



Name: Le Chansonier  
Race: High Elf  
Appearance: Ausfüllen

Player: Simon Jurt Spent: 264  
Ht: Ausfülle Wt: Ausfüllen Age: Ausfülle Unspent: -14

ST 10*	[ 10]	HP 10	[ 0]	Basic Speed 6	[ 5]
DX 12	[ 40]	Will 15	[ 0]	Basic Move 6	[ 0]
IQ 15†	[ 80]	Per 15	[ 0]	BL 20 lb	(ST×ST)/5
HT 11	[ 10]	FP 11	[ 0]	Thr 1d-2	Sw 1d
TL 3	[ 0]			SM +0	

\* Includes: -1 from 'Racial ST Penalty'  
† Includes: +1 from 'High Elf (Dungeon Fantasy)'; Conditional: -1 from 'Gregarious' when in a group of four or less, -4 from 'Gregarious' when alone

Vision 15	Fright Check 15	High Jump 2.17 ft
Hearing 15	Consciousness 11	Money 0
Touch 15	Death Check 11	
Taste/Smell 15	Broad Jump 3 yd	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
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 ‡ Double with a running start  
† Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS	
Name	Pts
Bard (Dungeon Fantasy) {p. DF1:5}	[ 0]
Description: You're a magical minstrel who dabbles in a little of everything: the roguish pursuits of the thief (p.12), the wordplay of the swashbuckler (p.11), and the spellcraft of the wizard (p.13).	
High Elf (Dungeon Fantasy) {p. DF3:7}	[ 20]
Features: Gold or silver hair. Description: High elves are the ones in splendid clothing who go about singing laments and being ominous.	
Racial ST Penalty -1 (Size, +0%)	[ -10]
Elven Gear {p. DF3:7}	[ 1]
Appearance (Attractive) {p. B21}	[ 4]
Magery 0 {p. B66}	[ 5]
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.	
Musical Ability 1 {p. B90}	[ 5]
Description: Group Performance (Conducting), Musical Composition, Musical Influence, Musical Instrument, Singing	
Voice {p. B97}	[ 10]
Sense of Duty (Nature) {p. B153}	[ -15]

REACTION MODIFIERS	
Appearance: +1*	* Includes: +1 from 'Appearance'
Status: +0	
Other: +1†	† Includes: +1 from 'Charisma'; Conditional: +1 from 'Merchant' when buying or selling, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +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, -1 from 'Odious Personal Habit (Continuous singing or strumming)' when people are annoyed by your tuning, +1 from 'Musical Ability', +2 from 'Voice' when your voice can be heard, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES	
Native	Pts
High Elf (Native) {p. B23}	[ 0]
Non-native	Pts
Human {p. B23}	[ 1]

LANGUAGES			
Native	Spoken	Written	Pts
High Elfish (Native) {p. B24}	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Native	Native	[ 6]

ADVANTAGES	
Name	Pts
Bard-Song Rapier Wit* (Bard Song, -30%) {p. B79}	[ 4]
Roll: 19 (Public Speaking+2)	
Bard-Song Terror (Will-0; Bard Song, -30%) {p. B93}	[ 21]
Bardic Talent 2 {p. DF1:21}	[ 16]
Charisma 1 {p. B41}	[ 5]
Luck {p. B66}	[ 15]
Photographic Memory {p. B51}	[ 10]
Roll: 15 (IQ)	
* Includes: +2 skillscore from 'Bardic Talent'	

DISADVANTAGES	
Name	Pts
Code of Honor (Gentleman's) {p. B127}	[ -10]
Compulsive Carousing (12 or less, *1) {p. B128}	[ -5]
Curious (6 or less, *2) {p. B129}	[ -10]
Gregarious {p. B126}	[ -10]
Odious Personal Habit (Continuous singing or strumming) {p. B22}	[ -5]
Overconfidence (12 or less, *1) {p. B148}	[ -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				SCRATCH PAD			
<b>DX based</b>							
Acrobatics {p. B174}	Level: 10	Relative: DX-2	Pts: [ 1 ]				
Brawling {p. B182}	Level: 12	Relative: DX+0	Pts: [ 1 ]				
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.							
Parry: 9							
Climbing {p. B183}	Level: 11	Relative: DX-1	Pts: [ 1 ]				
Fast-Draw (Throwing Knife) {p. B194}	Level: 12	Relative: DX+0	Pts: [ 1 ]				
Rapier {p. B208}	Level: 15	Relative: DX+3	Pts: [ 12 ]				
Parry: 10							
Riding (Equines) {p. B217}	Level: 11	Relative: DX-1	Pts: [ 1 ]				
Stealth {p. B222}	Level: 12	Relative: DX+0	Pts: [ 2 ]				
Thrown Weapon (Knife) {p. B226}	Level: 13	Relative: DX+1	Pts: [ 2 ]				
Wrestling {p. B228}	Level: 11	Relative: DX-1	Pts: [ 1 ]				
Parry: 8							
<b>HT based</b>							
Carousing {p. B183}	Level: 11	Relative: HT+0	Pts: [ 1 ]				
Hiking {p. B20}	Level: 10	Relative: HT-1	Pts: [ 1 ]				
Sex Appeal (Human) {p. B219, S224}	Level: 13*	Relative: HT+2	Pts: [ 1 ]				
Singing {p. B220}	Level: 14†	Relative: HT+3	Pts: [ 1 ]				
<b>IQ based</b>							
Acting {p. B174}	Level: 15	Relative: IQ+0	Pts: [ 2 ]				
Current Affairs/TL3 (People) {p. B186}	Level: 15	Relative: IQ+0	Pts: [ 1 ]				
Diplomacy {p. B187}	Level: 15‡	Relative: IQ+0	Pts: [ 1 ]				
Disguise/TL3 (Human) {p. B187}	Level: 14	Relative: IQ-1	Pts: [ 1 ]				
Fast-Talk {p. B195}	Level: 16‡	Relative: IQ+1	Pts: [ 1 ]				
First Aid/TL3 (Human) {p. B195}	Level: 15	Relative: IQ+0	Pts: [ 1 ]				
Gesture {p. B198}	Level: 15	Relative: IQ+0	Pts: [ 1 ]				
Heraldry {p. B199}	Level: 14	Relative: IQ-1	Pts: [ 1 ]				
Interrogation {p. B202}	Level: 14	Relative: IQ-1	Pts: [ 1 ]				
Merchant {p. B209}	Level: 14	Relative: IQ-1	Pts: [ 1 ]				
Mimicry (Speech) {p. B210}	Level: 15§	Relative: IQ+0	Pts: [ 1 ]				
Musical Composition {p. B210}	Level: 14¶	Relative: IQ-1	Pts: [ 1 ]				
Musical Instrument (Lute) {p. B211}	Level: 15¶	Relative: IQ+0	Pts: [ 2 ]				
Performance {p. B212}	Level: 16§	Relative: IQ+1	Pts: [ 1 ]				
Poetry {p. B214}	Level: 14	Relative: IQ-1	Pts: [ 1 ]				
Propaganda/TL3 {p. B216}	Level: 14	Relative: IQ-1	Pts: [ 1 ]				
Public Speaking {p. B216}	Level: 17**	Relative: IQ+2	Pts: [ 1 ]				
Savoir-Faire (High Society) {p. B218}	Level: 15††	Relative: IQ+0	Pts: [ 1 ]				
Streetwise {p. B223}	Level: 14††	Relative: IQ-1	Pts: [ 1 ]				
<b>Per based</b>							
Detect Lies {p. B187}	Level: 13	Relative: Per-2	Pts: [ 1 ]				
Observation {p. B211}	Level: 14	Relative: Per-1	Pts: [ 1 ]				
Scrounging {p. B218}	Level: 15	Relative: Per+0	Pts: [ 1 ]				
<b>Will based</b>							
Intimidation {p. B202}	Level: 14††	Relative: Will-1	Pts: [ 1 ]				
* Includes: +1 from 'Appearance', +2 from 'Voice'; Conditional: +1 from 'Charisma' when making Influence rolls		¶ Includes: +1 from 'Musical Ability'					
† Includes: +1 from 'Musical Ability', +2 from 'Voice'		** Includes: +1 from 'Charisma', +2 from 'Voice'					
‡ Includes: +2 from 'Voice'; Conditional: +1 from 'Charisma' when making Influence rolls		†† Conditional: +1 from 'Charisma' when making Influence rolls					
§ Includes: +2 from 'Voice'							

		MELEE ATTACKS						
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		12	9	1d-3 cr	C	-	-	
Brawling: Bite		12	-	1d-3 cr	C	-	-	
Brawling: Kick		10	-	1d-2 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Rapier		15	10F	1d-1 imp	1,2	9	4	

**ATTACKS TABLES COLUMN NOTES**

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).

SLAM TABLE				
1-2	3-5	6-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	7	9	
Rapier	DX	DX		

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

**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.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 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 at the start of your next turn and 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
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
6 5 4 3 2	-5 -6 -7 -8 -9
1	-10

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.

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									
Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Clumsiness	13 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2	M36, B244
Itch	13 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	–	M35, B244
Spasm	13 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Borrow Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	4	M46
Hide Emotion	15 [1]	0	Regular	1 sec.	1 hour	2/2	CE	2	M45
Hide Thoughts	15 [1]	0	Regular	1 sec.	10 min.	3/1	CE	3	M46, B245
Insignificance	15 [1]	1	Regular/R-Spec.	10 sec.	1 hour	4/4	CE	8	M48
Lend Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	3	M46
Persuasion	15 [1]	0	Regular/R-Will	1 sec.	1 min.	2xbonus#	CE	2	M45
Sense Emotion	15 [1]	0	Regular	1 sec.	Instant	2	CE	1	M45, B245
Sense Foes	15 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	–	M44, B245
Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Avoid	15 [1]	1	Area	1 min.	1 hr.	3/3	MC	4	M140
Bravery	15 [1]	0	Area/R-Will-1	1 sec.	1 hr.	2	MC	1	M134
Daze	15 [1]	0	Regular/R-HT	2 sec.	1 min.	3/2	MC	1	M134, B250
Drunkenness	15 [1]	0	Regular/R-Will	2 sec.	1 min.	Varies	MC	4	M136
Emotion Control	15 [1]	0	Area/R-Will	1 sec.	1 hr.	2	MC	3	M137
False Memory	15 [1]	1	Regular/R-Will	5 sec.	Varies	Varies	MC	7	M139
Fear	15 [1]	0	Area/R-Will	1 sec.	10 min.	1	MC	–	M134, F171
Foolishness	15 [1]	0	Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	–	M134, B250
Forgetfulness	15 [1]	1	Regular/R-Will or skill	10 sec.	1 hr.	3/3	MC	1	M135, B250
Loyalty	15 [1]	0	Regular/R-Will	2 sec.	1 hr.	2/2#	MC	3	M136
Madness	15 [1]	1	Regular/R-Will-2	2 sec.	1 min.	4/2	MC	2	M136
Mass Daze	15 [1]	0	Area/R-HT	sec.=cost	Instant	2/1#	MC	2	M137, B251
Mass Suggestion	15 [1]	1	Area/R-Will	sec.=cost	10 min.	4/2#	MC	6	M141
Suggestion	15 [1]	1	Regular/R-Will	10 sec.	10 min.	4/3	MC	5	M140

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor <small>Description: Parent Item</small>	80	3 lb
1	Boots {p. B284} <small>Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet</small>	80	3 lb
1	Belt <small>Description: Parent Item</small>	500	2.75 lb
1	Rapier {p. B273} <small>Description: TL:4 LC:4, Dam:thr+1 imp Reach:1,2 Parry:0F ST:9 Skill:Rapier</small>	500	2.75 lb
1	Carry-Sling <small>Description: Parent Item</small>	150	5 lb
1	Lute	150	5 lb
1	Ordinary Clothes {p. B266} <small>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.</small>	0	2 lb
<b>Totals:</b>		<b>730</b>	<b>12.75 lb</b>
Qty	Rucksack	Cost	Weight
1	Backpack, Small {p. B288} <small>Description: TL:1 Notes: Holds 40 lbs. of gear.</small>	270	15.58 lb
1	Blanket {p. B288} <small>Description: Notes: A warm bedroll.</small>	20	4 lb
1	Bottle {p. DF1:24} <small>Description: Notes: Holds 1 quart of liquid (2 lbs. if water). DR 1, HP 4</small>	3	1 lb
1	Bottle, Small {p. DF1:24} <small>Description: Notes: Holds 1 pint of liquid (1 lb. if water). DR 1, HP 2</small>	2	8 oz
1	Canteen {p. DF1:23} <small>Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).</small>	10	3 lb
6	Elven Rations {p. DF1:25} <small>Description: Tasty wafers of Essential Food. Three meals.</small>	63	3 lb
1	Personal Basics {p. B288} <small>Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.</small>	5	1 lb
1	Pouch {p. B288} <small>Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)</small>	107	1.28 oz
7	Copper Farthing	7	1.12 oz
1	Gold Mark	100	2.56 dr
0	Platinum Franc	0	-
0	Silver Penny	0	-
<b>Totals:</b>		<b>270</b>	<b>15.58 lb</b>

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[ 145 ]
Advantages, Perks	[ 98 ]
Disadvantages, Quirks	[ -55 ]
Skills, Techniques	[ 51 ]
Spells	[ 25 ]
<b>Total Points Spent:</b>	<b>264</b>
<b>Unspent Points:</b>	<b>-14</b>

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
<a href="#">Initial Character Creation</a>		
Character created using GURPS Character Assistant 4		
17.10.2011: 0 pts		