Gruppeninventar:

Wagen1 (1000 kg)

Kasse:
+5000 $
- 775 $ (Wagen usw)
-1000 $ (Karte)
-1000 $ (Pferd für Thomas)
+4500 $ (Last mobs)
-10'000 $ (Notgroschen)
+25'000 $ (Quest)
+25'000 $ (Waffen)
-750 (Hotel)

65'975 $
12'000 pro Person
5975 $ Rest

Sack 1	Sack 2	
3x hl. Manatrank	hl. Shakulle	10x Quick Release
1x Battle Potion	Schwarm voll spicy	10x Potion Belt
~~4x Pferdeausrüstung~~	Vaginarolle 4x	10x great Paul
~~2x Morgenstern~~	~~7 Waffen~~ sexy	10x great Heal
~~2x Streitschwert~~		

Woche: IIII / Aus Brunnen — 1 CP

Diebe: I

Woche: IIII / Auf Bäume } 2 CP

Bogenschütze: I — 2 CP

Bossfight

Fights — 7 CP

Meisterlastung — 1 CP

Quest beendet — 5 CP

Quest item — 1 CP

} 14 CP

Potion +4ST
Feverish +2 (+P)

Blut und Schätze
Forgotten Realms
GURPS Dungeon Fantasy

Name: Stone Cold
Race: Gargoyle
Appearance: Before you see him, you will probably have smelled him...

Player: Gil Bertoli
Ht: 1.90m **Wt:** 240lbs **Age:** 277

Spent: 297
Unspent: -2
+14

CHARACTER SHEET

ST	20* +4	[40]	HP	22§	[0]	Basic Speed	6¶	[-15]
DX	14	[80]	Will	9	[0]	Basic Move	6	[0]
IQ	9†	[0]	Per	9	[0]	BL	80 lb (ST×ST)/5	
HT	14‡	[30]	FP	14	[0]	Thr 2d-1 +1	Sw 3d+2 Mode 2	
TL	3				[0]	SM	+0	

* Includes: +4 from 'Extra ST', +1 from 'Extra ST (From Dwarven Armor of Domination)', +1 from 'Extra ST (Enchantement on Dwarven Armor of Domination)'
† Includes: -1 from 'Gargoyle (Dungeon Fantasy)'
‡ Includes: +1 from 'Gargoyle (Dungeon Fantasy)'
§ Includes: +2 from 'Gargoyle (Dungeon Fantasy)'
¶ Includes: -0,25 from 'Gargoyle (Dungeon Fantasy)'

Vision	9	Fright Check	11*	High Jump	2.17 ft
Hearing	9	Consciousness	14	Money	-180†
Touch	9	Death Check	14		
Taste/Smell	9	Broad Jump	3 yd		

* Includes: +2 from 'Combat Reflexes'
† Includes: +2500 from 'Money', +39182 from 'Money'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	80 lb	160 lb	240 lb	480 lb	800 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	6 yd+1	4 yd+1	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	12 yd	9 yd	7 yd	4 yd	2 yd
	–	-1	-2	-3	-4
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	160 lb	640 lb	960 lb	1200 lb	2 tn

* 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: -2*
* Includes: -2 from 'Appearance'

Status: +0

Other: +0†
† Conditional: +2 from 'Born War-Leader', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Odious Racial Habit (Dirty)' when people notice your problem

CULTURAL FAMILIARITIES

Native	Pts
Gargoyle (Native) {p. B23}	[0]
Non-native	**Pts**
Human {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Gargoyle (Native) {p. B24}	Native	Native	[0]
Non-native	**Spoken**	**Written**	**Pts**
Common {p. B24}	Broken	Broken	[2]

TEMPLATES AND META-TRAITS

Name	Pts
Gargoyle (Dungeon Fantasy) {p. DF3:9} Features: Torso armor isn't interchangeable with human torso armor. Description: A gargoyle resembles nothing so much as an ugly stone man with wings.	[25]
Stony {p. DF3:9}	[1]
Claws (Blunt Claws) {p. B42}	[3]
Gargoyle Flight (Winged, -25%) {p. B56}	[30]
Gargoyle Damage Resistance 2 {p. B46}	[10]
Night Vision 5 {p. B71}	[5]
Striker (Gargoyle Tail; Impaling; Clumsy (-2), -40%) {p. B88}	[5]
Appearance (Ugly) {p. B21}	[-8]

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Gargoyle (Dungeon Fantasy) {p. DF3:9} Features: Torso armor isn't interchangeable with human torso armor. Description: A gargoyle resembles nothing so much as an ugly stone man with wings.	[25]
Gluttony (12 or less, *1) {p. B137}	[-5]
Odious Racial Habit (Dirty) {p. B22}	[-5]
Knight (Dungeon Fantasy) {p. DF1:8} Description: Officially, you might not be a knight, but you're more dedicated than some fop living in a castle.	[0]

ADVANTAGES

Name	Pts
Born War-Leader 2 {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	[10]
Combat Reflexes {p. B43}	[15]
Extra ST 4 (Affects displayed ST score, +0%)	[40]
Extra ST 1 (Enchantement on Dwarven Armor of Domination; _Free, *0; Affects displayed ST score, +0%)	[0]
Extra ST 1 (From Dwarven Armor of Domination; _Free, *0; Affects displayed ST score, +0%)	[0]
High Pain Threshold {p. B59} Roll to ignore pain: 12 (Will+3)	[10]
Weapon Master (Two-handed Sword; one specific weapon) {p. B99}	[20]

DISADVANTAGES

Name	Pts
Bad Temper (12 or less, *1) {p. B124}	[-10]
Bloodlust (12 or less, *1) {p. B125}	[-10]
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS

Name	Pts
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
When standing still, birds land and shit on him {p. B163}	[-1]
You're it! {p. B163}	[-1]

nach dem Essen fliegt Stone in die Luft und macht aufs Dach!

SKILLS

DX based	Level	Relative	Pts
Brawling {p. B182} 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	15	DX+1	[2]
Climbing {p. B183}	13*	DX-1	[1]
Fast-Draw (Two-Handed Sword) {p. B194}	15†	DX+1	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Knife {p. B208} Parry: 10	14	DX+0	[1]
Riding (Equines) {p. B217}	13	DX-1	[1]
Shield (Shield) {p. B220} Block: 12	16	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} Parry: 15	23	DX+9	[36]
Wrestling {p. B228} Parry: 11	14	DX+0	[2]
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) {p. B178}	10	IQ+1	[4]
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 'Gargoyle Flight' when body lightening would help

† Includes: +1 from 'Combat Reflexes'

‡ Includes: +2 from 'Born War-Leader'

-3 parry

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	2d cr	C	–	–	
Brawling: Bite	15	–	2d-2 cr	C	–	–	
Brawling: Kick	13	–	2d+1 cr	C,1	–	–	
Equipment based	**Skill**	**Parry**	**Damage**	**Reach**	**ST**	**LC**	**Notes**
Katana: one-handed swing	19	13	3d+9 cut	1,2	11	4	
Katana: one-handed thrust	19	13	2d+4 imp	1	11	4	
Katana: two-handed swing	23	15	3d+10 cut	1,2	10†	4	
Katana: two-handed thrust	23	15	2d+4 imp	1	10†	4	
Katana (Very Fine, Accurate): one-handed swing	20	13	3d+11 cut	1,2	11	4	
Katana (Very Fine, Accurate): one-handed thrust	20	13	2d+6 imp	1	11	4	
Katana (Very Fine, Accurate): two-handed swing	24 +4	15	3d+12 cut	1,2	10†	4	
Katana (Very Fine, Accurate): two-handed thrust	24 +4	15	2d+6 imp	1	10†	4	
Throwing Axe: swing	9	8U	3d+4 cut	1	11	4	[1]

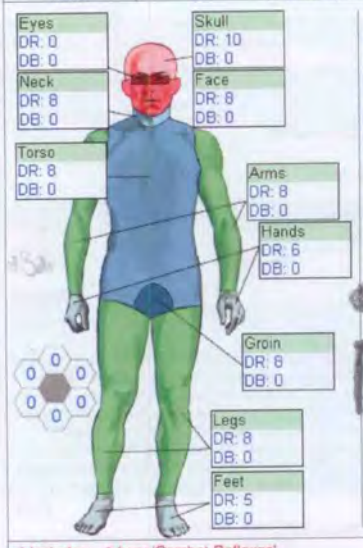
Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after 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.

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Throwing Axe: thrown	16	3d+4 cut	2	20 yd / 30 yd	1	T(1)	11	-3	–	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	12*	+1 9/10*	
Knife	DX	Shield (Shield)	Light	



Loc.	HP	#
Eyes	3	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	12	
Hands	8	
Legs	12	
Feet	8	

Bonus DR: 2†
Bonus DB: 0

Notes:
+1

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

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* 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, 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.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

HP

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
22 21 20 19 18	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
12 11 10 9 8	-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
7 6 5 4 3	-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 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

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

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

D#
1. Parry feverish/vertical 20
2. Parry feverish -2 wdrawn 15

SLAM TABLE

1	2	3–4	5–6	7–11	12–14
1d-3	1d-2	1d-1	1d	2d	3d

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 41230, Weight: 155.9 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	41230	155.9 lb
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Horny Gnomish Backscabbard Per Unit - Weight: 3 lb Contents - Cost: 21900, Weight: 10 lb Usernotes: Allows to wear 2 Weapons on the back and to ready the weapon as a free action, no roll required. You can not quick sheate your weapon though, learn the proper Technique for that.	21900	13 lb
1	Katana (Weapon Master Damage Bonus, +0) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	Katana (Very Fine, Accurate) (Weapon Master Damage Bonus, +0; Very Fine, +1900%; ~Accuracy (+1), +8250) {p. B271, B274} Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	21250	5 lb
1	Belt Contents - Cost: 2060, Weight: 4.5 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	2060	4.5 lb
1	Throwing Axe {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]	60	4 lb
1	Dungeon Tazzer Usernotes: Allows the user to shoot up to 3d Lightnings with Skill 15, has 20 FP Power Reserve	2000	8 oz
1	Armor Contents - Cost: 12280, Weight: 131.4 lb Description: Parent Item	12280	131.4 lb
1	Greathelm (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck	680	12 lb
1	Sollerets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	300	8.4 lb
1	Heavy Steel Corselet (Dwarven, Enchanted (+1 ST)) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin	4600	54 lb
1	Heavy Plate Legs (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs	3200	30 lb
1	Heavy Plate Arms (Dwarven) (Dwarven (+1), +100%) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	3000	24 lb
1	Heavy Gauntlets (Dwarven) (Dwarven (+1), +100%) {p. B284} Description: TL:3 LC:3 DR:5 Locations: hands Location: hands	500	3 lb

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	Combat	41230	155.9 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 4930, Weight: 4 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	4990	5 lb
1	Major Healing Potion (Drinkable) {p. DF1:29} Description: Heals 2d HP.	350	8 oz
3	Great Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 1000, Weight: 8 oz Description: Heals 4d HP.	3000	1.5 lb
4	Major Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 395, Weight: 8 oz Description: Restores 8 FP depleted for magic.	1580	2 lb
	Totals:	41230	155.9 lb

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 1330, Weight: 6 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	1630	9 lb
1	Pouch {p. B288} Per Unit - Cost: 10 Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	10	–
0	Copper Farthing	0	–
0	Gold Mark	0	–
0	Platinum Franc	0	–
0	Silver Penny	0	–
1	Buch der magischen Jungfrauenflüssigkeit	0	2 lb
6	Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP.	720	3 lb
~~1~~	~~Strength Potion (Drinkable)~~	250	8 oz
1	~~Battle Potion (Drinkable)~~	350	8 oz
	Totals:	1630	9 lb

Qty	Wagen	Cost	Weight
1	Wagen Contents - Cost: 2, Weight: 8 oz Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	2	8 oz
1	Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	2	8 oz
	Totals:	2	8 oz

+5000 $
-5 $
-50 $
-2150 $
+12'000 $ Endsession

SCRATCH PAD

NOTES

Schulden bei Chilblane
1545
+1 battle potion 350
+1 strength potion 250

CAMPAIGN LOG

Points: (logged) 45 + (other) 0 = (total) 45

<enter caption here>
<enter notes here>
28.11.2011: 9 pts

<enter caption here>
<enter notes here>
28.11.2011: 13 pts

<enter caption here>
<enter notes here>
28.11.2011: 11 pts

<enter caption here>
<enter notes here>
28.11.2011: 12 pts

Initial Character Creation
Character created using GURPS Character Assistant 4
17.10.2011: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[140]
Advantages, Perks	[123]
Disadvantages, Quirks	[-40]
Skills, Techniques	[74]
Total Points Spent:	**297**
Unspent Points:	-2

Blut und Schätze
Forgotten Realms
GURPS Dungeon Fantasy

Name: Chilblane
Race: Cat-Folk
Appearance: Ausfüllen

Player: Philipp Koschmann
Ht: Ausfülle **Wt:** Ausfüllen **Age:** Ausfülle

Spent: 297
Unspent: -1
Neu: 13

CHARACTER SHEET

ST 12*	[30]	**HP** 12	[0]	Basic Speed 7,25	[10]		
DX 15†	[80]	**Will** 11	[0]	Basic Move 7	[0]		
IQ 11	[20]	**Per** 15†	[15]	**BL** 29 lb	(ST×ST)/5		
HT 12	[20]	**FP** 12	[0]	Thr 1d	Sw 2d		
TL 3			[0]	**SM** +0			

* Includes: -1 from 'Racial ST Penalty'; Conditional: +2 from 'Striking ST'
† Includes: +1 from 'Cat-Folk (Dungeon Fantasy)'

Vision	15	Fright Check	13*	High Jump	2.92 ft
Hearing	15	Consciousness	12	Money	0†
Touch	15	Death Check	12		
Taste/Smell	15	Broad Jump	4 yd		

* Includes: +2 from 'Combat Reflexes'
† Includes: +2000 from 'Money', +78418 from 'Money'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	–	-1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 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 'Outdoorsman', +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Paranoia'

CULTURAL FAMILIARITIES

Native	Pts
Cat-Folk (Native) {p. B23}	[0]
Non-native	**Pts**
Human {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Catish (Native) {p. B24}	Native	Native	[0]
Non-native	**Spoken**	**Written**	**Pts**
Common {p. B24}	Broken	Broken	[2]

TEMPLATES AND META-TRAITS

Name	Pts
Cat-Folk (Dungeon Fantasy) {p. DF3:5}	[40]
Features: Tail: neither a manipulator nor enough of a problem to interfere with armor	
Description: Cat-folk are the most common ofte so-called beast-men.	
Racial ST Penalty -1 (Size, +0%)	[-10]
Catfall {p. B41}	[10]
Roll: 15 (DX)	
Claws (Sharp Claws) {p. B42}	[5]
Combat Reflexes {p. B43}	[15]
Night Vision 5 {p. B71}	[5]
Striking ST 2 {p. B89}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Fur {p. B100}	[1]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Laziness {p. B142}	[-10]
Phobia (Entering Water; 15 or less, *0.5) {p. B148}	[-2]
Scout (Dungeon Fantasy) {p. DF1:10}	[0]
Description: You're called "archer," "stalker," and "tracker," and you've filled all three roles in the past.	

ADVANTAGES

Name	Pts
Heroic Archer {p. DF1:14}	[20]
Outdoorsman 2 {p. B90}	[20]
Description: Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, Tracking	
Weapon Master (Bow) {p. B99}	[20]

DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Greed (12 or less, *1) {p. B137}	[-15]
Intolerance (Urbanites) {p. B140}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Paranoia {p. B148}	[-10]
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]
Prejudiced against Gargoyles {p. B163}	[-1]

SKILLS

DX based	Level	Relative	Pts
Bow {p. B182}	19	DX+4	[16]
Brawling {p. B182} 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	15	DX+0	[1]
Broadsword {p. B208} Parry: 13	18	DX+3	[12]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16*	DX+1	[1]
Garrote {p. B197}	15	DX+0	[1]
Jumping {p. B203}	15	DX+0	[1]
Knot-Tying {p. B203}	15	DX+0	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Stealth {p. B222}	14	DX-1	[1]
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228} Parry: 11	14	DX-1	[1]
HT based	**Level**	**Relative**	**Pts**
Hiking {p. B20}	12	HT+0	[2]
Running {p. B218}	11	HT-1	[1]
IQ based	**Level**	**Relative**	**Pts**
dCamouflage {p. B183}	15†	IQ+4	[2]
Cartography/TL3 {p. B183}	12	IQ+1	[4]
First Aid/TL3 (Cat-Folk) {p. B195}	11	IQ+0	[1]
Gesture {p. B198}	12	IQ+1	[2]
Mimicry (Bird Calls) {p. B210}	12†	IQ+1	[2]
Navigation/TL3 (Land) {p. B211}	12†	IQ+1	[1]
Prospecting/TL3 {p. B216}	10	IQ-1	[1]
dShadowing {p. B219}	12	IQ+1	[4]
Traps/TL3 {p. B226}	12	IQ+1	[4]
Per based	**Level**	**Relative**	**Pts**
Observation {p. B211}	15	Per+0	[2]
Search {p. B219}	14	Per-1	[1]
Survival (Arctic) {p. B223}	16†	Per+1	[1]
Survival (Woodlands) {p. B223}	16†	Per+1	[1]
Tracking {p. B226}	17†	Per+2	[2]

* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Outdoorsman'

MELEE ATTACKS

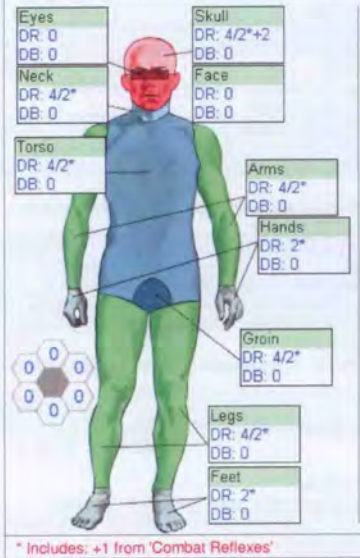
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-1 cut	C	–	–	
Brawling: Bite	15	–	1d-1 cut	C	–	–	
Brawling: Kick	13	–	1d cut	C,1	–	–	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Composite Bow (Elven, Puissance, Accuracy): Primary	20	1d+5 imp +6	3	320 yd / 400 yd	1	1(2)	10†	-7	–	4	[3]
Composite Bow (Elven, Puissance, Accuracy): Bodkin Point	20	1d+5(2) pi +6	3	320 yd / 400 yd	1	1(2)	10†	-7	–	4	[3]

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.

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9*	10/11*	
Broadsword	DX	DX	Light	



Loc.	HP	#
Eyes	2	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* 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, 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.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HP: 12 11 10 9 8 7 6 5 4 3 2 1
0 HP: 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11
-1×HP: -12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23
-2×HP: -24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35
-3×HP: -36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47
-4×HP: -48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -58 -59

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

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SLAM TABLE

1–2	3–4	5–8
1d-3	1d-2	1d-1

18+16+28 + Pfeil

Monster D. ~~IIII~~ ~~IIII~~
Icy II
Meteor IIII

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 67019, Weight: 48.9 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	67019	48.9 lb
1	Belt Description: Parent Item	0	–
1	Armor Contents - Cost: 20339, Weight: 29.5 lb Description: Parent Item	20339	29.5 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	Mail Sleeves (Superlight) (~Lighten (x1/2) (+2475; Arms (15%), *1), +2475) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms	2545	4.5 lb
1	Mail Leggings (Superlight) (Elven, +300%; ~Lighten (x1/2) (+4950; Legs (30%), *1), +4950) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: legs	5390	7.5 lb
1	Mail Hauberk (Superlight) (Elven, +300%; ~Lighten (x1/2) (+9900; Groin (10%), *1, Torso and Vitals (50%), *1), +9900) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: torso, groin Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: torso, groin	10820	12.5 lb
1	Mail Coif (Superlight) (Elven, +300%; ~Lighten (x1/2) (+1254; Neck (2.5%), *1, Skull (5%), *1), +1254) {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	1474	2 lb
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Delvers Webbing {p. DF1:25} Per Unit - Cost: 160, Weight: 3 lb Contents - Cost: 4310, Weight: 6.4 lb Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readying a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!	4470	9.4 lb
14 No	Arrow (Meteoric) (Meteoric, +1900%) {p. B275} Per Unit - Cost: 40, Weight: 1.6 oz	560	1.4 lb
25 15	Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
25 No	Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
1	Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 2100, Weight: 3 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	2160	4 lb
2	Major Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Heals 2d HP.	700	1 lb
2	Battle Potion (Drinkable) Per Unit - Cost: 350, Weight: 8 oz Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	700	1 lb

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	Potion Belt {p. DF1:25}	2160	4 lb
2	Major Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 350, Weight: 8 oz Description: Restores 8 FP depleted for magic.	700	1 lb
1	Composite Bow (Elven, Puissance, Accuracy) (Bodkin Point (TL3), +0; Elven, +1600%; ~Accuracy (+1), +8250; ~Puissance: Missile Weapon (+1), +16500) {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is $2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is $0.1. Sling stones are free. Notes: [3][3]	40050	4 lb
	Totals:	67019	48.9 lb

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 10864, Weight: 35.96 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	11164	38.96 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
2	Rope, 3/8" (per 10 yards) {p. B288} Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
28 20	Monster Drool (Utility) {p. DF1:28} Per Unit - Cost: 20, Weight: 8 oz Description: Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's cheap. A living victim must make an immediate HT roll or suffer 2 points of injury.	560	14 lb
1	Paper, 17 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Pouch {p. B288} Per Unit - Cost: 10 Contents - Cost: 2239, Weight: 2.56 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	2249	2.56 oz
2	Platinum Franc Per Unit - Cost: 1000, Weight: 2.56 dr	2000	5.12 dr
3	Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr	30	7.68 dr
9	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	9	1.44 oz
2	Gold Mark Per Unit - Cost: 100, Weight: 2.56 dr	200	5.12 dr
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
3	Lockpicks {p. DF1:25} Per Unit - Cost: 50, Weight: 1.6 oz Description: Basic equipment for Lockpicking skill.	150	4.8 oz
5	Strength Potion Per Unit - Cost: 250, Weight: 8 oz Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	1250	2.5 lb
5	Fetching and Carrying (Drinkable) Per Unit - Cost: 300, Weight: 8 oz Usernotes: The subject's encumbrance levels are multiplied by 4 – so, if his extraheavy encumbrance is normally 200, it becomes 800! Encumbrance effects having to do with spells (e.g., Teleport) are not affected. It works on animals, and can be used to let a load-beast carry more. Duration: 1d+1 hours. Form: Any. Cost: $300	1500	2.5 lb
1	Luck Potion (Drinkable) Usernotes: The subject has the Luck advantage (p. B66). Duration: 2d game-hours. Form: Any form. Cost: $1,300	1300	8 oz
25	Arrow (Icy, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb
25	Arrow (Fire, Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 75, Weight: 1.6 oz	1875	2.5 lb

LOAD-OUTS (continued)

Qty	Wagon	Cost	Weight
	Totals:	11164	38.96 lb
1	Wagon Contents - Cost: 3235, Weight: 113 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	3235	113 lb
10	Traps, Mini-trap {p. DF1:25} Per Unit - Cost: 80, Weight: 2.5 lb Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	800	25 lb
10	Traps, Man trap {p. DF1:25} Per Unit - Cost: 180, Weight: 6 lb Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	1800	60 lb
100	Arrow (Bodkin) (Bodkin Point (TL3+), *1) {p. B275} Per Unit - Cost: 2, Weight: 1.6 oz	200	10 lb
100	Arrow {p. B275} Per Unit - Cost: 2, Weight: 1.6 oz	200	10 lb
1	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	135	8 oz
1	Sack {p. DF1:24} Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5	30	3 lb
1	Leather Jacket {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso	50	4 lb
1	Leather Helm {p. B284} Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
	Totals:	3235	113 lb

SCRATCH PAD

NOTES

Will Double Shot lernen (Siehe DF11 Powerups)

CAMPAIGN LOG

Points: (logged) 46 + (other) 0 = (total) 46

<enter caption here>
<enter notes here>
28.11.2011: 9 pts

<enter caption here>
<enter notes here>
28.11.2011: 13 pts

B&S IV Afterhour
11 Punkte fürs ausharren
30.10.2011: 11 pts

CAMPAIGN LOG (continued)

Blut & Schätze IV
12 von Abenteuer
1 Bonus vom Fötele
29.10.2011: 13 pts

Initial Character Creation
Character created using GURPS Character Assistant 4

Blut & Schätze vs. Forgotten Realms

GURPS 4th Edition: Dungeon Fantasy
17.10.2011: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[179]
Advantages, Perks	[103]
Disadvantages, Quirks	[-55]
Skills, Techniques	[70]
Total Points Spent:	**297**
Unspent Points:	-1

5000 Credits
2150 Credits
-106 Credits
12000 Credits

Blut und Schätze in Forgotten Realms
GURPS Dungeon Fantasy

Name: Magnus
Race: Human
Appearance:

Player: Reto Mägli
Ht: 1.80 **Wt:** 80 **Age:** 37

Spent: 303
Unspent: 1

CHARACTER SHEET

ST	10	[0]	**HP**	10	[0]	Basic Speed	6	[5]
DX	12	[40]	**Will**	16	[0]	Basic Move	6	[0]
IQ	16	[120]	**Per**	13	[-15]	**BL**	20 lb	(ST×ST)/5
HT	11	[10]	**FP**	16*	[9]	Thr 1d-2	Sw 1d	
TL	3				[0]	**SM**	+0	

* Includes: +2 from 'Extra Fatigue Points'

Vision	13	Fright Check	16	High Jump	2.17 ft
Hearing	13	Consciousness	11	Money	-42543*
Touch	13	Death Check	11		
Taste/Smell	13	Broad Jump	3 yd		

* Includes: +1800 from 'Money', +3700 from 'Money', -410 from 'Money', +1550 from 'Money'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	20 lb	40 lb	60 lb	120 lb	200 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
	–	-1	-2	-3	-4
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 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

Native	Pts
Human (Native) {p. B23}	[0]
Non-native	**Pts**
Orks {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
common (Native) {p. B24}	Native	Native	[0]
Non-native	**Spoken**	**Written**	**Pts**
Ork {p. B24}	Broken	–	[1]

TEMPLATES AND META-TRAITS

Name	Pts
Wizard (Dungeon Fantasy) {p. DF1:13} Description: Your knowlege of magic is deeper than that of the cleric or druid. The party needs your mighty wizardry.	[0]

ADVANTAGES

Name	Pts
Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%) Description: The Extra Fatigue advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Fatigue advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[6]
Magery 6 {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, for Syntactic magic use Syntactic Magery	[60]

ADVANTAGES (continued)

Name	Pts
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]

DISADVANTAGES

Name	Pts
Obsession (To become the world's most powerful...; 12 or less, *1) {p. B146}	[-10]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Weirdness Magnet {p. B162}	[-15]

QUIRKS

Name	Pts
Careful {p. B164}	[-1]
Dislikes Orks {p. B164}	[-1]
Likes Wine {p. B164}	[-1]
Nosy {p. B164}	[-1]
Proud {p. B164}	[-1]

SKILLS

DX based	Level	Relative	Pts
Body Sense {p. B181}	10	DX-2	[1]
Brawling {p. B182} 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	12	DX+0	[1]
Climbing {p. B183}	11	DX-1	[1]
Fast-Draw (Potion) {p. B194}	12	DX+0	[1]
dInnate Attack (Beam) {p. B201} Parry: 10	14	DX+2	[1]
Innate Attack (Projectile) {p. B201} Parry: 11	16	DX+4	[12]
Riding (Equines) {p. B217}	11	DX-1	[1]
Staff {p. B208} Parry: 12	14	DX+2	[8]
dStealth {p. B222}	12	DX+0	[1]
Wrestling {p. B228} Parry: 8	11	DX-1	[1]
HT based	**Level**	**Relative**	**Pts**
Hiking {p. B20}	10	HT-1	[1]
IQ based	**Level**	**Relative**	**Pts**
Alchemy/TL3 {p. 174, M210}	16	IQ+0	[8]
First Aid/TL3 (Human) {p. B195}	16	IQ+0	[1]
Gesture {p. B198}	16	IQ+0	[1]
Hazardous Materials/TL3 (Magical) {p. B199}	15	IQ-1	[1]
Hidden Lore (Demon Lore) {p. B199}	15	IQ-1	[1]
Hidden Lore (Magical Items Lore) {p. B199}	16	IQ+0	[2]
Hidden Lore (Spirit Lore) {p. B199}	15	IQ-1	[1]
Occultism {p. B212}	16	IQ+0	[2]
Research/TL3 {p. B217}	15	IQ-1	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
Teaching {p. B224}	15	IQ-1	[1]
Thaumatology {p. B225}	19*	IQ+3	[1]
Writing {p. B228}	15	IQ-1	[1]
Per based	**Level**	**Relative**	**Pts**
Observation {p. B211}	12	Per-1	[1]
Will based	**Level**	**Relative**	**Pts**
Meditation {p. B207}	15	Will-1	[2]

* Includes: +6 from 'Magery'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Air Jet	14	–	~2d knock	~2	–	–	~1-3en
Brawling: Punch	12	9	1d-3 cr	C	–	–	
Brawling: Bite	12	–	1d-3 cr	C	–	–	
Brawling: Kick	10	–	1d-2 cr	C,1	–	–	
Flame Jet	14	–	~1d burn	~1	–	–	~1-3en

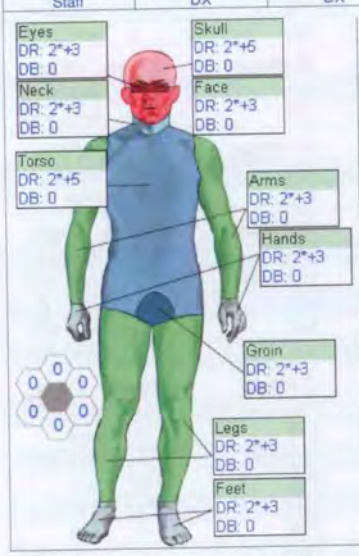
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Stab des würdigen (25FP): staff swing Usernotes: +5 Explosivefireball 3d ex	14	12	1d+2 cr	1,2	7†	4	
Stab des würdigen (25FP): staff thrust Usernotes: +5 Explosivefireball 3d ex	14	12	1d cr	1,2	7†	4	
Stab des würdigen (25FP): sword swing Usernotes: +5 Explosivefireball 3d ex	7	6	1d+2 cr	1,2	9†	4	
Stab des würdigen (25FP): sword thrust Usernotes: +5 Explosivefireball 3d ex	7	6	1d-1 cr	2	9†	4	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion	16	~1d cr	1	20 yd / 40 yd	–	–	–	–	–	–	~2-6en
Explosive Fireball	16	~1d burn ex	1	25 yd / 50 yd	–	–	–	–	–	–	~2-6en
Explosive Lightning	16	~1d-1 burn ex	3	50 yd / 100 yd	–	–	–	–	–	–	~2-6en
Fireball	16	~1d burn	1	25 yd / 50 yd	–	–	–	–	–	–	~1-3en
Lightning	16	~1d-1 burn	3	50 yd / 100 yd	–	–	–	–	–	–	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
12 Staff	9 DX	7 DX	8/9 Light	



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

Bonus DR: 0
Bonus DB: 0

Notes:

+1

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* 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, 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.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

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

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

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.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SLAM TABLE

1–2	3–5	6–7
1d-3	1d-2	1d-1

SPELL GRIMOIRE

Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Air Jet	20 [1]	0	Regular	1 sec.	1 sec.	1 to 3/S	Ai	3	M24
Concussion	20 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Create Air	20 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1	M23, B243
Explosive Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244
Purify Air	20 [1]	0	Area	1 sec.	Instant	1	Ai	–	M23, B243
Shape Air	20 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2	M24, B243
Walk on Air	20 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	3	M25, B243
Body Control	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Itch	20 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	–	M35, B244
Pain	20 [1]	0	Regular/R-HT	2 sec.	1 sec.	2	BC	2	M36, B244
Resist Pain	20 [1]	2	Regular	1 sec.	1 min.	4/2	BC	3	M38
Spasm	20 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Earth	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Earth to Stone	20 [1]	1	Regular	1 sec.	Perm.	3/cu. yd.#	Ea	2	M51, B245
Flesh to Stone	20 [1]	1	Regular/R-HT	2 sec.	Instant	10#	Ea	3	M51, B246
Seek Earth	20 [1]	0	Information	10 sec.	Instant	3	Ea	–	M50, B245
Shape Earth	20 [1]	0	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	1	M50, B245
Fire	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Create Fire	20 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1	M72, B246
Explosive Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	4	M75, B247
Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	3	M74, B247
Flame Jet	20 [1]	0	Regular	1 sec.	1 sec.	1 to 3/S	Fi	3	M73
Ignite Fire	20 [1]	0	Regular	1 sec.	1 sec.	1 to 4/S	Fi	–	M72, B246
Shape Fire	20 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1	M72, B246
Healing	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Lend Energy	20 [1]	1	Regular	1 sec.	Perm.	Varies	He	–	M89, B248
2min Recover Energy	20 [1]	1	Special	Special	Special	none	He	1	M89, B248
Light & Darkness	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Continual Light	20 [1]	0	Regular	1 sec.	Varies	Varies	LD	1	M110, B249
Light	20 [1]	0	Regular	1 sec.	1 min.	1/1	LD	–	M110, B249
Meta-Spells	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Delay	20 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15	M130
Hang Spell	20 [2]	3	Special	10 sec.	1 hr.	Varies	MS	16	M128
Movement	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Apportation	20 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Mo	–	M142, B251
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Grease	20 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1	M142
Great Haste	20 [2]	1	Regular	3 sec.	10 sec.	5#	Mo	1	M146, B251
Haste	20 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	–	M142, B251
Protection & Warning	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Armor	20 [1]	2	Regular	1 sec.	1 min.	Varies	PW	1	M167, B253
Catch Missile	20 [1]	1	Blocking	1 sec.	Instant	2	PW	2	M168
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Force Dome	20 [1]	1	Area	1 sec.	10 min.	3/2	PW	10	M170
Iron Arm	20 [1]	2	Blocking	1 sec.	Instant	1	PW	4	M169
Return Missile	20 [1]	1	Blocking	1 sec.	Instant	2	PW	3	M168
Shield	20 [1]	2	Regular	1 sec.	1 min.	Varies	PW	–	M167, B252
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We	8	M169
Sound	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Concussion	20 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Sound	20 [1]	0	Regular	1 sec.	Varies	Varies	So	–	M171, F172
Thunderclap	20 [1]	0	Regular	1 sec.	Instant	2	So	1	M171
Water	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Create Water	20 [1]	0	Regular	1 sec.	Perm.	2/gal.	Wa	2	M184, B253
Purify Water	20 [1]	0	Special	5-10 sec./gal.#	Perm.	1/gal.	Wa	1	M184, B253
Seek Water	20 [1]	0	Information	1 sec.	Instant	2	Wa	–	M184, B253
Weather	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Explosive Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We	8	M169

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	Armor Contents - Cost: 33060, Weight: 20.25 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	33060	20.25 lb
1	Silkshirt (Increased Cost (+3990), +3990; ~Fortify (+2), +0) Notes: [notes] Location: torso	4000	8 oz
1	Ironskin Amulet Notes: [notes] Usernotes: DF1:30 Location: all	28720	4 oz
1	Leather Armor Suit {p. L18} Description: TL:1 LC:-- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding seperately, or account for its DR and weight. Location: all	340	19.5 lb
1	Fussgelenke Description: Parent	0	–
1	Handgelenke Description: Parent	0	–
1	Hände Contents - Cost: 8000, Weight: 4 lb Description: Parent	8000	4 lb
1	Stab des würdigen (25FP) (Increased Cost (+7990), +7990) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.] Usernotes: +5 Explosivefireball 3d ex	8000	4 lb
1	Hüften Description: Parent	0	–
1	Ordinary Clothes {p. B266} Per Unit - Weight: 2 lb Contents - Cost: 400, Weight: 4 oz Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	400	2.25 lb
1	Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use.	400	4 oz
1	Potion Belt {p. DF1:25} Per Unit - Cost: 600, Weight: 1 lb Contents - Cost: 3480, Weight: 4 lb Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	4080	5 lb
2	Minor Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Usernotes: lesser HP?	240	1 lb
4	Paut (Drinkable) {p. DF1:29} Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic.	540	2 lb
2	Great Paut (Drinkable) (Multiplied Cost (+900), *10) {p. DF1:29} Per Unit - Cost: 1350, Weight: 8 oz Description: Restores 4d FP depleted for magic.	2700	1 lb
1	Rücken Description: Parent	0	–
	Totals:	45540	31.5 lb

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 4343, Weight: 36.33 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	4643	39.33 lb
1	Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
9	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	18	4.5 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb

LOAD-OUTS (continued)

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	4643	39.33 lb
1	Purse {p. B288} Per Unit - Cost: 10 Contents - Cost: 3050, Weight: 1.28 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	3060	1.28 oz
5	coin silver Per Unit - Cost: 10, Weight: 2.56 dr	50	12.8 dr
3	coin platin Per Unit - Cost: 1000, Weight: 2.56 dr	3000	7.68 dr
0	coin gold	0	–
0	coin copper	0	–
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Paper, 20 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Backpack Alchemy Lab {p. DF1:25} Description: Basic equipment for identifying potions and magic items with Alchemy skill; -2 to brew potions in the field.	1000	10 lb
1	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP?	120	8 oz
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
	Totals:	4643	39.33 lb

SCRATCH PAD

NOTES

Questitem
Jungbrunnenbuch Author:Ekand(Elf)
Artefakt (Terminator)

Inventar
1 Breitschwert +1
1 Leichtmetalhose +4DR +2 Dancingskill

3x6 = 18

CAMPAIGN LOG

Points: (logged) 0 + (other) 0 = (total) 54

Session 6 - Überfall 26.11.2011

Abenteuergruppe um Loot gebracht.

neuer Skill
Innate Attack(Beam) 40$

neue Spells
Air Jet 40$
Concussion 40$
Explosive Lightning 40$
Flame Jet 40$
Lightning 40$
Sound 40$
Thunderclap 40$

Equipment
Ironskin Amulet 28720$;DR3;Alchemie Amulet;DF1:30
17.12.2011: 9 pts

Änderungen:
Potion Belt kostet CHF 600, geändert

Habe Dir alle möglichen "Aufhängpunkte" in deinen Char geäddet
11.02.2011: 0 pts

Training
Attribute:
+1 Int

Neue Skills:
+1 Fast Draw Potion 40$
+1 Deflect Missile
+1 Catch Missile
+1 Return Missile

Erhöhte Skills
+2 Innate Attack 40$
+1 Hang Spell 20$
+1 Great Haste 20$
11.01.2011: 0 pts

Blut und Schätze Afterhour 30.10.2011
Die Bücher von der Kutschenfahrt den Zwergen in Baldurstor gebracht.
Das Orkbanditenlager ausgelöscht.
11.01.2011: 11 pts

Blut und Schätze 4 Kutschenfahrt 29.10.2011
Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sho und Goblins gespielt)
11.01.2011: 13 pts

Session 3 Mine
<enter notes here>
21.08.2011: 9 pts

Session 1+2 Zepter
<enter notes here>
17.08.2011: 12 pts

Initial Character Creation
Character created using GURPS Character Assistant 4
14.08.2011: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[169]
Advantages, Perks	[73]
Disadvantages, Quirks	[-40]
Skills, Techniques	[54]
Spells	[47]
Total Points Spent:	**303**
Unspent Points:	1

Geld
3050
+5000
- 5
- 1860 Gr. Paut 3x
+12000

Gegner
Soldaten ////111
Hexen 11
Zauberer 1
Boss 1

Inf
7 Magische Waffen

CP
7 Kampf
1 Leuchtturm
1 Quest Meister
5 Quest
1 Questitem

15

To do:
- Magierturm oben
- Scheiskaus
- Hufschmied
- Gang Hauptraum
- Save
- Boden
- Keller
- Turm Erdgeschoß
- Untergrundtunnel

Itemladen
26 · x

Buff
Move 5
Dodge 9
DB -1
Block -1

Blut und Schätze in Forgotten Realms
GURPS Dungeon Fantasy

Name: Sho Kosugi
Race: Human
Appearance:

Player: Sven Mangold
Ht: **Wt:** **Age:**

Spent: 257
Unspent: 6

CP:

CHARACTER SHEET

ST	11*	[10]	**HP**	11	[0]	Basic Speed	7	[5]
DX	15	[100]	**Will**	11	[5]	Basic Move	7	[0]
IQ	10	[0]	**Per**	11	[5]	**BL**	24 lb	(ST×ST)/5
HT	12	[20]	**FP**	12	[0]	Thr 1d-1	Sw 1d+1	
TL	3				[0]	**SM**	+0	

* Conditional: +2 from 'Ninja Killing Strike'

Vision	11	Fright Check	13*	High Jump	2.92 ft
Hearing	11	Consciousness	12	Money	0†
Touch	11	Death Check	12		
Taste/Smell	11	Broad Jump	4 yd		

* Includes: +2 from 'Combat Reflexes'
† Includes: +2500 from 'Money', +4570 from 'Money'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	–	-1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 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 'Social Stigma (Minority Group)', -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'No Sense of Humor', -1 from 'Stubbornness'

CULTURAL FAMILIARITIES

Native	Pts
Human (Native) {p. B23}	[0]
Non-native	**Pts**
Far East {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Far Eastern (Native) {p. B24}	Native	Native	[0]
Non-native	**Spoken**	**Written**	**Pts**
Common {p. B24}	Broken	–	[1]

TEMPLATES AND META-TRAITS

Name	Pts
Ninja (Dungeon Fantasy) {p. DF12:8}	[0]

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
Ninja Enhanced Parry 1 (All Weapons; Ninja Training, -10%) {p. B51}	[9]
Ninja Killing Strike 2 (Ninja Training, -10%; Once Per Weapon Per Battle, -10%) {p. DF12:5}	[8]
Ninja Talent 2 {p. DF12:4}	[20]
Weapon Master (Ninja Weapons) {p. B99}	[35]

DISADVANTAGES

Name	Pts
Callous {p. B125}	[-5]
No Sense of Humor {p. B146}	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Social Stigma (Minority Group) {p. B155}	[-10]
Stubbornness {p. B157}	[-5]

DISADVANTAGES (continued)

Name	Pts
Vow (Ninja Secrecy) {p. B160, DF12:7}	[-5]
Vow (Own no more than what can be carried) {p. B160, DF12:7}	[-10]

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]

($4700 + $12600) · $1700

1x Ninja Ring 15'000 an Bun

+ 2 DR Wabarbart

To + Seia To

+ 1 ~~Waffe~~ → Schwert

+ 1 Kasurigu

SKILLS

DX based	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[1]
Axe/Mace {p. B208} Parry: 12	14	DX-1	[1]
Blowpipe {p. B180}	13	DX-2	[1]
Bow {p. B182}	14	DX-1	[1]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Shuriken) {p. B194, MA56}	16*	DX+1	[1]
Jitte/Sai {p. B208} Parry: 13	17	DX+2	[8]
Judo {p. B203} Parry: 12	14	DX-1	[2]
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203} Description: Notes: Calculated damage takes into account bonuses from 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: 12	14	DX-1	[2]
Knife {p. B208} Parry: 12	16	DX+1	[2]
Kusari {p. B209} Parry: 12	15	DX+0	[4]
Light Walk {p. B205}	17†	DX+2	[4]
Riding (Equines) {p. B217}	14	DX-1	[1]
dShortsword {p. B209} Parry: 13	16	DX+1	[4]
Staff {p. B208} Parry: 14	14	DX-1	[1]
Stealth {p. B222}	17	DX+2	[8]
Thrown Weapon (Shuriken) {p. B226}	17	DX+2	[4]
Tonfa {p. B209} Parry: 12	14	DX-1	[1]
HT based	**Level**	**Relative**	**Pts**
Hiking {p. B20}	11	HT-1	[1]
IQ based	**Level**	**Relative**	**Pts**
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[1]
Gesture {p. B198}	10	IQ+0	[1]
Holdout {p. B200}	10	IQ+0	[2]
Hypnotism (Human) {p. B201}	10†	IQ+0	[1]
Invisibility Art {p. B202}	11†	IQ+1	[4]
Poisons/TL3 {p. B214}	9	IQ-1	[2]
Per based	**Level**	**Relative**	**Pts**
Blind Fighting {p. B180}	12†	Per+1	[4]
Observation {p. B211}	10	Per-1	[1]
Will based	**Level**	**Relative**	**Pts**
Meditation {p. B207}	10	Will-1	[2]
Mental Strength {p. B209}	13†	Will+2	[1]

* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Ninja Talent'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	–	1d-2 cr	C	–	–	
Karate: Punch	14	12	1d-2 cr	C	–	–	
Karate: Kick	12	–	1d-1 cr	C,1	–	–	
Kick	13	–	1d-1 cr	C,1	–	–	
Punch	15	12	1d-2 cr	C	–	–	
Equipment based	**Skill**	**Parry**	**Damage**	**Reach**	**ST**	**LC**	**Notes**
Kusarigama: kusari	15	10U	1d+3 cr	1,2*	10†	4	[8]
Kusarigama: kama	15	10U	1d+3 cut	1,2*	11†	4	[8, 14]
Ninja-To: swing	16	13	1d+2 cut	1	8	4	
Ninja-To: thrust	16	13	1d+1 imp	1	8	4	
Sai: jitte/sai swing	17	13	1d+3 cr	1	7	4	[1, 10]
Sai: jitte/sai thrust	17	13	1d+1 imp	1	7	4	
Sai (Fine, Meteoric): jitte/sai swing	17	13	1d+3 cr	1	7	4	[1, 10]
Sai (Fine, Meteoric): jitte/sai thrust	17	13	1d+2 imp	1	7	4	
Shuriken (Spike): claw	15	12	1d-3 imp	C	–	4	[4]
Shuriken (Spike, Meteoric, Fine): claw	15	12	1d-2 imp	C	–	4	[4]
Shuriken (Star): claw	15	12	1d-3 cut	C	–	4	[4]
Shuriken (Star, Meteoric, Fine): claw	15	12	1d-2 cut	C	–	4	[4]
Tanto: swing	16	12	1d cut	C,1	6	4	
Tanto: thrust	16	12	1d imp	C	6	4	[1]
Tonfa: butt jab	15	12	1d-1 cr	C	–	4	[4]
Tonfa: swing	14	12	1d+1 cr	1	7	4	[11]
Tonfa: thrust	14	12	1d-1 cr	C,1	7	4	

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.

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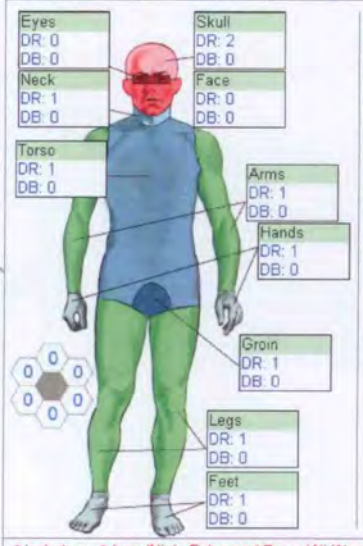
RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Shuriken (Spike): thrown	17	1d-1 imp	1	5.5 yd / 11 yd	1	T(1)	5	–	–	4	
Shuriken (Spike, Meteoric, Fine): thrown	17	1d imp	1	5.5 yd / 11 yd	1	T(1)	5	–	–	4	
Shuriken (Star): thrown	17	1d cut	1	5.5 yd / 11 yd	1	T(1)	5	–	–	4	
Shuriken (Star, Meteoric, Fine): thrown	17	1d+1 cut	1	5.5 yd / 11 yd	1	T(1)	5	–	–	4	
Tanto: thrown	11	1d-1 imp	–	8.8 yd / 16.5 yd	1	T(1)	6	-2	–	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	9†	11†+2	
Judo	DX	DX	None	



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

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Ninja Enhanced Parry (All Weapons)', +1 from 'Combat Reflexes'
† Includes: +1 from 'Combat Reflexes'

Lg hed too
+1 DR
Pyjama weiss

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
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-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.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SLAM TABLE

1–2	3–4	5–8
1d-3	1d-2	1d-1

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§·	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* 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, 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.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	Armor Contents - Cost: 1950, Weight: 10 lb Description: Parent Item	1950	10 lb
1	Armored Ninja Suit (Armored, +300%; Weapon Holder, +900%) {p. DF12:16} Usernotes: Weapon Holder = 3+Ninja Talent Slots Location: full suit	1950	10 lb
1	Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1340, Weight: 6 lb Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppo, etc.). Wearer can reach them with Ready or Fast-Draw.	1400	7 lb
5	Nageteppo, Smoke {p. DF1:25} Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.	200	1 lb
~~5~~ 1	Nageteppo, Flash {p. DF1:25} Per Unit - Cost: 40, Weight: 3.2 oz Description: When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn.	200	1 lb
10	Shuriken (Star) (Weapon Master Damage Bonus, +0) {p. B276, MA226, DF12:14} Per Unit - Cost: 3, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [[4]	30	1 lb
10	Shuriken (Spike) (Weapon Master Damage Bonus, +0) {p. B276, MA226, DF12:14} Per Unit - Cost: 3, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [[4]	30	1 lb
1 ~~2~~	Caltrops (Per hex) {p. DF1:25} Per Unit - Cost: 5, Weight: 8 oz Description: Take a Ready maneuver to deploy. Victims who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thr-3 imp - based on his ST - to the foot. Caltrops that penetrate DR continue to do damage each turn until removed (two Ready maneuvers).	10	1 lb
5	Shuriken (Star, Meteoric, Fine) (Weapon Master Damage Bonus, +0; Fine, +900%; Meteoric, +1900%) {p. B276, MA226, DF12:14} Per Unit - Cost: 87, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [[4]	435	8 oz
5	Shuriken (Spike, Meteoric, Fine) (Weapon Master Damage Bonus, +0; Fine, +900%; Meteoric, +1900%) {p. B276, MA226, DF12:14} Per Unit - Cost: 87, Weight: 1.6 oz Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [[4]	435	8 oz
	Totals:	3350	17 lb

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 2460, Weight: 29.1 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	2760	32.1 lb
1	Purse Contents - Cost: 2305, Weight: 1.6 oz Description: Parent Item	2305	1.6 oz
2	Platinum Franc Per Unit - Cost: 1000, Weight: 2.56 dr	2000	5.12 dr
3	Gold Mark Per Unit - Cost: 100, Weight: 2.56 dr	300	7.68 dr
5	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	5	12.8 dr
0	Silver Penny	0	–
1	Wineskin (filled with water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
20	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	40	10 lb

LOAD-OUTS (continued)

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	2760	32.1 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4 oz
1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr cr Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr cr Reach:C,1 Parry:0 ST:7 Skill:Tonfa], [4] This attack receives Brawling or Karate damage bonuses. Notes: [4]][11]]	40	1.5 lb
	Totals:	2760	32.1 lb

Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Weapon Holder in Ninja Suit Contents - Cost: 1960, Weight: 10.5 lb Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons, Weapons don't count as encumbrance	1960	10.5 lb
1	Sai (Weapon Master Damage Bonus, +0) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw cr Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:-3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10]][1]]	60	1.5 lb
1	Kusarigama (Weapon Master Damage Bonus, +0) {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 cr Reach:1,2* Parry:-2U ST:10† Skill:Kusari Notes:[8]], [Mode:kama Damage:sw+2 cut Reach:1,2* Parry:-2U ST:11† Skill:Kusari Notes:[8, 14]], [8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, life-preserver, and weighted scarf. Notes: [8]][8, 14]	80	4.5 lb
1	Tanto (Weapon Master Damage Bonus, +0) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [[1]]	40	1 lb
1	Ninja-To (Weapon Master Damage Bonus, +0) {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	400	2 lb
1	Sai (Fine, Meteoric) (Weapon Master Damage Bonus, +0; Fine, +300%; Meteoric, +1900%) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw cr Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw cr Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:-3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10]][1]]	1380	1.5 lb
	Totals:	1960	10.5 lb

Wind Rea [illegible]
+5000
-300

SCRATCH PAD

CAMPAIGN LOG

Points: (logged) 13 + (other) 0 = (total) 13

<enter caption here>

<enter notes here>

30.10.2011: 13 pts

Initial Character Creation

Character created using GURPS Character Assistant 4

21.08.2011: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[150]
Advantages, Perks	[94]
Disadvantages, Quirks	[-55]
Skills, Techniques	[68]
Total Points Spent:	**257**
Unspent Points:	6

used:
- search

GURPS
CHARACTER SHEET

Name: Bun Evilbreaker
Race: Goblin
Appearance:

Player: Samuel Ritschard
Ht: 1.60m **Wt:** 60kg **Age:** 30

Spent: 270
Unspent: 0

ST 12	[20]	**HP** 13†	[0]	Basic Speed 6,25		[0]	
DX 12	[40]	**Will** 14†	[0]	Basic Move 6		[0]	
IQ 13*	[80]	**Per** 14†	[0]	**BL** 29 lb	(ST×ST)/5		
HT 13†	[20]	**FP** 13	[0]	Thr 1d-1	Sw 1d+2		
TL 3			[0]	**SM** +0			

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
† Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision	14*	Fright Check	12†	High Jump	2.17 ft
Hearing	14	Consciousness	13	Money	0‡
Touch	14	Death Check	13		
Taste/Smell	14	Broad Jump	3 yd		

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
† Includes: -2 from 'Cowardice'
‡ Includes: +1800 from 'The Great Rum', +500 from 'Money', +49460 from 'Money'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 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
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 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.

TEMPLATES AND META-TRAITS

Name	Pts
Cleric (Dungeon Fantasy) {p. DF1:6} Description: You're the mortal representative of the Powers of Good. You might not be the physical foe of Evil that is the holy warrior (p.7), but you're no cloistered idealist...	[0]
Goblin (Dungeon Fantasy) {p. DF3:10} Description: True goblins are the small, not-too-stupid ones with needle-like teeth and a cowardly disposition.	[0]
Goblin-Kin Infravision {p. B60} Roll: 16 (Per+2)	[10]
Rapid Healing {p. B79}	[5]
Resistant to Metabolic Hazards (+3 to resist) {p. B81}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Appearance (Ugly) {p. B21}	[-8]
Cowardice (12 or less, *1) {p. B129}	[-10]
Social Stigma (Savage) {p. DF3:11}	[-10]

REACTION MODIFIERS

Appearance: -2*
* Includes: -2 from 'Appearance'

Status: +0

Other: +0†
† Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Coreligionists)' 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, -2 from 'Cowardice' when from trained fighters, when cowadice matters, -2 from 'Social Stigma (Savage)'

CULTURAL FAMILIARITIES

Native	Pts
Goblin (Native) {p. B23}	[0]
Non-native	**Pts**
Human {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Goblin (Native) {p. B24}	Native	Native	[0]
Non-native	**Spoken**	**Written**	**Pts**
Common {p. B24}	Broken	–	[1]

ADVANTAGES

Name	Pts
Clerical Investment {p. B43}	[5]
Extra Power Investiture 2 (Holy) {p. B77} Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	[20]
Holy Might Ally (Divine servant of equal points; 15 or less, *3; Holy, -10%; Summonable, +100%) {p. B36}	[29]
Power Investiture 3 (Holy) {p. B77} Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	[30]
Signature Gear 4 (The Great Rum) {p. B85}	[4]

DISADVANTAGES

Name	Pts
Gluttony (12 or less, *1) {p. B137}	[-5]
Honesty (12 or less, *1) {p. B138}	[-10]
Intolerance ("Evil" religions) {p. B140}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Weirdness Magnet {p. B162}	[-15]

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

DX based	Level	Relative	Pts
Axe/Mace {p. B208} Parry: 10	14	DX+2	[8]
Brawling {p. B182} 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	12	DX+0	[1]
Climbing {p. B183}	11	DX-1	[1]
Innate Attack (Projectile) {p. B201} Parry: 10	14	DX+2	[4]
Riding (Equines) {p. B217}	11	DX-1	[1]
Shield (Shield) {p. B220} Block: 10	14	DX+2	[4]
Stealth {p. B222}	11	DX-1	[1]
Wrestling {p. B228} Parry: 8	11	DX-1	[1]
HT based	**Level**	**Relative**	**Pts**
Hiking {p. B20}	12	HT-1	[1]
IQ based	**Level**	**Relative**	**Pts**
Diagnosis/TL3 (Goblin) {p. B187}	11	IQ-2	[1]
dFirst Aid/TL3 (Goblin) {p. B195}	14	IQ+1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Hidden Lore (Demon Lore) {p. B199}	12	IQ-1	[1]
Occultism {p. B212}	12	IQ-1	[1]
Panhandling {p. B212}	13	IQ+0	[1]
Public Speaking {p. B216}	12	IQ-1	[1]
Religious Ritual (Gork and Mork) {p. B217}	11	IQ-2	[1]
Research/TL3 {p. B217}	12	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	13	IQ+0	[1]
Surgery/TL3 (Goblin) {p. B223}	11	IQ-2	[2]
Teaching {p. B224}	12	IQ-1	[1]
Theology (Gork and Mork) {p. B226}	11	IQ-2	[1]
Writing {p. B228}	12	IQ-1	[1]
Per based	**Level**	**Relative**	**Pts**
Esoteric Medicine (Holy) {p. B192}	14	Per+0	[4]
Observation {p. B211}	13	Per-1	[1]
Scrounging {p. B218}	14	Per+0	[1]
Will based	**Level**	**Relative**	**Pts**
Exorcism {p. B193}	14*	Will+0	[4]
Meditation {p. B207}	12	Will-2	[1]

* Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith

SCRATCH PAD

+5000

-5000

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	–	–	
Brawling: Bite	12	–	1d-2 cut	C	–	–	
Brawling: Kick	10	–	1d-1 cr	C,1	–	–	
Equipment based	**Skill**	**Parry**	**Damage**	**Reach**	**ST**	**LC**	**Notes**
Medium Shield of Defense	14	–	1d cr	1	–	4	[2,3,4]
The Axe of Ghazul: Primary	16	10	1d+6 cut	1	12	4	
The Axe of Ghazul: Pick	16	10	1d+5 imp	1	12	4	[2]
The Great Rum: Primary	15	10	1d+5 cut	1	12	4	
The Great Rum: Pick	15	10	1d+4 imp	1	12	4	[2]

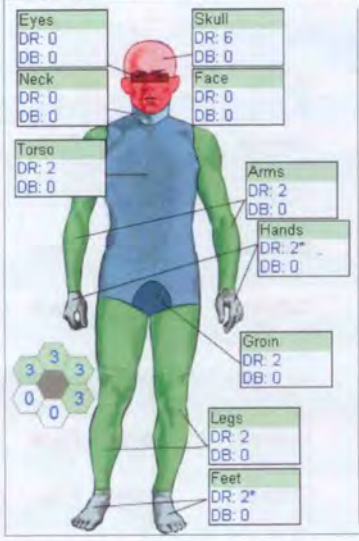
RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd / 150 yd	–	–	–	–	–	–	~1-3en

SLAM TABLE

1	2–3	4–7
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	10	9	
Axe/Mace	DX	Shield (Shield)		



Loc.	HP	#
Eyes	2	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 3

Notes: Power-Item

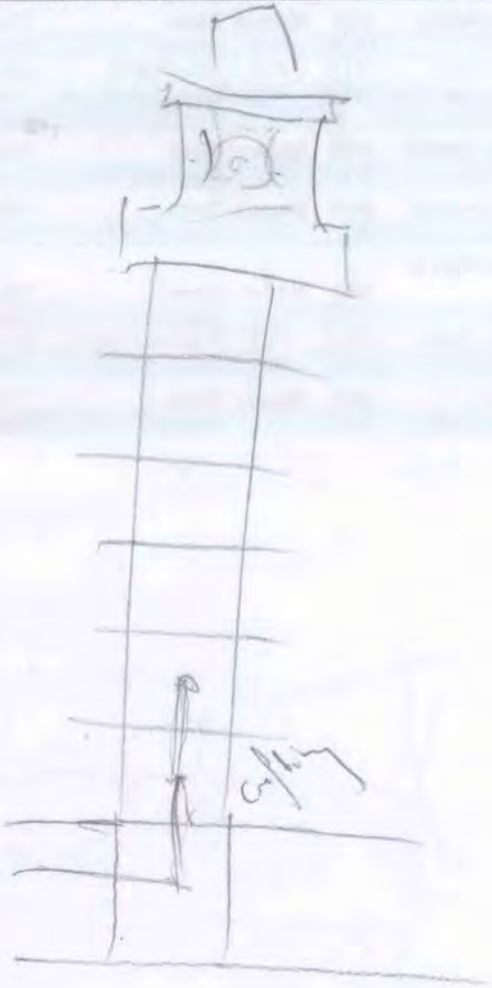
−10

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* 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, 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.



HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

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.

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

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.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

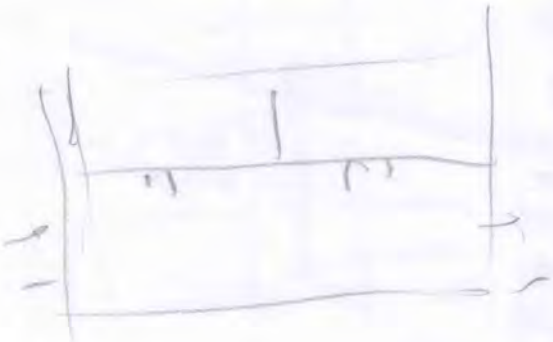
See also: *Size and Speed/Range Table*, p. B550.

SPELL GRIMOIRE

~Holy - Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Dispel Possession (Holy)	16 [1]	Pl 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE	5	M49
Gift of Letters (Holy)	15 [1]	Pl 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	15 [1]	Pl 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
~Holy - Earth	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Earthquake (Holy)	16 [1]	Pl 5	Area	30 sec.	1 min.	2/S	Ho, Ea	6	M54
Stone to Flesh (Holy)	16 [1]	Pl 3	Regular	5 sec.	Instant	10	Ho, Ea	5	M53, B246
~Holy - Fire	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Flaming Weapon (Holy)	16 [1]	Pl 3	Regular	2 sec.	1 min.	4/1	Ho, Fi	4	M75
~Holy - Food	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Essential Food (Holy)	15 [1]	Pl 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	M79
Water to Wine (Holy)	16 [1]	Pl 3	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	5	M79
~Holy - Healing	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Awaken (Holy)	16 [1]	Pl 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Detect Poison (Holy)	16 [1]	Pl 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Instant Neutralize Poison (Holy)	15 [1]	Pl 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Instant Regeneration (Holy)	15 [1]	Pl 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	15 [1]	Pl 4	Regular	Special	Perm.	50	Ho, He	5	M93
Major Healing (Holy)	15 [1]	Pl 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	16 [1]	Pl 1	Special	Special	Special	none	Ho, He	1	M89, B248
~Holy - Knowledge	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
See Secrets (Holy)	16 [1]	Pl 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
Seeker (Holy)	16 [1]	Pl 2	Information	1 sec.	Instant	3	Ho, Kn	2	M105, B249
~Holy - Light & Darkness	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Sunbolt (Holy)	16 [1]	Pl 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
~Holy - Meta-Spells	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Bless (Holy)	16 [1]	Pl 5	Regular	min.=cost	Special	Varies	Ho, MS	20	M129
Dispel Magic (Holy)	16 [1]	Pl 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS	13	M126, B250
Magic Resistance (Holy)	16 [1]	Pl 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
~Holy - Mind Control	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Command (Holy)	16 [1]	Pl 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B251
~Holy - Necromancy	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Banish (Holy)	16 [1]	Pl 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
~Holy - Protection & Warning	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Armor (Holy)	16 [1]	Pl 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B253
Detect Poison (Holy)	16 [1]	Pl 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Watchdog (Holy)	16 [1]	Pl 1	Area	10 sec.	10 hrs.	1/1	Ho, PW	1	M167
~Holy - Water	**Skill**	**Magery**	**Class**	**Time**	**Duration**	**Casting Cost**	**College**	**Prereq**	**Page**
Create Water (Holy)	16 [1]	Pl 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

-5

-5000



LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	Combat	26115	57 lb
1	Belt Description: Parent Item	9600	9 lb
1	The Great Rum {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	1800	4.5 lb
1	The Axe of Ghazul {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	7800	4.5 lb
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	3355	4 lb
1	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	135	8 oz
1	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	120	8 oz
2	Major Paut (Drinkable) {p. DF1:29} Description: Restores 8 FP depleted for magic.	790	1 lb
2	Great Paut (Drinkable) {p. DF1:29} Description: Restores 16 FP depleted for magic.	2250	1 lb
1	Armor Description: Parent Item	3040	24 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs Location: legs	60	4 lb
1	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms Location: arms	50	2 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	Tabbard of Venom Resistance Description: This Tabbard gives the Wearer +3 on HT Rolls to resist Poisons	2500	1 lb
1	Leather Armor {p. B283} Description: TL:1 LC:4 DR:2 Locations: torso, groin Location: torso, groin	100	10 lb
1	Elven Mail Coif {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	220	4 lb
1	Ring of Light (Power Item 25 FP)	8000	–
1	Back	2120	20 lb
1	Medium Shield of Defense {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add $20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4] Usernotes: +1 DB	2120	20 lb
	Totals:	26115	57 lb

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	26315	34.9 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
2	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	8 oz
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Purse Description: Parent Item	25510	6.4 oz
0	Copper Farthing	0	–

LOAD-OUTS (continued)

Qty	Rucksack	Cost	Weight
1	Purse	25510	6.4 oz
4	Gold Mark	400	10.24 dr
25	Platinum Franc	25000	4 oz
11	Silver Penny	110	1.76 oz
1	Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty of Esoteric Medicine skill. Also gives +1 to First Aid skill.	200	10 lb
1	Holy Symbol {p. DF1:25} Description: Ordinary religious symbol made of wood, cheap metal, etc., and blessed only by user's personal faith.	50	1 lb
2	Holy Water {p. DF1:25} Description: Small bottle holds enough (1/2 pint) to damage an unholy creature with a suitable Weakness. Hurl it using the 'grenade' rules; see Concoctions (p.28).	30	2 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Paper, 20 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Bandoleer {p. DF1:25} Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppo, etc.). Wearer can reach them with Ready or Fast-Draw.	60	1 lb
	Totals:	26315	34.9 lb

Qty	Wagon	Cost	Weight
1	Wagon	330	18 lb
1	Sack {p. DF1:24} Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5	330	18 lb
1	Surgical Instruments {p. DF1:24} Description: Notes: Basic equipment for Surgery skill. Also useful for removing mana organs, eyeballs, etc., from dead monsters without ruining them.	300	15 lb
	Totals:	330	18 lb

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[161]
Advantages, Perks	[90]
Disadvantages, Quirks	[-55]
Skills, Techniques	[48]
Spells	[26]
Total Points Spent:	**270**
Unspent Points:	0

CAMPAIGN LOG

Points: (logged) 20 + (other) 0 = (total) 20

<enter caption here>

<enter notes here>

12.03.2011: 10 pts

<enter caption here>

<enter notes here>

28.11.2011: 10 pts

Initial Character Creation

Character created using GURPS Character Assistant 4

22.08.2011: 0 pts

Blut und Schätze of Forgotten Realms
GURPS Dungeon Fantasy

Name: Toff
Race: Divine Servitor
Appearance: A celestial being of goblin descent. It seems keen to help Bun Evilbreaker

Player: NPC, Ally of Bun Evilbreaker
Ht: 1.55m **Wt:** 55kg **Age:** ?

Spent: 272
Unspent: -2

CHARACTER SHEET

ST 12*	[20]	**HP** 12	[0]	Basic Speed 6	[0]		
DX 12	[40]	**Will** 12	[0]	Basic Move 6	[0]		
IQ 12	[40]	**Per** 12	[0]	**BL** 29 lb	(ST×ST)/5		
HT 12	[20]	**FP** 12	[0]	Thr 1d-1	Sw 1d+2		
TL 3			[0]	**SM** +0			

* Conditional: +1 from 'Blessed (Heroic Feat; ST)'

Vision	12*	Fright Check	12	High Jump	2.17 ft
Hearing	12	Consciousness	12	Money	0
Touch	12	Death Check	12		
Taste/Smell	12	Broad Jump	3 yd		

* Conditional: +2 from 'Infravision' when target emits heat

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 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
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 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 (Coreligionists)' when in dangerous situations if Sense of Duty is known

26
5
-300 $
+3 point

Brightly Colored
Kaher

ADVANTAGES

Name	Pts
Alternate Form (Superior Body of Fire, Reduced Time 2) Usernotes: * As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 4d [16]; and replacing the DR with DR 20 (Limited, Heat/Fire or Ranged Projectiles, -15%) [55]. Takes three seconds to change.	[64]
Blessed (Heroic Feat; ST) {p. B40}	[10]
Burning Attack 6 (Costs Fatigue 1 FP, -5%; Explosive (Damage / 3xYards), +50%) {p. B61}	[44]
Corrosion Attack 1 (Area Effect (2 yd), +50%; Drifting, +20%; Persistent, +40%; Reduced Range (x1/10), -30%) {p. B61}	[18]
Immunity to Metabolic Hazards {p. B80}	[30]
Infravision {p. B60} Roll: 14 (Per+2)	[10]
Luck (Extraordinary; Wishing (Others Only), +0%) {p. B66}	[30]

DISADVANTAGES

Name	Pts
Dependency (Sanctity; Constantly, *5)	[-25]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Unnatural Feature -1 (Celestial) {p. B22}	[-1]
Wealth (Dead Broke) {p. B25}	[-25]

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

DX based	Level	Relative	Pts
Innate Attack (Projectile) {p. B201} Parry: 10	14	DX+2	[4]

IQ based	Level	Relative	Pts
Gambling {p. B197}	12	IQ+0	[2]
Hidden Lore (Servitors of Good) {p. B199}	12	IQ+0	[2]
Theology (Gork and Mork) {p. B226}	12	IQ+0	[4]

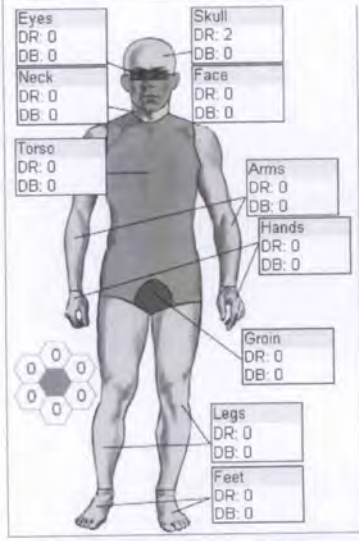
MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	–	1d-2 cr	C	–	–	
Kick	10	–	1d-1 cr	C,1	–	–	
Punch	12	9	1d-2 cr	C	–	–	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Burning Attack	14	6d bu ex/3	3	10 yd / 100 yd	1	–	–	–	1	–	
Corrosion Attack	–	1d cor (2 yd)	3	1 yd / 10 yd	1	–	–	–	1	–	

PARRY	PARRY	BLOCK	DODGE	OTHER
10 Innate Attack (Projectile)	9 DX		9 None	



Loc.	HP	#
Eyes	2	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* 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, 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.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
7 6 5 4 3	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

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
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-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.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

SLAM TABLE

1–2	3–4	5–7
1d-3	1d-2	1d-1

SCRATCH PAD

DESCRIPTION
This celestial being has the following elements: 2xFire, Chaos

CAMPAIGN LOG		
Points: (logged) 20	+ (other) 0	= (total) 20
<enter caption here>		
<enter notes here> *12.03.2011: 20 pts*		
Initial Character Creation		
Character created using GURPS Character Assistant 4 *15.08.2011: 0 pts*		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[120]
Advantages, Perks	[206]
Disadvantages, Quirks	[-66]
Skills, Techniques	[12]
Total Points Spent:	**272**
Unspent Points:	-2