



Name: Styx Reincarnatus
Race: Human
Appearance:

Player: Tiz
Ht: Wt: Age: Spent: 285
Unspent: 3

CHARACTER SHEET

ST 10 [0]	HP 10 [0]	Basic Speed 5,5 [0]
DX 10 [0]	Will 18 [0]	Basic Move 5 [0]
IQ 18* [160]	Per 18 [0]	BL 20 lb (STxST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-2 Sw 1d

* Conditional: -5 from 'Absent-Mindedness' when concentrating on another task

TL 3 [0]	SM +0
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Vision 18	Taste/Smell 18	Death Check 12
Hearing 18	Fright Check 18	High Jump 1.67 ft
Touch 18	Consciousness 12	Broad Jump 2.33 yd

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

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

* Conditional: +2 from 'Sense of Duty (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, +2 from 'Megalomania (My Great Quest)' when young or naive individuals, -2 from 'Megalomania (My Great Quest)' when experienced NPCs

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

ADVANTAGES	
Name	Pts
Faster Casting 4 {p. wiki} Description: Reduces the time to gather energy by 1 second (1 minute, if not a Ritual Adept) per level. This effect can not reduce energy gathering time to below one second (minute, for non-Adepts). Further, there is a +1 bonus per level (maximum +10) on instantly gathering energy for Blocking spells.	[20]
Magery 5 (RPM Seven Paths, -10%) {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	[45]
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. Roll to detect Magic Items with Mage Sense: 23 (Per+5)	[5]
Ritual Adept (RPM Seven Paths, -10%) {p. MH1:25} Description: This new advantage represents inherent magical power, and is only available to dedicated spellcasters (e.g., Wizards, Clerics, Druids). While the spells cast by a person only possessing Magery are slow and bound by several restrictions, yours are not. On level 1 you need a Grimoire to cast spells as a Ritual Adept. Level 2 does not have any restrictions.	[36]

PERKS	
Name	Pts
Quick-Sheathe (Grimoire) {p. MA51, MA51,HT249,PU2:7}	[1]
Ritual Mastery (Epic Fail) {p. MH1:25}	[1]
Ritual Mastery (Explosion) {p. MH1:25}	[1]
Ritual Mastery (Fläche einfrieren Charm) {p. MH1:25}	[1]

PERKS (continued)	
Name	Pts
Ritual Mastery (Fläche erhitzen Charm) {p. MH1:25}	[1]
Ritual Mastery (Heilung Charm) {p. MH1:25}	[1]
Ritual Mastery (Styx' Standard Operating Procedure) {p. MH1:25}	[1]
SOP (Cast Styx' Standard Operating Procedure) Usernotes: (Re-)Casts the Ritual Styx' Standard Operating Procedure automatically, out of combat only.	[1]

DISADVANTAGES	
Name	Pts
Absent-Mindedness {p. B122}	[-15]
Addiction (Tobacco) (Cheap) (Highly addictive, -5; Legal, +5) {p. B122}	[-5]
Curious (12 or less, *1) {p. B129}	[-5]
Megalomania (My Great Quest) {p. B144}	[-10]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Selfish (12 or less, *1) {p. B153}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

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

SKILLS			
Name	Level	Relative	Pts
Artist (Illusion) {p. B179}	16	IQ-2	[1]
Body Sense {p. B181}	8	DX-2	[1]
Cartography/TL3 {p. B183}	13	IQ-5	[0]
Climbing {p. B183}	9	DX-1	[1]
Cloak {p. B184}	9	DX-1	[1]
Block: 7			
Diplomacy {p. B187}	12	IQ-6	[0]
Fast-Draw (Charm) {p. B194}	11	DX+1	[2]
Fast-Draw (Grimoire) {p. B194}	10	DX+0	[1]
Fast-Draw (Potion) {p. B194}	0	DX-10	[0]
First Aid/TL3 (Human) {p. B195}	14	IQ-4	[0]
Gesture {p. B198}	14	IQ-4	[0]
Hazardous Materials/TL3 (Magical) {p. B199}	17	IQ-1	[1]
Hidden Lore (Magical Items Lore) {p. B199}	17	IQ-1	[1]
Hidden Lore (Magical Writings Lore) {p. B199}	17	IQ-1	[1]
Hiking {p. B200}	7	HT-5	[0]
Holdout {p. B200}	17	IQ-1	[1]
Innate Attack (Projectile) {p. B201}	11	DX+1	[2]
Parry: 8			
Meditation {p. B207}	12	Will-6	[0]
Occultism {p. B212}	17	IQ-1	[1]
Path of Body {p. MH1:32}	17	IQ-1	[4]
Path of Chance {p. MH1:32}	17	IQ-1	[4]
Path of Crossroads {p. MH1:32}	16	IQ-2	[2]
Path of Energy {p. MH1:32}	16	IQ-2	[2]
Path of Magic {p. MH1:33}	17	IQ-1	[4]
Path of Matter {p. MH1:33}	15	IQ-3	[1]
Path of Mind {p. MH1:33}	15	IQ-3	[1]
Public Speaking {p. B216}	13	IQ-5	[0]
Research/TL3 {p. B217}	14	IQ-4	[0]
Riding (Equines) {p. B217}	9	DX-1	[1]
Savoir-Faire (High Society) {p. B218}	18	IQ+0	[1]
Scrounging {p. B218}	14	Per-4	[0]
Search {p. B219}	13	Per-5	[0]
Speed-Reading {p. B222}	17	IQ-1	[1]
Stealth {p. B222}	13	DX+3	[1]
Teaching {p. B224}	13	IQ-5	[0]
Thaumatology {p. B225}	18	IQ+0	[8]
Throwing {p. B226}	9	DX-1	[1]
Writing {p. B228}	17	IQ-1	[1]

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	10	-	1d-3 cr	C	-	-	-	
Kick <i>Skill used: DX-2</i>	8	-	1d-2 cr	C,1	-	-	-	
Punch <i>Skill used: DX</i>	10	8	1d-3 cr	C	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Quarterstaff: Staff Swing <i>Skill used: DX-5</i>	5	7	1d+2 cr	1, 2	7†	4	4	
Quarterstaff: Staff Thrust <i>Skill used: DX-5</i>	5	7	1d cr	1, 2	7†	4	4	
Quarterstaff: 2H Sword Swing <i>Skill used: DX-5</i>	5	5	1d+2 cr	1, 2	9†	4	4	
Quarterstaff: 2H Sword Thrust <i>Skill used: DX-5</i>	5	5	1d-1 cr	2	9†	4	4	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Light Cloak: Special <i>Skill used: Cloak</i>	9	spec.	1	2 yd	1	T(1)	5	-4	-	2	4	[4]

ATTACKS TABLES COLUMN NOTES

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

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

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

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	7/8	
DX	DX	DX	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:

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

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

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

-5xHP or less: Immediate death.

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

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

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

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Backpack, Frame (TL1) {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 1619, Weight: 22.37 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	1719	32.37 lb
1	Purse (TL0) {p. B288} Per Unit - Cost: 10 Contents - Cost: 1524, Weight: 1.92 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	1534	1.92 oz
4	Copper Farthing (TL2) Per Unit - Cost: 1, Weight: 2.56 dr	4	10.24 dr
5	Gold Mark (TL2) Per Unit - Cost: 100, Weight: 2.56 dr	500	12.8 dr
1	Platinum Franc (TL2)	1000	2.56 dr
2	Silver Penny (TL2) Per Unit - Cost: 10, Weight: 2.56 dr	20	5.12 dr
1	Personal Basics (TL0) {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Sleeping Fur (TL0) {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
10	Traveler's Rations (TL0) {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
1	Wineskin (TL0) {p. B288} Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
1	Water (per gallon; TL0) {p. B288} Description: TL:0	0	8 lb
Totals:		1719	32.37 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 3505.75, Weight: 21.12 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.	3505.75	21.12 lb
1	Armor Contents - Cost: 595.75, Weight: 12.12 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.	595.75	12.12 lb
1	Cloth Armor (TL1; ~Fortify (Groin, Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (x3/4), +60) Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin	215	10.12 lb
1	Cloth Hood (TL1; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing. Notes: [1] Location: skull, neck	147.25	14.4 oz
1	Shoes (TL1; ~Fortify (Feet) (+3), +56; ~Lighten (Feet) (x1/2), +35) Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing. Notes: [1] Location: feet	131	1 lb
1	Cloth Gloves (TL1; ~Fortify (Hands) (+3), +40; ~Lighten (Hands) (x1/2), +25) Description: TL:1 LC:- DR:1* Locations:hands Notes: [1]: Concealable as or under clothing. Notes: [1] Location: hands	102.5	1.6 oz
1	Hands Contents - Cost: 2900, Weight: 3 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.	2900	3 lb
1	Grimoire (60 pages, 60 free; TL3) Per Unit - Cost: 750, Weight: 3 lb Contents - Cost: 2150	2900	3 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Grimoire (60 pages, 60 free; TL3)	2900	3 lb
1	Ritual: Standard Operating Procedure (+4,6 pages; TL3)	500	-
1	Ritual: Heilung Charm (+2, 4 pages; TL3)	100	-
1	Ritual: Explosion (+1, 3 pages; TL3)	50	-
1	Ritual: Fügung (+5, 7 pages; TL3)	1000	-
1	Ritual: blackout (+4,6; TL3)	500	-
1	Belt 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.	0	-
1	Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	2 lb
1	Back Contents - Cost: 10, Weight: 4 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.	10	4 lb
1	Quarterstaff (TL0) {p. LT69} Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4]	10	4 lb
Totals:		3505,75	21.12 lb
Qty	Horse	Cost	Weight
1	Saddle Horse {p. B460} Per Unit - Cost: 1200 Contents - Cost: 250, Weight: 18 lb Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed:5 Dodge:8 Move:6 SM:+1 (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: An ordinary riding horse.	1450	18 lb
1	Saddle & Tack (TL2) {p. B289} Description: TL:2 Notes: Basic equipment for Riding skill.	150	15 lb
1	Saddlebags (TL1) {p. B289} Description: TL:1 Notes: Holds 40lbs.	100	3 lb
Totals:		1450	18 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		180
Advantages, Perks		114
Disadvantages, Quirks		-55
Skills, Techniques		46
Total Points Spent:		285
Unspent Points:		3

CAMPAIGN LOG		
Points: (logged) 4	+ (other) 0	= (total) 4
Das Rote Kloster		17.09.1291
Mehr über ihre Tattoos heraus und Nazul -gefunden.		
07.04.2013: 4 pts		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
22.06.2013: 0 pts		