



Name: Homunkulus
Race: Human
Appearance:

Player: Philipp Koschmann
Ht: 1.80 Wt: 160 Age: 31

Spent: 283
Unspent: 0

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 16 [-10]	BL 20 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-2 Sw 1d

TL 3 [0]	SM +0
------------------	--------------

Vision 16	Taste/Smell 16	Death Check 12
Hearing 16	Fright Check 18	High Jump 1.67 ft
Touch 16	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 ‡ Double with a running start
† Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS	
Appearance: +0	Status: +0
Other: +1*	* Includes: +1 from 'Charisma'; Conditional: +1 from 'Merchant' when buying or selling, +2 from 'Voice' when your voice can be heard, +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 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)

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

ADVANTAGES	
Name	Pts
Charisma 1 {p. B41}	[5]
Magery 5 (RPM Four Paths, -25%) {p. B66}	[38]
Magery 0 {p. B66}	[5]
Roll to detect Magic Items with Mage Sense: 21 (Per+5)	
Ritual Adept (RPM Four Paths, -25%) {p. MH1:25}	[30]
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.	
Voice {p. B97}	[10]

DISADVANTAGES	
Name	Pts
Code of Honor (Gentleman's) {p. B127}	[-10]
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Lecherousness (12 or less, *1) {p. B142}	[-15]
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			
Name	Level	Relative	Pts
Acrobatics {p. B174}	8	DX-2	[1]
Acting {p. B174}	17	IQ-1	[1]
Brawling {p. B182}	10	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: 8			
Carousing {p. B183}	12	HT+0	[1]
Climbing {p. B183}	9	DX-1	[1]
Connoisseur (Music) {p. B185}	17	IQ-1	[1]
Crossbow {p. B186}	10	DX+0	[1]
Dancing {p. B187}	9	DX-1	[1]
Detect Lies {p. B187}	14	Per-2	[1]
Diplomacy {p. B187}	18*	IQ+0	[1]
Disguise/TL3 (Human) {p. B187}	17	IQ-1	[1]
Enthrallment (Captivate) {p. B191}	16	Will-2	[1]
Usernotes: 1. Roll: Public Speaking, 2. Roll Enthrallment Quick Contest Time: 30 minutes of uninterrupted storytelling. Fatigue Cost: 8 FP, whether successful or not. Duration: Captivation lasts until the subject becomes unconscious or falls asleep, you become unconscious or fall asleep, you attack the subject, or the subject loses half his HP to injury.			
Enthrallment (Persuade) {p. B191}	16	Will-2	[1]
Usernotes: Bei Reaction Rolls, +Margin of Success (+3 max, +4 crit) Time: 1 minute. Fatigue Cost: 2 FP, whether successful or not. Duration: Until you do something to change the audience's opinion!			
Enthrallment (Suggest) {p. B191}	16	Will-2	[1]
Usernotes: Time: 20 minutes of uninterrupted storytelling. Fatigue Cost: 6 FP, whether successful or not. Duration: 10 minutes - or longer, if you continue to talk to the audience and can make a successful Suggest roll every 10 minutes! Once the suggestion lapses, audience members only wonder why they acted the way they did if the suggestion was something they would never have done normally.			
Enthrallment (Sway Emotions) {p. B191}	16	Will-2	[1]
Usernotes: Time: 10 minutes of uninterrupted storytelling. Fatigue Cost: 4 FP, whether successful or not. Duration: One hour.			
Fast-Draw (Charm) {p. B194}	11	DX+1	[2]
Fast-Draw (Staff) {p. B194}	10	DX+0	[1]
Fast-Talk {p. B195}	19*	IQ+1	[1]
First Aid/TL3 (Human) {p. B195}	18	IQ+0	[1]
Gambling {p. B197}	17	IQ-1	[1]
Gesture {p. B198}	18	IQ+0	[1]
Heraldry {p. B199}	17	IQ-1	[1]
Hiking {p. B200}	11	HT-1	[1]
Hypnotism (Human) {p. B201}	16	IQ-2	[1]
Interrogation {p. B202}	17	IQ-1	[1]
Intimidation {p. B202}	17†	Will-1	[1]
Merchant {p. B209}	17	IQ-1	[1]
Mimicry (Speech) {p. B210}	18‡	IQ+0	[1]
Musical Composition {p. B210}	16	IQ-2	[1]
Musical Influence {p. B210}	15	IQ-3	[1]
Musical Instrument (Violin) {p. B211}	16	IQ-2	[1]
Observation {p. B211}	15	Per-1	[1]
Path of Chance {p. MH1:32}	17	IQ-1	[4]
Path of Crossroads {p. MH1:32}	17	IQ-1	[4]
Path of Magic {p. MH1:33}	17	IQ-1	[4]
Path of Mind {p. MH1:33}	17	IQ-1	[4]
Performance {p. B212}	20‡	IQ+2	[1]
Poetry {p. B214}	17	IQ-1	[1]
Propaganda/TL3 {p. B216}	17	IQ-1	[1]
Public Speaking {p. B216}	22§	IQ+4	[4]
Riding (Equines) {p. B217}	9	DX-1	[1]
Savoir-Faire (High Society) {p. B218}	18†	IQ+0	[1]
Scrounging {p. B218}	16	Per+0	[1]
Sex Appeal (Human) {p. B219, S224}	13*	HT+1	[1]
Singing {p. B220}	14‡	HT+2	[1]
Staff {p. B208}	9	DX-1	[1]
Parry: 9			

SKILLS (continued)			
Name	Level	Relative	Pts
dStealth {p. B222}	13	DX+3	[1]
Streetwise {p. B223}	17 †	IQ-1	[1]
dTeaching {p. B224}	13	IQ-5	[0]
Thaumatology {p. B225}	17	IQ-1	[4]
Ventriloquism {p. B228}	16	IQ-2	[1]
Wrestling {p. B228}	9	DX-1	[1]
Parry: 7			
dWriting {p. B228}	13	IQ-5	[0]
* Includes: +2 from 'Voice'; Conditional: +1 from 'Charisma' when making Influence rolls			
† Conditional: +1 from 'Charisma' when making Influence rolls			
‡ Includes: +2 from 'Voice'			
§ Includes: +1 from 'Charisma', +2 from 'Voice'			

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

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Crossbow (ST 11): Barbed-head <i>Skill used: Crossbow</i>	10	1d+3 imp	4	220 yd / 275 yd	1	1(4)	7†	-6	-	6	4	[3]
Crossbow (ST 11): Bodkin Point <i>Skill used: Crossbow</i>	10	1d+3(2) pi	4	220 yd / 275 yd	1	1(4)	7†	-6	-	6	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

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

PARRY	PARRY	BLOCK	DODGE	OTHER
7	8	6	7/8	
Wrestling	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 4 3 2 1	-5 -6 -7 -8 -9
	-10 -11

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

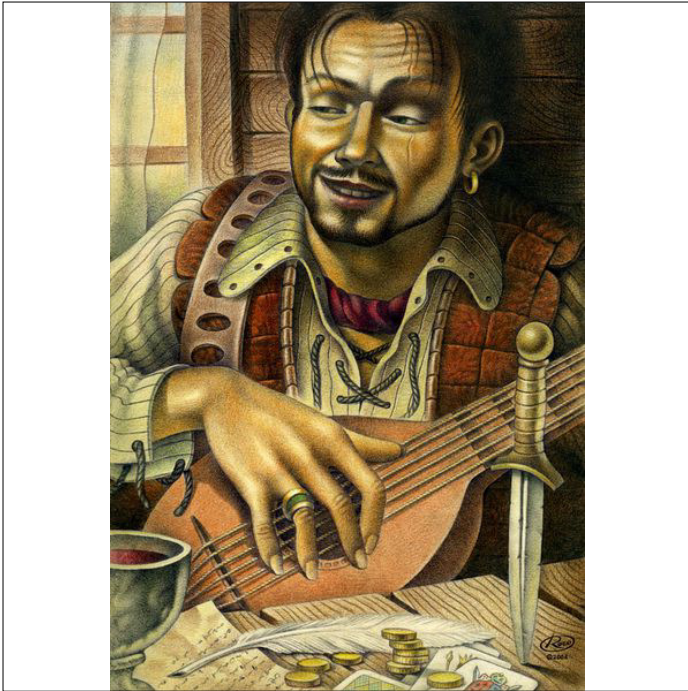
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

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: 744, Weight: 30.57 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	844	40.57 lb
1	Purse (TL0) {p. B288} Per Unit - Cost: 10 Contents - Cost: 444, Weight: 1.92 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	454	1.92 oz
4	Copper Farthing (TL2) Per Unit - Cost: 1, Weight: 2.56 dr	4	10.24 dr
4	Gold Mark (TL2) Per Unit - Cost: 100, Weight: 2.56 dr	400	10.24 dr
0	Platinum Franc (TL2)	0	-
4	Silver Penny (TL2) Per Unit - Cost: 10, Weight: 2.56 dr	40	10.24 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
1	Crossbow (ST 11; TL2; Bodkin Point, +0) {p. LT75} Description: TL:2 LC:4, Dam:thr+4 imp ACC:4 Range:ST*20/ST*25 ROF:1 Shots:1(4) ST:7† Bulk:6 Rcl: - Skill:Crossbow, DX-4 Notes: [3] Notes: [3][3]	150	6 lb
1	Hip Quiver {p. DF1:24} Per Unit - Cost: 15, Weight: 1 lb Contents - Cost: 40, Weight: 1.2 lb Description: Holds 20 arrows or bolts	55	2.2 lb
20	Crossbow Bolt (TL2) {p. LT78,B276} Per Unit - Cost: 2, Weight: 15.36 dr	40	1.2 lb
Totals:		844	40.57 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 1405.5, Weight: 28.8 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.	1405.5	28.8 lb
1	Armor Contents - Cost: 490.5, Weight: 13.8 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.	490.5	13.8 lb
1	Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet	12	1.5 lb
1	Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin	27.5	9.6 oz
1	Layered Cloth, Light (Torso, Fortify +2, Lighten +1; TL0; ~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DR:2* Locations: Torso Location: Torso	300	9 lb
1	Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2; TL0; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6), Neck Location: Skull, Face (1/6), Neck	151	2.7 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 150, Weight: 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.	150	5 lb
1	Violin (Stringed) {p. DF1:24} Description: Notes: Cittern, lute, oud, etc. Two-handed.	150	5 lb
1	Belt Contents - Cost: 750, 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.	750	3 lb
1	Grimoire (60 pages, 60 free; TL3)	750	3 lb
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: 15, Weight: 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.	15	5 lb
1	Long Staff (TL0) {p. MA230} Description: TL:0 LC:4 [Mode:swing Damage:sw+2 or Reach:2.3 Parry:+2 ST:10† Skill:Staff], [Mode:thrust Damage:thr+2 or Reach:2.3 Parry:+2 ST:10† Skill:Staff]	15	5 lb
Totals:		1405,5	28.8 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		170
Advantages, Perks		88
Disadvantages, Quirks		-45
Skills, Techniques		70
Total Points Spent:		283
Unspent Points:		0

CAMPAIGN LOG		
Points: (logged) 3	+ (other) 0	= (total) 3
Der lange Ritt		1. September 1291
Der Weg nach Burg Schwarzmoor war lang und beschwerlich. Juwelier in Jenatsch bestohlen, entkommen Orcs in Burg Schwarzmoor aufgehalten Lio den Nebel getroffen und Plan geschmiedet <i>20.06.2013: 3 pts</i>		
Initial Character Creation		
Character created using GURPS Character Assistant 4 <i>18.06.2013: 0 pts</i>		