



Name: Gerhard Stüssi

Race: Human

Appearance: Durchschnittlicher Typ, der die meiste Zeit mit basteln für sein Larp Hobby verbringt. Gelernt hat er Mechaniker. Kürzlich hat er ausserdem die RS beendet. Er ist immer aufrichtig und hilfsbereit.

Player: Reto Mägli

Ht: 1.75 Wt: 70

Age: 21

Spent: 100

Unspent: 0

CHARACTER SHEET

<b>ST</b> 11 [ 10]	<b>HP</b> 11 [ 0]	<b>Basic Speed</b> 6 [ 10]
<b>DX</b> 11 [ 20]	<b>Will</b> 11 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 11 [ 20]	<b>Per</b> 11 [ 0]	<b>BL</b> 24 lb (ST×ST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 11 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+1

<b>TL</b> 8 [ 0]	<b>SM</b> +0
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Vision 11	Taste/Smell 11	Death Check 11
Hearing 11	Fright Check 11	High Jump 2.17 ft
Touch 11	Consciousness 11	Broad Jump 3 yd

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 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
Jump	6 yd	4 yd	3 yd	2 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	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 'LARP Artist' when talent matters, +1 from 'Merchant' when buying or selling, +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known

ADVANTAGES	
Name	Pts
High Manual Dexterity 1 {p. B59}	[ 5]
LARP Artist 2 {p. B89}	[ 10]
Description: +1 to Armoury, Leatherworking, Engineer, Mechanic, Sewing, Smith	
Luck {p. B66, P59}	[ 15]

DISADVANTAGES	
Name	Pts
Charitable (12 or less, *1) {p. B125}	[ -15]
Curious (12 or less, *1) {p. B129}	[ -5]
Sense of Duty (Friends) (Small Group) {p. B153}	[ -5]

QUIRKS	
Name	Pts
Alcohol Intolerance {p. B165}	[ -1]
Dreamer {p. B164}	[ -1]
Horrible Hangovers {p. B165}	[ -1]
Likes Milk {p. B164}	[ -1]
Trademark on his items {p. B164}	[ -1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Solithurn und Umgebung) {p. B176}	11	IQ+0	[ 1]
Armoury/TL8 (Body Armor) {p. B178}	12*	IQ+1	[ 1]
Armoury/TL8 (Melee Weapons) {p. B178}	12*	IQ+1	[ 1]
Armoury/TL8 (Missile Weapons) {p. B178}	12*	IQ+1	[ 1]
Armoury/TL8 (Small Arms) {p. B178}	12*	IQ+1	[ 1]
Armoury/TL8 (Vehicular Armor) {p. B178}	12*	IQ+1	[ 1]
♣Axe/Mace {p. B208}	6	DX-5	[ 0]
Parry: 6			
♣Bow {p. B182}	6	DX-5	[ 0]

SKILLS (continued)			
Name	Level	Relative	Pts
Brawling {p. B182}	0	DX-11	[ 0]
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: 3			
Camouflage {p. B183}	11	IQ+0	[ 1]
Climbing {p. B183}	10	DX-1	[ 1]
♣Crossbow {p. B186}	7	DX-4	[ 0]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[ 1]
Driving/TL8 (Heavy Wheeled) {p. B188}	10	DX-1	[ 1]
Engineer/TL8 (Armor) {p. B190}	11*	IQ+0	[ 1]
Engineer/TL8 (Melee Weapons) {p. B190}	11*	IQ+0	[ 1]
Engineer/TL8 (Missile Weapons) {p. B190}	11*	IQ+0	[ 1]
Engineer/TL8 (Vehicle) {p. B190}	11*	IQ+0	[ 1]
Fast-Talk {p. B195}	10	IQ-1	[ 1]
First Aid/TL8 (Human) {p. B195}	11	IQ+0	[ 1]
Gesture {p. B198}	11	IQ+0	[ 1]
♣Guns/TL8 (Pistol) {p. B198}	7	DX-4	[ 0]
♣Guns/TL8 (Rifle) {p. B198}	7	DX-4	[ 0]
♣Guns/TL8 (Shotgun) {p. B198}	7	DX-4	[ 0]
♣Knife {p. B208}	7	DX-4	[ 0]
Parry: 5			
Leatherworking {p. B205}	13†	DX+2	[ 1]
Machinist/TL8 {p. B206}	10‡	IQ-1	[ 1]
Mathematics/TL8 (Applied) {p. B207}	9	IQ-2	[ 1]
Mechanic/TL8 (Automobile) {p. B207}	12§	IQ+1	[ 1]
Mechanic/TL8 (Machine) {p. B207}	12§	IQ+1	[ 1]
Merchant {p. B209}	10	IQ-1	[ 1]
Scrounging {p. B218}	11	Per+0	[ 1]
Search {p. B219}	10	Per-1	[ 1]
Sewing/TL8 {p. B219}	13†	DX+2	[ 1]
♣Shortsword {p. B209}	6	DX-5	[ 0]
Parry: 6			
Smith/TL8 (Iron) {p. B221}	12*	IQ+1	[ 1]
Soldier/TL8 {p. B221}	10	IQ-1	[ 1]
♣Staff {p. B208}	6	DX-5	[ 0]
Parry: 8			
Stealth {p. B222}	10	DX-1	[ 1]
Throwing {p. B226}	10	DX-1	[ 1]
Wrestling {p. B228}	0	DX-11	[ 0]
Parry: 3			
* Includes: +2 from 'LARP Artist'	‡ Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
† Includes: +2 from 'LARP Artist'; Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks	§ Includes: +2 from 'LARP Artist'; Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		

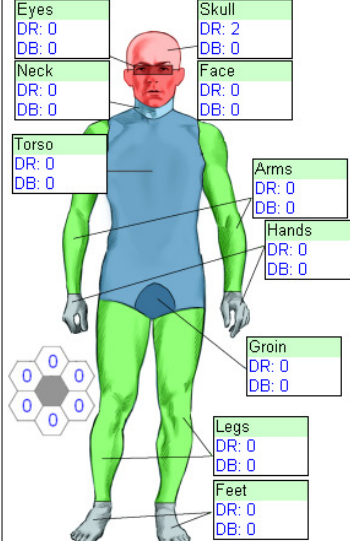
MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	11	—	1d-2 cr	C	—	—	—	
Brawling: Punch	—	3	1d-2 cr	C	—	—	—	
Brawling: Bite	—	—	1d-2 cr	C	—	—	—	
Brawling: Kick	—	—	1d-1 cr	C,1	—	—	—	
Kick <i>Skill used: DX-2</i>	9	—	1d-1 cr	C,1	—	—	—	
Punch <i>Skill used: DX</i>	11	8	1d-2 cr	C	—	—	—	

SLAM TABLE			
Mvmt.	1-2	3-4	5-7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE						
Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	9	
DX	DX	DX	None	

Eyes DR: 0 DB: 0	Skull DR: 2 DB: 0	<table border="1"> <thead> <tr> <th>Loc.</th> <th>HP</th> <th>#</th> </tr> </thead> <tbody> <tr><td>Eyes</td><td>2</td><td>_____</td></tr> <tr><td>Neck</td><td>—</td><td>_____</td></tr> <tr><td>Skull</td><td>—</td><td>_____</td></tr> <tr><td>Face</td><td>—</td><td>_____</td></tr> <tr><td>Torso</td><td>—</td><td>_____</td></tr> <tr><td>Groin</td><td>—</td><td>_____</td></tr> <tr><td>Arms</td><td>6</td><td>_____</td></tr> <tr><td>Hands</td><td>4</td><td>_____</td></tr> <tr><td>Legs</td><td>6</td><td>_____</td></tr> <tr><td>Feet</td><td>4</td><td>_____</td></tr> <tr><td><b>Bonus DR:</b></td><td>0</td><td></td></tr> <tr><td><b>Bonus DB:</b></td><td>0</td><td></td></tr> <tr><td><b>Notes:</b></td><td></td><td></td></tr> </tbody> </table>	Loc.	HP	#	Eyes	2	_____	Neck	—	_____	Skull	—	_____	Face	—	_____	Torso	—	_____	Groin	—	_____	Arms	6	_____	Hands	4	_____	Legs	6	_____	Feet	4	_____	<b>Bonus DR:</b>	0		<b>Bonus DB:</b>	0		<b>Notes:</b>		
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HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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

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
11 10 9 8 7	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.



POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		70
Advantages, Perks		30
Disadvantages, Quirks		-30
Skills, Techniques		30
<b>Total Points Spent:</b>		<b>100</b>
<b>Unspent Points:</b>		<b>0</b>

CAMPAIGN LOG		
<b>Points:</b> (logged) 0	+ (other) 0	= (total) 0
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4		
12.10.2013: 0 pts		