

Name: Helden Kämpfer Race: Human

Appearance:

Player: Stefan Leuenberger Ht: Wt: Age:

Spent: 260 Unspent: 0

CHARACTER SHEET

ST	17	[70]	HP	19*	[0]	Basic 6,25	[0]
DX	13	[60]	Will	10	[0]	Basic Move 6	[0]
IQ	10	[0]	Per	10	[0]	BL 58 lb	(ST×S	T)/5
нт	12 [*]	[0]	FP	12	[0]		3d-1	1
TL	3					[0]	SM +0		
* Inclu	des: +2 fro	m 'Held	d'							

Vision	10	Fright Check	14*	High Jump	2.17 ft
Hearing	10	Consciousnes	s 14†	Money	15
Touch	10	Death Check	14‡		
Taste/Smell	10	Broad Jump	3 yd		
* Includes: +2 from 'C	Combat	† Includes: +2 from	'Hard to	‡ Includes: +2 fr	om 'Hard to
Reflexes', +2 from		Subdue'		Kill'	
'Fearlessness'		I .		I	

ENCUMBRANCE TABLE								
Name	None	« Light »	Med	Hvy	X-Hvy			
Lifting	×1	×2	×3	×6	×10			
Basic	58 lb	116 lb	174 lb	348 lb	580 lb			
Movement	×1	×0.8	×0.6	×0.4	×0.2			
Ground	6 yd	4 yd	3 yd	2 yd	1 yd			
Water	1 yd	1 yd	1 yd	1 yd	1 yd			
Jump	6 yd	4 yd	3 yd	2 yd	1 yd			
	_	-1	-2	3	-4			
Dodge	10	9	8	7	6			

LIFTING FEATS						
	1-Hand	2-Hand	Shove /	Carry on	Shift	
Name	Lift*	Lift†	Over ‡	Back§	Slightly	
Basic	116 lb	464 lb	696 lb	870 lb	1.45 tn	
* Takes 2 secon	ds to complete	Double with a				
+ Takes 4 secon	+ Takes 4 seconds to complete 8 Lose 1 FP/sec while over Y-Hyy enc					

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous
situations if Sense of Duty is known, +2 from 'Born War-Leader' when Military officers,

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

TEMPLATES AND META-TRAITS		
Name		Pts
Held {p. wiki}	[24]

ADVANTAGES				
Name	Pts	•		
Born War-Leader 2 (p. BS184, DF1:14, MH1:25, PU3:12) Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy and Tactics	[10	0]		
Combat Reflexes (p. B43)	[1	5]		
Fearlessness 2 (p. B55)	[4	4]		
Hard to Kill 2 (p. B58)	[4	4]		
Hard to Subdue 2 (p. B59)	[4	4]		
High Pain Threshold {p. B59} Roll to ignore pain: 13 (Will+3)	[10	0]		
Luck {p. B66, P59}	[1	5]		
Weapon Master (Axe/Mace) (one specific weapon) (p. B99)	[2	0]		

PERKS		
Name	Pts	;
Grip Mastery (Axe/Mace) {p. MA50, PU2:6}	[.	1]
Quick-Sheathe (Axe/Mace) {p. MA51, MA51,HT249,PU2:7}	[.	1]
Sacrificial Parry (Axe/Mace) {p. PU2:7}	[1]
Shield-Wall Training (p. MA51, PU2:7)	[1]

DISADVANTAGES	
Name	Pts
Addiction (Heroin) (Cheap) (Incapacitating, -10; Totally	[-40]
addictive, -10; Illegal, +0) {p. B122}	

DISADVANTAGES (continued)						
Name		Pts				
Addiction (<i>Tobacco</i>) (Cheap) (Highly addictive, -5; Legal, +5) {p. B122}	[-5]				
Sense of Duty (Adventuring companions) {p. B153}	[-5]				

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 (p. B163)	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 (p. B163)	[-1]
_Unused Quirk 5 {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	10	IQ+0	[2
Armoury/TL3 (Melee Weapons) {p. B178}	10	IQ+0	2
Axe/Mace {p. B208}	17	DX+4	16
Parry: 12			-
Brawling {p. B182}	14	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			
Camouflage {p. B183}	10	IQ+0	[<u>1</u>
Carousing {p. B183}	13	HT+1	[2
Climbing {p. B183}	12	DX-1	[1
Fast-Draw (Axe/Mace) {p. B194}	14*	DX+1	1
Fast-Draw (Knife) {p. B194}	14*	DX+1	<u> </u>
First Aid/TL3 (Human) {p. B195}	10	IQ+0	1
dFlail {p. B208}	13	DX+0	[1
Parry: 10	10	DX+0	١ '
Forced Entry (p. B196)	13	DX+0	[1
Gesture (p. B198)	10	IQ+0	[1
Hiking {p. B200}	11	HT-1	[1
Holdout {p. B200}	9	IQ-1	[1
Intelligence Analysis/TL3 (p. B201)	10†	IQ+0	[1
Interrogation (p. B202)	10	IQ+0	[2
Knife {p. B208}	14	DX+1	[2
Parry: 10	101	10.0	-
Leadership {p. B204}	13†	IQ+3	[4
Riding (Equines) {p. B217}	13	DX+0	[2
Savoir-Faire (Military) {p. B218}	12†	IQ+2	[1
Scrounging {p. B218}	11	Per+1	[2 [2
Search {p. B219}	10	Per+0	[2
Shield (Shield) {p. B220}	16	DX+3	[8
Block: 12 Soldier/TL3 {p. B221}	10	IQ+0	[2
	12	DX-1	[<u>2</u>
Strategy (Land) (p. B222)	111	IQ+1	[2
Strategy (Land) {p. B222} Tactics {p. B224}	12†	IQ+1 IQ+2	[4
Tactics {p. 6224} Throwing {p. B226}	12	DX-1	[1
	14		
Thrown Weapon (Axe/Mace) {p. B226}	13	DX+1 DX+0	[2
Wrestling {p. B228} Parry: 10	13	DX+0	[2
	es: +2 from	'Born War-Lead	er'
Indiades. 17 from Compat Heliexes Includ	00. TE 11011	Dom War-Leau	01

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Helden Kämpfer Human

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	14	11	1d+1 cr	С	_	_	_	
Skill used: Brawling			_ L	L				
Brawling: Bite	14		1d+1 cr	С			_	
Skill used: Brawling			_ L	L				
Brawling: Kick	12		1d+2 cr	C,1				
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Flail: Swing	10	9U	3d+3 cr	1, 2*	13†	8	4	[9]
Skill used: Flail-3				, i	•			
Large Knife: Swing	14	10	3d-3 cut	C, 1	6	1	4	
Skill used: Knife				L				
Large Knife: Thrust	14	10	1d+2 imp	C	6	1	4	[1]
Skill used: Knife								
Large Shield: Bash	16	_	1d+2 cr	1	_	25	4	[2,4]
Skill used: Shield (Shield)			_ L	L				
Large Shield: Rush	16		slam+3 cr	1		25	4	[2,4]
Skill used: Shield (Shield)								
Throwing Axe: 1H	17	12U	3d+7 cut	1	12	4.5	4	[1]
Skill used: Axe/Mace				L				
Throwing Axe: Pick	17	12U	3d+6 imp	1	12	4.5	4	[2]
Skill used: Axe/Mace								

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC No	otes
Large Knife: Thrown	9	1d+2 imp	_	14 yd / 26 yd	1	T(1)	6	-2	_	1	4	
Skill used: DX-4		·										
Throwing Axe: Thrown	14	3d+4 cut	2	17 yd / 26 yd	1	T(1)	12	-3	_	4.5	4	
Skill used: Thrown Weapon (Axe/Mace)						. ,						

ATTACKS TABLES COLUMN NOTES

Reach "*": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

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).

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.

Shots "T": The weapon is a thrown weapon.

SLAM TABLE								
1		2	_			3–5		6–7
1d-3		1d-2	2		1	<u>d-1</u>		1d
PARRY	F	PARRY	BLC	CK		DODG	E	OTHER
10*		10*	1	2*		9/10*		
Wrestling		DX	Shield	(Shiel	ld)	Light		
Eyes		Gro DR: DB: DB: 0 Feet DR: 4/2* DB: 0	ms : 4/2* : 0 lands RR: 4/2* BB: 0			s 2 k II e so iin is 10 dds 7 s 10 t 7 nus DR: 0 nus DB: 3		#

and I	D Will	B: 0			
* Includes: +1	from 'Combat R	eflexes'			
HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
19 18 17 16 15	0 -1 -2 -3 -4	-19 -20 -21 -22 -23	-38 -39 -40 -41 -42	-57 -58 -59 -60 -61	-76 -77 -78 -79 -80
14 13 12 11 10	-5 -6 -7 -8 -9	-24 -25 -26 -27 -28	-43 -44 -45 -46 -47	-62 -63 -64 -65 -66	-81 -82 -83 -84 -85
98765	-10 -11 -12 -13 -14	-29 -30 -31 -32 -33	-48 -49 -50 -51 -52	-67 -68 -69 -70 -71	-86 -87 -88 -89 -90
4 3 2 1	-15 -16 -17 -18	-34 -35 -36 -37	-53 -54 -55 -56	-72 -73 -74 -75	-91 -92 -93 -94

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

-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.

FP	0 FP	FP loss effe
	0 -1 -2 -3 -4	suffered fro
6 5 4 3	-5 -6 -7 -8 -9	

fects are cumulative with each other and any effects om HP loss.

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.

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TECHNIQUES							
Name	Level	Relative	Pts				
Targeted Attack (Axe/Mace Swing/Vitals)	16	def+2	[3]				
{p. MA68}							

Helden Kämpfer Human

	LOAD-OUTS		
Qty	« Combat » Co	st V	Veight
1	Flail {p. LT70} Description: TL:2 LC:4, Dam:sw+4 cr Reach:1, 2* Parry:0U ST:13 S Flail, DX-6, Flail-3, Kusari-4, Two-Handed Axe/Mace-4 Notes: [9] A flails and kusaris are at -4; fencing weapons ("F" parry) can't parry s block such weapons are at -2. Halve these penalties for the bola penunchaku, thonged club, and weighted scarf. Notes: [9]	ttempts to at all! Atte	parry empts to
1	Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Sk Force Sword-3, Main-Gauche-3, Shortsword-3], [Dam:thr imp Reacl Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 No thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78 ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rol:- SWeapon (Knife), DX-4] Notes: [[1]]	n:C Parry tes: [1] C).], [Dam: Skill:Throv	:-1 ST:6 an be thr imp wn
1	Large Shield {p. B273, B287} Description: TL:1 LC:4 DB:3 Dam:thr or Reach:1 Parry:No ST:- DR Skill:Shield (Shield) Notes: [2.4] Can be used offensively with a shie Melee Weapon Table p. B273) or shield rush (see Stam, p. B371). give your small, medium, or large shield a spike to increase damage lbs. At TL3+, iron shields are available but uncommon: x5 cost, x2 v and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x otherwise identical statistics. Shield composition never affects DB. Notes: [2.4]	eld bash (At TL2+, t e: add \$2 veight, +3	you can 0 and 5 3 DR,
1	Mail Suit {p. L18} Description: TL:2 LC: DR:4* Locations: all Notes:This is a full suit GURPS Lite. It includes an article of light, common clothing to wear padding, if this is usual for the armor. The statistics already reflect thave to buy clothing or padding seperately, or account for its DR ar Location: full suit, skull	underne his; you o	ath - or do not
1		Muscle-P irry:0U S anded Fl able (pp.	owered Γ:10 ail-4 LT75-
		85	96.5 lb
	SCRATCH PAD		

SCRATCH PAD					

CAMPAIGN LOG								
Points: (logged) 0	+ (other) 0	= (total) 0						
Initial Character Creat	tion							
17.12.2012: 0 pts								

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [130]
Advantages, Perks [110]
Disadvantages, Quirks [-55]
Skills, Techniques [75]
Total Points Spent:	260
Unspent Points:	0

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