron  | n 'Compulsive Caro<br>g' when from sober   | using' when fro                  | om like-minded e    | extroverts, -1        |  |                       |                       |
|   |  | g when from sober<br>people notice your p  |                                  | ns (upto -4), -1 T  |                       |  |                       |                       |
|   | CL   | JLTURAL FAI  | MILIARITIE                       | ES                  |                       |  |                       |                       |
| Native  | - 45 - 5 - 5 - 5   |  |                                  |                     | Pts                   |  |                       |                       |
| Gargoyle (N   | ative) {p. E   | 323}   |                                  |                     | [ 0]                  |  |                       |                       |
| Non-native  |  |  |                                  |                     | Pts                   |  |                       |                       |
| Human (p. P   | 23   |  |                                  |                     | [ 1]                  |  |                       |                       |

1]

Human {p. B23}

Pts

Pts

Pts [ 10]

l

[

[

0]

2]

15] 40] 0]

0]

10] [

20]

Pts -10] -10] -5] -5] -5]

Pts -1] -11 -1

-1 4

| SKILLS   |       |                   |               |
|--|-------|-------------------|---------------|
| DX based   | Level | Relative          | Pts           |
| Brawling {p. B182}   | 15    | DX+1              | [ 2]          |
| 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: 11  | 101   |                   |               |
| Climbing {p. B183}   | 13*   | DX-1              |               |
| Fast-Draw (Two-Handed Sword)   | 15†   | DX+1              | [ ]           |
| {p. B194}  |       |                   |               |
| Forced Entry {p. B196}   | 14    | DX+0              |               |
| Knife {p. B208}  | 14    | DX+0              | [ 1]          |
| Parry: 10<br>Riding (Equines) {p. B217}  | 13    | DX-1              | Г <u>1</u> 1  |
| Shield (Shield) {p. B220}  | 16    | DX+2              |               |
| Block: 12  | 10    | DX+2              | [ 4]          |
| Stealth {p. B222}  | 13    | DX-1              | [ 1]          |
| Thrown Weapon (Axe/Mace) {p. B226}   | 16    | DX+2              | [ 4]          |
| Two-Handed Sword {p. B209}   | 23    | DX+9              | <b>i</b> 36 j |
| Parry: 15  |       |                   |               |
| Wrestling {p. B228}  | 14    | DX+0              | [ 2]          |
| Parry: 11  |       |                   |               |
| HT based   | Level | Relative          | Pts           |
| Carousing {p. B183}  | 14    | HT+0              | [ 1]          |
| Hiking {p. B20}  | 13    | HT-1              | [ 1]          |
| IQ based   | Level | Relative          | Pts           |
| Armoury/TL3 (Melee Weapons)  | 10    | IQ+1              | [ 4]          |
| {p. B178}  |       |                   |               |
| Connoisseur (Weapons) {p. B185}  | 10    | IQ+1              | [ 4]          |
| First Aid/TL3 (Gargoyle) {p. B195}   | 9     | IQ+0              | [ 1]          |
| Gesture {p. B198}  | 9     | IQ+0              | [ 1]          |
| Heraldry {p. B199}   | 8     | IQ-1              | [ 1]          |
| Leadership {p. B204}   | 10‡   | IQ+1              | [ 1]          |
| Strategy (Land) {p. B222}  | 10‡   | IQ+1              | [ 2]          |
| Tactics {p. B224}  | 10‡   | IQ+1              | [ 2]          |
| Per based  | Level | Relative          | Pts           |
| Observation {p. B211}  | 8     | Per-1             | [ 1]          |
| Will based   | Level | Relative          | Pts           |
| Intimidation {p. B202}   | 8     | Will-1            | [ 1]          |
| * Conditional: +4 from † Includes: +1 from 'Co   |       | Includes: +2 from | 'Born         |
|  |       |                   |               |
| 'Gargoyle Flight' when body Reflexes'<br>lightening would help                               | I N   | /ar-Leader'       |               |

|   |   |  |   |                 | TTACKS   |  |   |   |   |   |   |
|---|---|--|---|-----------------|--|--|---|---|---|---|---|
|   | ment based  |  |   | Skill           | Parry  | Dama   | age   | Reach   | ST  | LC  | Note  |
| Brawling: P   |   |  |   | 15              | 11   | 2d cr  |   | <u> </u>  |   |   |   |
| Brawling: Bi  |   |  |   | 15              |  | 2d-2 cr  |   | <u> </u>  |   |   |   |
| Brawling: Ki  |   |  |   | 13              | -<br>Dames   | 2d+1 cr  |   | C,1   | -   | -   | Nata  |
| Equipment   | based<br>e-handed swing   |  |   | Skill<br>19     | Parry<br>13  | Dama<br>3d+9 cut   | age   | Reach<br>1,2  | ST<br>11  | LC<br>4   | Note  |
|   | e-handed thrust   |  |   | 19              | 13   | 2d+4 imp   |   | - <u>1</u>  |   |   |   |
|   | -handed swing   |  |   |                 | 15   | 3d+10 cut  |   | 1,2   | 10+   |   |   |
|   | handed thrust   |  |   | <u>23</u><br>23 | 15   | 2d+4 imp   | ·   | <u>5</u>  | 10  |   |   |
|   | ry Fine, Accurate): or  | handed si  | wing  | 20              | 13   | 3d+11 cut  |   | 1,2   | 11  | 4   |   |
|   | ry Fine, Accurate): or  |  |   | 20              | 13   | 2d+6 imp   |   | <u>9</u>  |   |   |   |
| Katana (Ve  | ry Fine, Accurate): tw  | ic handed in   | wing  | 24              | 15   | 3d+12 cut  |   | 1,2   | 10+   |   |   |
|   | ry Fine, Accurate): tw  |  |   | 24              | 15   | 2d+6 imp   |   |   | 10+   |   |   |
| Throwing A  |   | o nanaca in  | 1031  | 9               | 8U   | 3d+4 cut   |   | 1   | 11  | 4   | [1]   |
| g   |   |  |   |                 | ATTACKS  |  |   | •   |   |   |   |
| Name  |   | Skill  | Damage  |                 | Range  |  | RoF Sho   | ots S   | T Bulk  | Rcl L   | .C Note   |
| Throwing A  | xe  | 16   | 3d+4 cut  | 2               | 20 yd / 30   | ) yd   | 1 T(1   |   | -   | -   | 4   |
|   |   |  | ΑΤΤΑΟ   | KS TABLES       |  |  |   |   |   |   |   |
| Dorme "III": The  | weapon is unbalanced. You   |  |   |                 |  |  |   |   |   |   |   |
|   | ys requires two hands, regar<br>weapon is a <i>thrown weapon</i>  |  |   | ]               | FP   | 0 FP   | FP loss effe  | cts are cumu  | lative with ea  | ch other a  | nd any effec  |
| 1   | 2 3–4   | 5-6  | 7–11  | 12-14           |  | 0 0 -1 -2 -3 -   | suffered fror   | n HP loss.  |   |   | 2   |
| 1d-3  | 1d-2 1d-1   | 1d   | 2d  | 3d              | 9876   | 5 -5 -6 -7 -8 -  | less than 1/  | 3 FP: Dodge   | /2, Move/2, a<br>bes not effect   | nd ST/2 (r<br>ST-based  | ound up); S<br>Louantities  |
|   |   |  |   |                 | 4 3 2 1  | -10 -11 -12 -13  |   |   | s HP and da   |   | rquantities,  |
| PARRY   | PARRY BI  |  | DODGE   | OTHER           |  |  | 0 FP or   |   | a Will roll vs.<br>aneuver othe   |   |   |
| 10*   | 11*   | 12*  | 9/10*   |                 |  |  |   |   | failure make  |   |   |
| Knife   | DX Shiel  | ld (Shield)  | Light   |                 |  |  |   | vs. hea   |   | annineu   |   |
|   |   | 1 -  |   |                 |  |  |   |   | art attack; eve   | ery point o   | liate HT roll   |
| Eyes<br>DR: 0   | Skull<br>DR: 10   | Loc.   | HP  | #               |  |  | -1×FP or  |   | an equal los  | ery point of<br>ss of HP.   | liate HT roll<br>f FP loss  |
| DB: 0   | DB: 0   | Eyes   | _   |                 |  |  | -1×FP or  | less: Immed<br>longer   | s an equal los<br>liate unconsc<br>lose FP, furt  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos   | liate HT roll<br>f FP loss<br>you can no  |
| Neck  | Face  |  | 3   |                 |  |  | -1×FP or  | less: Immed<br>longer   | an equal los<br>iate unconsc  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos   | liate HT roll<br>f FP loss<br>you can no  |
|   |   | Neck   | 3   |                 |  | SIZE   | -1×FP or  | less: Immed<br>longer<br>from ye  | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>id.  | liate HT roll<br>f FP loss<br>you can no  |
|   | DR: 8   | Neck<br>Skull  | 3<br>-<br>-   |                 | Spd/Rng  | -  |   | less: Immed<br>longer<br>from y   | s an equal los<br>liate unconsc<br>lose FP, furt<br>our HP instea<br><b>SE TABLI</b>  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>ad.  | liate HT roll<br>f FP loss<br>you can no<br>sts are lost  |
| DB: 0   |   | Neck<br>Skull<br>Face  |   |                 | Spd/Rng  | -  | E AND SPE   | less: Immed<br>longer<br>from ye<br>ED/RANC   | s an equal los<br>liate unconsc<br>lose FP, furt<br>our HP instea<br><b>SE TABLI</b>  | ery point o<br>as of HP.<br>iousness;<br>her FP cos<br>ad.<br><b>E</b>  | liate HT roll<br>f FP loss<br>you can no<br>sts are lost  |
| DB: 0<br>Torso  | DR: 8<br>DB: 0  | Neck<br>Skull<br>Face<br>Torso   | 3<br>-<br>-<br>-  |                 |  | g Size   | E AND SPE   | Iess: Immed<br>longer<br>from ye<br>ED/RANC   | s an equal los<br>liate unconsc<br>lose FP, furt<br>bur HP instea<br><b>GE TABLI</b><br>Ing Siz   | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>td.<br><b>E</b><br><b>e</b>  | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>Measure   |
| DB: 0<br>Torso<br>DR: 8   | DR: 8<br>DB: 0  | Neck<br>Skull<br>Face<br>Torso<br>Groin  | -<br>-<br>-<br>-  |                 | 0  | <b>Size</b>  | E AND SPE<br>Measure<br>2 yd  | less: Immed<br>longer<br>from yr<br>ED/RANC<br>Spd/R<br>-8  | s an equal los<br>liate unconsc<br>lose FP, furt<br>our HP instea<br>AE TABLI<br>Ing Siz<br>+8<br>+9  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>id.<br>E<br>E<br>E   | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>Measure<br>50 yd  |
| DB: 0<br>Torso<br>DR: 8   | DR: 8<br>DB: 0<br>Arms<br>DR: 8   | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms  | -<br>-<br>-<br>12   |                 | -1   | <b>9 Size</b><br>0<br>+1   | E AND SPE<br>Measure<br>2 yd<br>3 yd  | Iess: Immed<br>longer<br>from y<br>ED/RANC<br>D/RANC<br>Spd/R<br>-8<br>-8<br>-9   | s an equal los<br>liate unconsc<br>lose FP, furt<br>our HP instea<br>AE TABLI<br>ang Siz<br>+8<br>+9  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>d.<br>E<br>E<br>E<br>B<br>D  | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>Measure<br>50 yd<br>70 yd   |
| DR: 8<br>DB: 0<br>Torso<br>DR: 8<br>DB: 0   | DR: 8<br>DB: 0  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands   | -<br>-<br>-<br>12<br>8                                    |                 | 0<br>-1<br>-2<br>-3<br>-4  | <b>9 Size</b><br>0<br>+1<br>+2<br>+3<br>+4   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd  | less: Immed<br>longer<br>from y<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11  | s an equal los<br>iate unconsc<br>lose FP, furt<br>bur HP instea<br><b>SE TABLI</b><br>ing Siz<br>+8<br>+9<br>+1<br>+1<br>+1  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>id.<br>E<br>E<br>B<br>D<br>D<br>D<br>1<br>2                                | hiate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd  |
| DB: 0<br>Torso<br>DR: 8   | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs                                     | -<br>-<br>-<br>12<br>8<br>12                              |                 | 0<br>-1<br>-2<br>-3  | <b>g Size</b><br>0<br>+1<br>+2<br>+3   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd  | Iess: Immed<br>longer<br>from y<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11   | s an equal los<br>iate unconsc<br>lose FP, furt<br>bur HP instea<br><b>SE TABLI</b><br>ing Siz<br>+8<br>+9<br>+1<br>+1<br>+1  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>B<br>D<br>D<br>D<br>1<br>2<br>2<br>3                 | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd  |
| DB: 0<br>Torso<br>DR: 8   | Arms<br>DB: 0<br>DB: 0<br>DB: 0<br>Hands  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet                             | -<br>-<br>-<br>12<br>8<br>12<br>8                         |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-4<br>-5<br>-6  | <b>Size</b><br>0<br>+1<br>+2<br>+3<br>+4<br>+5<br>+6   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd   | less: Immed<br>longer<br>from y<br>ED/RANC<br>Spd/R<br>8<br>-9<br>-10<br>-11<br>-12<br>-13<br>-14   | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ing Siz<br>+8<br>+9<br>+1<br>+1<br>+1<br>+1<br>+1   | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>id.<br><b>E</b><br><b>e</b><br><b>8</b><br>0<br>0<br>1<br>2<br>2<br>3<br>4 | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd  |
| DB: 0<br>Torso<br>DR: 8<br>DB: 0  | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus                    | -<br>-<br>-<br>12<br>8<br>12<br>8<br>12<br>8<br>5 DR: 2†  |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7  | <b>5 Size</b><br>0<br>+1<br>+2<br>+3<br>+4<br>+5<br>+6<br>+7   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd  | less: Immed<br>longer<br>from y:<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15   | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ing Siz<br>+8<br>+9<br>+1<br>+1<br>+1<br>+1<br>+1   | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>id.<br><b>E</b><br><b>e</b><br><b>8</b><br>0<br>0<br>1<br>2<br>2<br>3<br>4 | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd  |
| DB: 0<br>Torso<br>DR: 8   | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0   | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus                    | -<br>-<br>-<br>12<br>8<br>12<br>8                         |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7  | <b>Size</b><br>0<br>+1<br>+2<br>+3<br>+4<br>+5<br>+6   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd  | less: Immed<br>longer<br>from y:<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15   | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ing Siz<br>+8<br>+9<br>+1<br>+1<br>+1<br>+1<br>+1   | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>id.<br><b>E</b><br><b>e</b><br><b>8</b><br>0<br>0<br>1<br>2<br>2<br>3<br>4 | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd  |
| DB: 0<br>Torso<br>DR: 8<br>DB: 0  | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Groin<br>DR: 8   | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus                    | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S   | <b>9</b> Size<br>0<br>+1<br>+2<br>+3<br>+4<br>+5<br>+6<br>+7<br>ize and Speed/R<br>HUM   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. E<br>ANOID HIT   | less: Immed<br>longer<br>from y.<br><b>ED/RANC</b><br><b>Spd/R</b><br>-8<br>-9<br>-10<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br><b>LOCATI</b>   | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>EE TABLI</b><br>ing Siz<br>+5<br>+1<br>+1<br>+1<br>+1<br>+1<br>+1  | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>E       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd  |
|   | DR: 6<br>DB: 0<br>Arms<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Groin  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus           | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S   | g Size<br>0<br>+1<br>+2<br>+3<br>+4<br>+5<br>+6<br>+7<br>ize and Speed/R<br>HUM<br>ocation   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. E<br>ANOID HIT<br>Mod.   | less: Immed<br>longer<br>from y/<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br>LOCATIO<br>Roll  | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>GE TABLI</b><br>ing Siz<br>+8<br>+9<br>+11<br>+11<br>+11<br>+11<br>+11<br>+11<br><b>CON TABL</b><br>Location   | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>E       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>300 yd<br>500 yd<br>700 yd<br>700 yd<br>700 yd<br>700 yd<br>700 yd  |
|   | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus           | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S<br>Roll L<br>3-4 S  | g Size<br>0<br>+1<br>+2<br>+3<br>+4<br>+5<br>+6<br>+7<br>ize and Speed/R<br>HUM<br>ocation<br>kull   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. E<br>ANOID HIT<br>Mod.<br>-7(f)/-5(k   | less: Immed<br>longer<br>from y/<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br>LOCATIO<br>Roll<br>D) -  | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>GE TABLI</b><br>ing Siz<br>+8<br>+9<br>+11<br>+11<br>+11<br>+11<br>+11<br><b>CON TABL</b><br>Location<br>Vitals†   | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>E       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd  |
|   | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 8<br>DB: 0<br>Hands<br>Hands<br>DR: 8<br>DB: 0<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>Hands<br>H | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus           | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S<br><b>Roll L</b><br>3-4<br>S<br>5<br>F  | Size           0           +1           +2           +3           +4           +5           +6           +7           ize and Speed/R           HUM           ocation           kull           ace   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. E<br>ANOID HIT<br>Mod.<br>-7(f)/-5(k<br>-5(f)/-7(k                         | less: Immed<br>longer<br>from y/<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br>LOCATIO<br>Roll<br>D) -  | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>GE TABLI</b><br>ing Siz<br>+8<br>+9<br>+11<br>+11<br>+11<br>+11<br>+11<br>+11<br>UNTABL<br>Location<br>Vitals†<br>Eye‡                                   | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>E       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd  |
|   | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus           | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S<br>Roll LL<br>3-4 S<br>5 F<br>6-7 R   | Size           0           +1           +2           +3           +4           +5           +6           +7           ize and Speed/R           HUM           ocation           kull           ace           ight Leg  | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. E<br>ANOID HIT<br>Mod.<br>-7(f)/-5(t)<br>-5(f)/-7(t)<br>-2                 | less: Immed<br>longer<br>from y/<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br>LOCATIO<br>Roll<br>D) -  | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ing Siz<br>+8<br>+9<br>+11<br>+11<br>+11<br>+11<br>+11<br>+11<br>UNTABL<br>Location<br>Vitals†<br>Eye‡<br>Ear                             | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>E       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd<br>500 yd<br>700 y |
| DB: 0<br>Torso<br>DR: 8<br>DB: 0  | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Legs<br>0<br>Croin<br>DR: 8<br>DB: 0<br>Croin<br>DR: 8<br>DB: 0<br>Croin<br>Croin<br>DR: 8<br>DB: 0<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus           | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S<br>See also: S<br>S<br><b>Roll L</b><br>3-4<br>S<br>5<br>F<br>6-7<br>R<br>8<br>R          | Size           0           +1           +2           +3           +4           +5           +6           +7           ize and Speed/R           HUM           ocation           kull           ace           ight Leg           ight Arm   | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. E<br>ANOID HIT<br>Mod.<br>-7(f)/-5(k<br>-5(f)/-7(k                         | less: Immed<br>longer<br>from y/<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br>LOCATIO<br>Roll<br>D) -<br>D) -  | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ing Siz<br>+8<br>+9<br>+11<br>+11<br>+11<br>+11<br>+11<br>+11<br>UNTABL<br>Location<br>Vitals†<br>Eye‡<br>Ear<br>Nose                     | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>E       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd  |
| DB: 0<br>Torso<br>DR: 8<br>DB: 0  | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 8<br>DB: 0<br>Legs<br>DR: 8<br>DB: 0<br>Feet<br>DR: 5  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus           | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S<br><b>Roll L</b><br>3-4<br>S<br>5<br>5<br>F<br>6-7<br>R<br>8<br>R<br>9-10<br>C            | Size           0           +1           +2           +3           +4           +5           +6           +7           ize and Speed/R           HUM           ocation           kull           acce           ight Leg           ight Arm           hest*                                    | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. B<br>ANOID HIT<br>Mod.<br>-7(f)/-5(t)<br>-5(f)/-7(t)<br>-2<br>-2<br>-2     | less: Immed<br>longer<br>from y/<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br>EUCCATIO<br>Roll<br>0) -<br>0) -   | s an equal los<br>iate unconsci<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ang Siz<br>+8<br>+9<br>+1<br>+1<br>+1<br>+1<br>+1<br>+1<br>+1<br>Uor TABL<br>Location<br>Vitals†<br>Eye‡<br>Ear<br>Nose<br>Jaw           | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>E       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>100 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd<br>700 yd<br>600 yd<br>700 yd<br>-3<br>-3<br>-9<br>-7<br>-7<br>-7<br>-6  |
| DB: 0   | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Legs<br>0<br>Croin<br>DR: 8<br>DB: 0<br>Croin<br>DR: 8<br>DB: 0<br>Croin<br>Croin<br>DR: 8<br>DB: 0<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin<br>Croin  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus           | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S<br>S<br><b>Roll L</b><br>3-4<br>S<br>5<br>F<br>6-7<br>R<br>8<br>R<br>9-10<br>C<br>11<br>A | Size           0           +1           +2           +3           +4           +5           +6           +7           ize and Speed/R           HUM           ocation           kull           ace           ight Leg           ight Arm           hest*                                     | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. B<br>ANOID HIT<br>Mod.<br>-7(f)/-5(k<br>-5(f)/-7(k<br>-2<br>-2<br>-2<br>-1 | less: Immediate           longer           from yn           ED/RANC           Spd/R           -8           -9           -10           -11           -12           -13           -14           -15           550.           LOCATIC           Roll           0)           -           -           -           -           -           -           - | s an equal los<br>iate unconsc<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ing Siz<br>+8<br>+9<br>+11<br>+11<br>+11<br>+11<br>+11<br>+11<br>UCON TABL<br>Location<br>Vitals†<br>Eye‡<br>Ear<br>Nose<br>Jaw<br>Spine§ | ery point o<br>ss of HP.<br>iousness;<br>her FP cos<br>dd.<br>E<br>E<br>0<br>0<br>1<br>2<br>3<br>3<br>4<br>5<br>5<br>5<br>1       | liate HT roll<br>f FP loss<br>you can no<br>sts are lost<br>50 yd<br>70 yd<br>100 yd<br>100 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd<br>700 yd<br>-3<br>-3<br>-9<br>-7<br>-7<br>-6<br>-8  |
| DB: 0<br>Torso<br>DR: 8<br>DB: 0<br>0 0 0<br>0 0<br>0<br>0<br>0<br>0<br>0<br>0<br>0<br>0<br>0<br>0<br>0<br>0<br>0 | DR: 8<br>DB: 0<br>Arms<br>DR: 8<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 6<br>DB: 0<br>Hands<br>DR: 8<br>DB: 0<br>Legs<br>DR: 8<br>DB: 0<br>Feet<br>DR: 5  | Neck<br>Skull<br>Face<br>Torso<br>Groin<br>Arms<br>Hands<br>Legs<br>Feet<br>Bonus<br>Bonus<br>Notes: | <br><br><br><br>12<br>8<br>12<br>8<br>5 DR: 2†<br>5 DB: 0 |                 | 0<br>-1<br>-2<br>-3<br>-4<br>-5<br>-6<br>-7<br>See also: S<br>S<br><b>Roll L</b><br>3-4<br>S<br>5<br>F<br>6-7<br>R<br>8<br>R<br>9-10<br>C<br>11<br>A | Size           0           +1           +2           +3           +4           +5           +6           +7           ize and Speed/R           HUM           ocation           kull           ace           ight Leg           ight Arm           hest*           bdomen*           eft Arm | E AND SPE<br>Measure<br>2 yd<br>3 yd<br>5 yd<br>7 yd<br>10 yd<br>15 yd<br>20 yd<br>30 yd<br>ange Table, p. B<br>ANOID HIT<br>Mod.<br>-7(f)/-5(t)<br>-5(f)/-7(t)<br>-2<br>-2<br>-2     | less: Immed<br>longer<br>from yv<br>ED/RANC<br>Spd/R<br>-8<br>-9<br>-10<br>-11<br>-11<br>-12<br>-13<br>-14<br>-15<br>550.<br>EOCATIO<br>Roll<br>0) -<br>-<br>0) -<br>-  | s an equal los<br>iate unconsci<br>lose FP, furt<br>our HP instea<br><b>E TABLI</b><br>ang Siz<br>+8<br>+9<br>+1<br>+1<br>+1<br>+1<br>+1<br>+1<br>+1<br>Uor TABL<br>Location<br>Vitals†<br>Eye‡<br>Ear<br>Nose<br>Jaw           | n/Artery  | liate HT roll<br>f FP loss<br>you can no<br>tts are lost<br>70 yd<br>100 yd<br>150 yd<br>200 yd<br>300 yd<br>500 yd<br>700 yd<br>700 yd<br>700 yd<br>   |

13-14 Left Leg

17-18 Neck

Hand

Foot

15

16

-2

-4

-4

-5

If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 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, 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, New Hit Locations, p. MA137, and Hit Locations, p. LT100.

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\* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Gargoyle Damage Resistance'

| HP             | 0 HP                | -1×HP               | -2×HP               | -3×HP               | -4×HP                    |  |
|----------------|---------------------|---------------------|---------------------|---------------------|--------------------------|--|
| 2221201918     | 0 -1 -2 -3 -4       | -22 -23 -24 -25 -26 | -44 -45 -46 -47 -48 | -66 -67 -68 -69 -70 | -88 -89 -90 -91 -92      |  |
| 17 16 15 14 13 | -5 -6 -7 -8 -9      | -27 -28 -29 -30 -31 | -49 -50 -51 -52 -53 | -71 -72 -73 -74 -75 | -93 -94 -95 -96 -97      |  |
| 12111098       | -10 -11 -12 -13 -14 | -32 -33 -34 -35 -36 | -54 -55 -56 -57 -58 | -76 -77 -78 -79 -80 | -98 -99 -100 -101 -102   |  |
| 76543          | -15 -16 -17 -18 -19 | -37 -38 -39 -40 -41 | -59 -60 -61 -62 -63 | -81 -82 -83 -84 -85 | -103 -104 -105 -106 -107 |  |
| 2 1            | -20 -21             | -42 -43             | -64 -65             | -86 -87             | -108-109                 |  |

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

0.

-5×HP or less: Immediate death.

Neck Vein/Artery¶

Arm/Leg Joint

Groin

Hand/Foot Joint

-8

-5

-7

-3

| <b>•</b> ••           | LOAD-OUTS  | • •   |  |   |   | LOAD-OUTS (   | continued)                                 | • •                     |  |
|-----------------------|--|---|--|---|---|---|--|-------------------------|--|
|                       | « Combat »<br>Combat   | Cost<br>39050   | Weight<br>155.9 lb   |   | Rucksack  | se Backpack {p. D   |  | Cost<br>1630            | Weight<br>9 lb                                     |
|                       | Description: In GCA a "Parent" item can have other traits a  |   |  | 1   |   | s: Holds 40 lbs. of gear.   |  |                         |  |
|                       | This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item  | to file multipl   | e traits   | _   | break if dropped r  | nust check for this (1 on   |  |                         |  |
|                       | and select "Make Child of" The child items will be hidden  |   |  | 1   | Pouch {p.   | B288}<br>otes: Holds 3 lbs. of sm   | all items (coins in                        | 10<br>Personal basics   | etc.)  |
|                       | the child items by right clicking on the parent and selecting<br>Once displayed the children will be shown in a "tree" forma   |   |  | 0   |   | Farthing  |  | 0                       | -  |
|                       | item may be assigned as a parent by right clicking on it and   | I selecting "M  | ake Parent";   | 0   | Gold Ma   | ark   |  | 0                       | -  |
|                       | this entry is here for convenience, as it is automatically des   | ignated a Par   |  | 0   | Platinun  |   |  | 0                       | -  |
| 1                     | Ordinary Clothes {p. B266}<br>Description: One complete outfit, ranging in quality from  | Castoff rags  | 2 lb   | 0   | Silver P  |   |  | 0                       | _  |
|                       | fashions, depending on Status. At minimum: undergarm   | ents, plus a tu   | unic, blouse,  | 1   | Buch der r  | nagischen<br>hflüssigkeit   |  | 0                       | 2 lb   |
|                       | or shirt with hose, skirt, or trousers - or a long tunic, rob<br>footwear. 20% of cost of living; 2lbs.  | e or dress - a  | nd suitable  | 6   |   | ling Potion (Drinka   | able)                                      | 720                     | 3 lb   |
| 1                     | Geiler Gnomisher Rückengürtel  | 21900   | 13 lb  | Ŭ   | {p. DF1:29  | •   | abic)                                      | 120                     | 0 10   |
| 1                     | Usernotes: Allows to wear 2 Weapons on the Back<br>Katana {p. B271, B274}  | 650   | 5 lb   |   | Description: H  | eals 1d HP.   |  |                         |  |
|                       | Description: TL:3 LC:4, [Mode:two-handed swing Da  |   |  | 1   |   | otion (Drinkable)   |  | 250<br>350              | 8 oz   |
|                       | Parry:0 ST:10† Skill:Two-Handed Sword Notes: Rec<br>[Mode:two-handed thrust Dam:thr+1 imp Reach:1 Pa   |   |  | 1   | Ballie Poli   | on (Drinkable)  | Totals:                                    | <u> </u>                | 8 oz<br>9 lb                                       |
|                       | Handed Sword Notes: Requires two hands.], [Mode:   | one-handed s  | swing  | 0   | Mener   |   | Totals.                                    |                         |  |
|                       | Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broads<br>thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Br   |   | one-handed:  |   | Wagen<br>Wagen  |   |  | Cost<br>2               | Weight<br>8 oz                                     |
| 1                     | Katana (Very Fine, Accurate)   | 21250   | 5 lb   | 1   |   | CA a "Parent" item can h  | nave other traits a                        |                         |  |
|                       | {p. B271, B274}  |   |  |   |   | an organizational struc   |  |                         |  |
|                       | Description: TL:3 LC:4, [Mode:two-handed swing Da  |   |  |   | and select "Make  | e parent item if you wish<br>Child of" The child ite                                | ms will be hidder                          | n by default; yo        | u may show   |
|                       | Parry:0 ST:10† Skill:Two-Handed Sword Notes: Rec<br>[Mode:two-handed thrust Dam:thr+1 imp Reach:1 Pa   | rry:0 ST:10†  | Skill:Two-   |   | the child items by  | right clicking on the par<br>the children will be shown                             | ent and selecting                          | g "Show Compo           | onents."   |
|                       | Handed Sword Notes: Requires two hands.], [Mode:<br>Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broads  |   |  |   | item may be assig   | ned as a parent by righ   | t clicking on it an                        | d selecting "Ma         | ke Parent";  |
|                       | thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Br  | oadsword]   |  | 1   |   | for convenience, as it is   | automatically de                           |                         | ent.<br>8 oz                                       |
| 1                     | Belt   | 60  | 4.5 lb   |   | Rations {p<br>Description: T  | . B288}<br>L:0 Notes: One meal of   | dried meat, chee                           | se, etc.                | 0 UZ   |
|                       | Description: In GCA a "Parent" item can have other trail<br>"Children." This is essentially an organizational structur   | e, allowing yo  | u to file  |   |   |   | Totals:                                    | 2                       | 8 oz   |
|                       | multiple traits together under the parent item if you wish<br>"child" right click on it and select "Make Child of" The   |   |  |   |   | SCRATCH   |  |                         |  |
|                       | by default; you may show the child items by right clickin  | g on the pare   | nt and   |   |   | 00111101  |  |                         |  |
|                       | selecting "Show Components." Once displayed the child<br>"tree" format under the parent. Any item may be assigned  |   |  |   |   |   |  |                         |  |
|                       | clicking on it and selecting "Make Parent"; this entry is h  |   |  |   |   |   |  |                         |  |
| 1                     | is automatically designated a Parent.  | 60  | 4 lb   |   |   |   |  |                         |  |
| 1                     | Throwing Axe {p. B271, B276}<br>Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cu  |   | 4 10   |   |   |   |  |                         |  |
|                       | Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3<br>cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [   | , [Mode:swing   |  |   |   |   |  |                         |  |
|                       | Muscle Powered Ranged Weapon Table (p. 275)]   | nj Can De thirt   | JWII. 366  |   |   |   |  |                         |  |
| 1                     | Notes: [1]<br>Dungeon Tazzer   | 0   | 8 oz   |   |   |   |  |                         |  |
|                       | Usernotes: Allows the user to shoot up to 3d Lightni   | <u> </u>  |  |   |   |   |  |                         |  |
| 1                     | FP Power Reserve<br>Armor  | 12280   | 131.4 lb   |   |   |   |  |                         |  |
|                       | Description: Parent Item   | 12200   | 101.410  |   |   |   |  |                         |  |
| 1                     | Greathelm (Dwarven) {p. B284}  | 680   | 12 lb  |   |   |   |  |                         |  |
|                       | Description: TL:3 LC:3 DR:7 Locations: skull, face, r<br>gives the wearer the No Peripheral Vision (p. B151)   |   |  |   |   |   |  |                         |  |
|                       | Notes: [4]<br>Location: skull, face, neck  |   |  |   |   |   |  |                         |  |
| 1                     | Sollerets (Dwarven) {p. B284}  | 300   | 8.4 lb   |   |   |   |  |                         |  |
|                       | Description: TL:3 LC:3 DR:4 Locations: feet  |   |  |   |   |   |  |                         |  |
| 1                     | Location: feet   |   |  |   |   |   |  |                         |  |
|                       | Heavy Steel Corselet (Dwarven)   | 4600  | 54 lh l  |   |   |   |  |                         |  |
| 1                     | Heavy Steel Corselet (Dwarven)<br>{p. B283}  | 4600  | 54 lb  |   |   |   |  |                         |  |
|                       | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin   | 4600  | 54 lb  |   |   |   |  |                         |  |
|                       | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin   |   |  |   |   |   |  |                         |  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)   | 4600<br>3200  | 54 lb<br>30 lb   |   |   |   |  |                         |  |
|                       | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs   |   |  |   |   |   |  |                         |  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs   | 3200  | 30 lb  |   |   |   |  |                         |  |
|                       | <pre>{p. B283} Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin Heavy Plate Legs (Dwarven) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs Heavy Plate Arms (Dwarven)</pre>   |   |  |   |   | NOTE  | S  |                         |  |
| 1                     | <pre>{p. B283} Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin Heavy Plate Legs (Dwarven) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs Heavy Plate Arms (Dwarven) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms</pre>   | 3200  | 30 lb  | Schu  | lden bei Chi  |   | S  |                         |  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms   | 3200  | 30 lb<br>24 lb   | Schu<br>1545  |   |   | S  |                         |  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)  | 3200  | 30 lb  | 1545  |   | lblane  | S  |                         |  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands   | 3200  | 30 lb<br>24 lb   | 1545<br>+1 b  | 5   | lblane<br>50  | S  |                         |  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands  | 3200<br>3000<br>500   | 30 lb<br>24 lb<br>3 lb   | 1545<br>+1 b<br>+1 st   | attle potion 3<br>crength potion  | lblane<br>50<br>n 250   | S  |                         |  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Location: hands<br>Location: hands<br>Location: holds<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which cr  | 3200<br>3000<br>500<br>4810<br>an carry one 's  | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'   | 1545<br>+1 b<br>+1 st   | attle potion 3<br>rength potion   | lblane<br>50<br>n 250<br><b>Y</b>   |  |                         | Pts 140  |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which ca<br>bottle or two potion vials. Wearer can reach them with F   | 3200<br>3000<br>500<br>4810<br>un carry one 'g<br>leady or Fast                                 | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.                               | 1545<br>+1 b<br>+1 st<br><b>POIN</b><br>Basic                     | attle potion 3<br>rength potion<br><b>ITS SUMMAR</b><br>Attributes, Se  | lblane<br>50<br>n 250<br><b>Y</b><br>econdary Charact                               |  |                         | 140  |
| 1 1 1 1               | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which cr<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.   | 3200<br>3000<br>500<br>4810<br>an carry one 'g<br>leady or Fast<br>containers +2                | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.<br>2 DR vs.                   | 1545<br>+1 b<br>+1 st<br>POIN<br>Basic<br>Adva                    | attle potion 3<br>rength potion   | lblane<br>50<br>n 250<br><b>Y</b><br>econdary Charact                               |  |                         | 140<br>123   |
| 1                     | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which ca<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.   | 3200<br>3000<br>500<br>4810<br>un carry one 'g<br>leady or Fast                                 | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.                               | 1545<br>+1 b<br>+1 st<br><b>POIN</b><br>Basic<br>Adva<br>Disac    | attle potion 3<br>trength potion<br><b>ITS SUMMAR</b><br>Attributes, Sentages, Perks  | lblane<br>50<br>n 250<br><b>Y</b><br>econdary Charact                               |  |                         | 140<br>123<br>-40                                  |
| 1 1 1 1               | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which cr<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.  | 3200<br>3000<br>500<br>4810<br>an carry one 'g<br>leady or Fast<br>containers +2                | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.<br>2 DR vs.                   | 1545<br>+1 b<br>+1 st<br><b>POIN</b><br>Basic<br>Adva<br>Disac    | attle potion 3<br>crength potion<br>ITS SUMMAR<br>Attributes, Se<br>ntages, Perks<br>dvantages, Qu                                    | lblane<br>50<br>n 250<br><b>Y</b><br>econdary Charact                               | eristics<br>Total Point                    |                         | 140<br>123<br>-40<br>74<br><b>297</b>              |
| 1 1 1 1               | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which cr<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.<br>Major Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 2d HP.   | 3200<br>3000<br>500<br>4810<br>an carry one 'g<br>leady or Fast<br>containers +2                | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.<br>2 DR vs.                   | 1545<br>+1 b<br>+1 st<br><b>POIN</b><br>Basic<br>Adva<br>Disac    | attle potion 3<br>crength potion<br>ITS SUMMAR<br>Attributes, Se<br>ntages, Perks<br>dvantages, Qu                                    | lblane<br>50<br>n 250<br><b>Y</b><br>econdary Charact                               | eristics<br>Total Point                    | ts Spent:<br>tt Points: | 140<br>123<br>-40<br>74<br><b>297</b>              |
| 1 1 1 1 1 1           | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which cc<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.<br>Major Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 2d HP.<br>Great Healing Potion (Drinkable)<br>{p. DF1:29}  | 3200<br>3000<br>500<br>4810<br>In carry one 'g<br>teady or Fast<br>containers +2<br>350         | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.<br>2 DR vs.<br>8 oz           | 1545<br>+1 b<br>+1 st<br><b>POIN</b><br>Basic<br>Adva<br>Disac    | attle potion 3<br>crength potion<br>ITS SUMMAR<br>Attributes, Se<br>ntages, Perks<br>dvantages, Qu                                    | Iblane<br>50<br>n 250<br><b>Y</b><br>econdary Charact                               | eristics<br>Total Point<br>Unspen          |                         | 140<br>123<br>-40<br>74<br><b>297</b>              |
| 1<br>1<br>1<br>1<br>3 | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which ca<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.          Major Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 2d HP.         Great Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 4d HP.                                | 3200<br>3000<br>500<br>4810<br>an carry one 'g<br>leady or Fast<br>containers +2<br>350<br>3000 | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.<br>2 DR vs.<br>8 oz<br>1.5 lb | 1545<br>+1 b<br>+1 st<br>POIN<br>Basic<br>Adva<br>Disac<br>Skills | attle potion 3<br>crength potion<br>ITS SUMMAR<br>Attributes, Se<br>ntages, Perks<br>dvantages, Qu                                    | Iblane<br>50<br>n 250<br>Y<br>econdary Charact<br>irks<br>CAMPAIGI                  | eristics<br>Total Point<br>Unspen<br>N LOG |                         | 140<br>123<br>-40<br>74<br><b>297</b>              |
| 1 1 1 1 1 1 1         | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which ca<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.          Major Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 2d HP.         Great Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 4d HP.         Major Paut (Drinkable) | 3200<br>3000<br>500<br>4810<br>In carry one 'g<br>teady or Fast<br>containers +2<br>350         | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.<br>2 DR vs.<br>8 oz           | 1545<br>+1 b<br>+1 st<br>POIN<br>Basic<br>Adva<br>Disac<br>Skills | attle potion 3<br>crength potion<br>ITS SUMMAR<br>Attributes, Se<br>ntages, Perks<br>dvantages, Qu<br>, Techniques                    | Iblane<br>50<br>n 250<br>Y<br>econdary Charact<br>irks<br>CAMPAIGI<br>5 + (other)   | eristics<br>Total Point<br>Unspen<br>N LOG | nt Points:              | Pts<br>140<br>123<br>-40<br>74<br><b>297</b><br>-2 |
| 1<br>1<br>1<br>1<br>3 | {p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: torso, groin<br>Location: torso, groin<br>Heavy Plate Legs (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: legs<br>Location: legs<br>Heavy Plate Arms (Dwarven)<br>{p. B283}<br>Description: TL:3 LC:3 DR:7 Locations: arms<br>Location: arms<br>Heavy Gauntlets (Dwarven)<br>{p. B284}<br>Description: TL:3 LC:3 DR:5 Locations: hands<br>Location: hands<br>Potion Belt {p. DF1:25}<br>Description: Notes: Belt with four slots, each of which ca<br>bottle or two potion vials. Wearer can reach them with F<br>Padding removes risk of accidental breakage and gives<br>deliberate attacks.          Major Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 2d HP.         Great Healing Potion (Drinkable)<br>{p. DF1:29}<br>Description: Heals 4d HP.                                | 3200<br>3000<br>500<br>4810<br>an carry one 'g<br>leady or Fast<br>containers +2<br>350<br>3000 | 30 lb<br>24 lb<br>3 lb<br>5 lb<br>grenade'<br>-Draw.<br>2 DR vs.<br>8 oz<br>1.5 lb | 1545<br>+1 b<br>+1 st<br>POIN<br>Basic<br>Adva<br>Disac<br>Skills | attle potion 3<br>crength potion<br>ITS SUMMAR<br>Attributes, Se<br>ntages, Perks<br>dvantages, Qu<br>, Techniques<br>ts: (logged) 45 | Iblane<br>50<br>n 250<br>Y<br>econdary Character<br>irks<br>CAMPAIGI<br>5 + (other) | eristics<br>Total Point<br>Unspen<br>N LOG | nt Points:              | 140<br>123<br>-40<br>74<br><b>297</b>              |

| CAMPAIGN LOG (continued)                            |
|---|
| <enter caption="" here=""></enter>                  |
| <enter here="" notes=""></enter>                    |
| 28.11.2011: 13 pts                                  |
| <enter caption="" here=""></enter>                  |
| <enter here="" notes=""></enter>                    |
| 28.11.2011: 11 pts                                  |
| <enter caption="" here=""></enter>                  |
| <enter here="" notes=""></enter>                    |
| 28.11.2011: 12 pts                                  |
| Initial Character Creation                          |
| Character created using GURPS Character Assistant 4 |
| 17.10.2011: 0 pts                                   |
|   |