

Name: Ramses Race: Cat-Folk Appearance: Ausfüllen

CHARAC					
ST 12 [*]	[30]	HP 12	[0]	Basic 7,25	[10
DX 15 [†]	[80]	Will 11	[0]	Basic 7 Move 7	[0
IQ 11	[20]	Per 15 [†]	[15]	BL 29 lb	(ST×ST)/
HT 12	[20]	FP 12	[0]	Thr 1d	Sw 2d
TL 3			[0]	SM +0	
* Includes: -1 from † Includes: +1 fron				iking ST'	
					0.00.4
Vision Hearing		Fright Checl Consciousn		High Jump Money	2.92 ft 0†
Touch		Death Chec		woney	01
Taste/Smell	-	Broad Jump			
* Includes: +2 from	-			500 from 'Money'	
				-	
Nomo	None		-		V Lhar
Name Lifting	×1	Light ×2	« Med » ×3	• Hvy ×6	X-Hvy ×10
Basic	29 lb	<u>^2</u> 58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	<u>7 yd</u>	<u>5 yd</u>	<u>4 yd</u>	2 yd	<u>1 yd</u>
Water	1 yd	1 yd	1 yd	<u>1 yd</u>	1 yd
Dodge	···· <u>ī</u> ī	<u>-1</u> 10	<u>-2</u> 9	<u></u>	<u>-4</u> 7
Lougo				0	1
		LIFTING			
	1-Hand				Shift
Name	Lift*	Lift [†]	Over‡	Back	Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
* Takes 2 seconds † Takes 4 seconds				a running start	
	s to complete		§ Lose 1 FP/≈	C WILLE OVER X-EV	/venc.
	•		§ Lose 1 FP/se		y enc.
	•	ATES AND			
Name	TEMPL	ATES AND	META-TF		Pts
Name Cat-Folk (Dur	TEMPL	ATES AND	META-TF 3:5}	RAITS	
Name Cat-Folk (Dur Features: Tail: nei armor	TEMPL	ATES AND	META-TF 3:5} of a problem t	AITS	Pts
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Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fol Racial ST I Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven: Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* *Conditional: + individuals, -21 (Adventuring c from 'Paranoia' Native Cat-Folk (Nat Human {p. B2	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) offlexes {p. n 5 {p. B71 2 {p. B89} prp Teeth) { 0} ess (12 or b. B142) ttering Wat on Fantas a called "arche bast. RI +0 cult ive) {p. B22	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," "stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou .TURAL FA 3}	META-TF 3:5} of a problem t io-called beast bio-called be	RAITS o interfere with -men. B148} you've filled all Cs, +2 from 'Sense Sense of Duty is k ES	Pts [40 [-10 [10 [5 [15 [5 [15 [5 [15 [10 [1 [1 [-10 [-10 [-10 [-22 [0] or naive e of Duty nown, -2 Pts [0 Pts [1]
Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fo Racial ST f Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* * Conditional: + individuals, -21 (Adventuring c from 'Paranoia' Native Human {p. B2 Native	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) arp Claws) arp Claws) arp Teeth) { 0 0 cess (12 or 0 con Fantas c called "arche bast. RI +0 CUL ive) {p. B2: 23}	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," "stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou .TURAL FA 3}	META-TF 3:5} of a problem t o-called beast B139} () () () () () () () () () () () () ()	RAITS o interfere with -men. B148} you've filled all S Ce' when young o Cs, +2 from 'Sense ES Written	Pts [40 [-10 [10 [5 [15 [5 [15 [15 [15 [15 [10 [1 [1 [1 [1 [1 [1 [1 [1
Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fol Racial ST I Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven: Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* *Conditional: + individuals, -21 (Adventuring cc from 'Paranoia' Native Cat-Folk (Nat Human {p. B2 Native Catish (Native	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) arp Claws) arp Claws) arp Teeth) { 0 0 cess (12 or 0 con Fantas c called "arche bast. RI +0 CUL ive) {p. B2: 23}	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou TURAL FA 3}	B139} B139} is, *0.5) {p. 0} i"tracker," and IODIFIERS i"tracker," and IODIFIERS MILLARITI MILLARITI AGES Spoken Native	RAITS o interfere with -men. B148} you've filled all S Cs, +2 from 'Sense Sense of Duty is k ES Written Native	Pts [40 [-10 [10 [5 [5 [5 [15 [5 [15 [15 [10 [1 [1 [1 [-10 [-10 [-2 [0 [0 [0 [0 [0 [0 [0 [0 [0 [0
Name Cat-Folk (Dur Features: Tail: nei armor Description: Cat-fo Racial ST F Catfall {p. E Roll: 15 (DX) Claws (Sha Combat Re Night Visio Striking ST Teeth (Sha Fur {p. B10 Impulsiven Laziness {p Phobia (En Scout (Dunge Description: You're three roles in the p Status: +0 Other: +0* * Conditional: + individuals, -21 (Adventuring c from 'Paranoia' Native Human {p. B2 Native	TEMPL ageon Fant ther a manipul olk are the mos Penalty -1 (341) arp Claws) offlexes {p. n 5 {p. B71 2 {p. B89} urp Teeth) { 00} ess (12 or b. B142} tering Wat con Fantas e called "arche bast. RI +0 c2 from 'Outdoo from 'Overconf ompanions)' wi CUL ive) {p. B22 23}	ATES AND tasy) {p. DF; ator nor enough at common ofte s (Size, +0%) {p. B42} B43} } [p. B91} less, *1) {p. er; 15 or les y) {p. DF1:1 r," stalker," and EACTION M orsman', +2 from idence' when ex hen in dangerou TURAL FA 3}	META-TF 3:5} of a problem t o-called beast B139} () () () () () () () () () () () () ()	RAITS o interfere with -men. B148} you've filled all S Ce' when young o Cs, +2 from 'Sense ES Written	Pts [40 [-10 [10 [5 [15 [5 [15 [15 [15 [15 [10 [1 [1 [1 [1 [1 [1 [1 [1

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}	[- <mark>5</mark>]
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
Bow {p. B182}	19	DX+4	[16]
Brawling {p. B182}	15	DX+0	[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: 11 Broadsword {p. B208}	18	DX+3	[12]
Parry: 13	10	DX+3	[12]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	11
Fast-Draw (Sword) {p. B194}	16*	DX+1	11
Garrote {p. B197}	15	DX+0	i 11
Jumping {p. B203}	15	DX+0	i 11
Knot-Tying {p. B203}	15	DX+0	i 11
Riding (Equines) {p. B217}	14	DX-1	i 11
Stealth {p. B222}	14	DX-1	į 1j
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
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]
Tracking {p. B226}	17†	Per+2	[2]
* Includes: +1 from 'Combat Reflexes' † Inclu	des: +2 froi	m 'Outdoorsman'	

MELEE ATTACKS									
Non-Equipment based			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			
Equipment based			Skill	Parry	Damage	Reach	ST	LC	Notes
Thrusting Broadsword: swing			18	13	2d+1 cut	1	10	4	
Thrusting Broadsword: thrust			18	13	1d+2 imp	1	10	4	
RANGED ATTACKS									
Name	Skill	Damage	Acc	Range	RoF	Shots S	T Bulk	Rcl LC	Notes
Composite Bow	19	1d+5 imp	3	280 yd / 3	50 yd 1	1(2) 10)† -7	- 4	[3]

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.

SLAM TABLE				SIZE AND SPEED/RANGE TABLE						
1–2		3–4		5–8	Spd/Rr	ng Size	Measure	Spd/Rr	ng Size I	Measure
1d-3		1d-2		1d-1	0	0	2 yd	-8		50 yd
PARRY	PARRY	BLOCK	DODGE	OTHER	-1	+1	3 yd	-9		70 yd
				OTTIEN	-2	+2	5 yd	-10		00 yd
13*	11*	9*	11*		-3	+3	7 yd	-11		50 yd
Broadsword	DX	DX			-4	+4	10 yd	-12		200 yd
Eyes	Skull		. HP	щ	-5	+5	15 yd	-13		300 yd
DR: 0	DR: 6	Loc		#	-6	+6	20 yd	-14		500 yd
DB: 0	DB: 0	Eye			-7	+7	30 yd	-15	+15 7	700 yd
Neck	Face	Sku			See also:	Size and Speed	/Range Table, p. B55	50.		
DR: 0 DB: 0	DR: 0 DB: 0					HUI	MANOID HIT L	OCATIO	N TABLE	
	00.0				Roll	Location	Mod.	Roll	Location	Mod.
Torso DR: 4/2*						Skull	-7(f)/-5(b)	-	Vitals [†]	-3
DB: 0	- Arm	10			5	Face	-5(f)/-7(b)	-	Eye‡	-9
	DB:		-		6–7	Right Leg	-2	-	Ear	-7
		ands				Right Arm	-2		Nose	-7
		R:0 Leg: B:0 Fee				Chest*	-		Jaw	-6
		0.0	us DR: 0			Abdomen*	-1		Spine [§]	-8
1			us DR: 0			Left Arm	-2		Limb Vein/Artery	-5
100	Groin					Left Leg	-2		Neck Vein/Artery	
			es:			Hand	-4		Arm/Leg Joint**	-5
	DB:	0			-	Foot	-4		Hand/Foot Joint*	
					17–18		-5		Groin	-3
	Legs DR: 2 DB: 0 Feet DR: 2* DB: 0 r Combat Reflexes'				 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 crushing, cutting, piercing, and tight-beam burning attacks * Only targetable by crushing, cutting, piercing, and tight-beam burning attacks * Only targetable by crushing, cutting, piercing, and tight-beam burning attacks * Only targetable by crushing, cutting, piercing, and tight-beam burning attacks See also: <i>Hit Location</i>, p. B398, <i>Human and Humanoid Hit Location Table</i>, p. B552, <i>New Hit Locations</i>, p. MA137, and <i>Hit Locations</i>, p. L1100. 					attacks

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12111098	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
76543	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21			-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 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.

-10 -11

FP

11098

6543

2 1

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

 1-2[-3]-4
 less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST less data not effect ST-based quantities

O 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.

0 +	LOAD-OUTS	Cast	Waiekt
Qty	« Combat » Armor	Cost 440	Weight 30 lb
	Description: Parent Item	440	30 10
1	Boots {p. B284}	80	3 lb
	Description: TL:2 LC: DR:2* Locations: feet Notes: [1] Co clothing. Notes: [1]	oncealable	as or under
1	Location: feet Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs	60	4 lb
1	Location: legs Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms	50	2 lb
1	Location: arms Mail Shirt {p. B283}	150	16 lb
	Description: TL:2 LC:4 DR:4/2* Locations: torso Notes: [1, under clothing. Split DR: use the lower DR against crushin Notes: [1,3] Location: torso		able as or
1	Pot-Helm {p. B284} Description: TL:3 LC:4 DR:4 Locations: skull	100	5 lb
1	Location: skull Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	1430	30.64 lb
1	Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to	180 set. If cha	6 lb
	staked down, victim must break free from trap's ST to mov		+1 cr, ST 12.
1	Traps, Mini-trap {p. DF1:25}	80	2.5 lb
1	Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to move Personal Basics In R2881		
	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any S Includes utensils, tinderbox, and flint and steel.		without it.
1	Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pers		2.24 oz s, etc.)
0	Platinum Franc	0	-
8	Silver Penny	80	1.28 oz
0	Copper Farthing	0	-
6	Gold Mark	600	15.36 dr
1	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a combat! Holds 1 quart of liquid (2 lbs. if water).		
4	Elven Rations {p. DF1:25} Description: Tasty wafers of Essential Food. Three meals.		2 lb
1	Traps, Monster trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov		
1	Monster Drool (Utility) {p. DF1:28}	20	8 oz
	Description: Generic blade venom made from giant centipe		
	whatever else is in season. Often used on whole quivers o cheap. A living victim must make an immediate HT roll or s		
1	Belt Description: Parent Item	730	10 lb
1	Thrusting Broadsword {p. B271} Description: TL:2 LC:4. [Mode:swing Dam:sw+1 cut Reach	600 :1 Parry:0 :	3 lb ST:10
	Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Pa Skill:Broadsword]	arry:0 ST:1	0
1	Hip Quiver, Large {p. DF1:24} Description: Holds 50 arrows or bolts. Two compartments	130	7 lb
25	Arrow {p. B275}	50	2.5 lb
25	Arrow (Bodkin) {p. B275}	50	2.5 lb
1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow	or crossbo	w is \$2. Á
	dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.	1. Sling sto	nes are free.
	Notes: [3]		
	Notes: [3] Totals:	3500	74.64 lb
011	Totals:	3500 Cost	
Qty 1	Totals: Rucksack Backpack, Small {p. B288}	3500 Cost 1430	74.64 lb Weight 30.64 lb
	Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25}	Cost 1430 180	Weight 30.64 lb 6 lb
1	Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov	Cost 1430 180 p set. If cha e away; 1d-	Weight 30.64 lb 6 lb ined or +1 cr, ST 12.
1	Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to ST app. State of the transport of transport of the transport of the transport of the transport of transport of the transport of transport of the transport of trans	Cost 1430 180 5 set. If cha e away; 1d- 80 5 set. If cha	Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or
1	Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to move Traps, Mini-trap {p. DF1:25}	Cost 1430 180 o set. If cha e away; 1d- 80 o set. If cha e away; 1d- 5	Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or -1 cr, ST 12. 2.5 lb ined or 1 cr, ST 8. 1 lb
1	Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any S	Cost 1430 180 5 set. If cha e away; 1d 80 5 set. If cha e away; 1d 5 5 survival roll 690	Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or -1 cr, ST 8. 1 lb without it. 2.24 oz
1 1 1 1 1 1 0	Totals: Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps tr staked down, victim must break free from trap's ST to mov Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps tr staked down, victim must break free from trap's ST to mov Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any S Includes utensils, tinderbox, and flint and steel. Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pers Platinum Franc	Cost 1430 180 0 set. If chase away; 1d- 80 0 set. If chase away; 1d- 5 5 690 conal basics 0	Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or -1 cr, ST 8. 1 lb without it. 2.24 oz s, etc.)
1 1 1 1 1 1 0 8	Totals: Totals: Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to staked down, victim must break free from trap's ST to mov Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any S Includes utensils, tinderbox, and flint and steel. Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pers Platinum Franc Silver Penny	Cost 1430 180 0 set. If chase away; 1d- 80 2 set. If chase away; 1d- 5 5 Survival roll 690 conal basics 0 80	Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or -1 cr, ST 8. 1 lb without it. 2.24 oz
1 1 1 1 1 1 0	Totals: Totals: Rucksack Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear. Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps tr staked down, victim must break free from trap's ST to mov Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps tr staked down, victim must break free from trap's ST to mov Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any S Includes utensils, tinderbox, and flint and steel. Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pers Platinum Franc	Cost 1430 180 0 set. If chase away; 1d- 80 0 set. If chase away; 1d- 5 5 690 conal basics 0	Weight 30.64 lb 6 lb ined or +1 cr, ST 12. 2.5 lb ined or -1 cr, ST 8. 1 lb without it. 2.24 oz s, etc.)

	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Backpack, Small {p. B288}	1430	30.64 lb
1	Rope, 3/8" (per 10 yards) {p. B288}	5	1.5 lb
	Description: TL:1 Notes: Supports 300lbs.		
1	Canteen {p. DF1:23}	10	3 lb
	Description: Notes: Canteen. Miniature wooden barrel or combat! Holds 1 guart of liquid (2 lbs. if water).	n a strap. Wo	n't shatter in
4	Elven Rations {p. DF1:25}	60	2 lb
4	Description: Tasty wafers of Essential Food. Three meal		2 10
1	Traps, Monster trap {p. DF1:25}	320	11 lb
	Description: Spring-loaded leg-hold traps. Roll vs. Traps staked down, victim must break free from trap's ST to mo		
1	Monster Drool (Utility) {p. DF1:28}	20	8 oz
	Description: Generic blade venom made from giant centi	pedes, spide	rs, or
	whatever else is in season. Often used on whole quivers	of arrows be	cause it's
	cheap. A living victim must make an immediate HT roll o	r suffer 2 poir	nts of injury.
	Totals:	1430	30.64 lb
POIN	TS SUMMARY		Pts
Basic	Attributes, Secondary Characteristics		[180]
Adva	ntages, Perks		[103]
Disac	Ivantages, Quirks		·-55 Ī
	, Techniques		i 69 i
	Total Points	Spent:	297
	Unspent	Points:	-47
	CAMPAIGN LOG		
Point		total) <mark>0</mark>	
In the			

Points: (logged) 0 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