

Name: Homunkulus Race: Human Appearance:

CHARACTER SHEET

ST 10						
	[0]	HP	10	[0]	Basic 5,5 Speed 5,5	[0]
DX 10	[0]	Will	18	[0]	Basic Move 5	[0]
IQ 18	[160]	Per	16	[-10]	BL 20	b (ST×ST)/5
HT 12	[20]	FP	12	[0]	^{Thr} 1d-2	sw 1d
TL 3				[0] SM	+0
Vision	16	Tooto	e/Smell	16	Dooth Ch	eck 12
Hearing	<u>16</u> 16		t Check	18	Death Che High Jum	
Touch	16		ciousnes		Broad Jump	2.33 yd
тоцен	10	00113		5 12	Dioad Jump	2.00 yu
			IBRANCI			
Name	Non	e «	Light »	Med	Hvy	X-Hvy
_Lifting Basic	<u>×1</u> 20 II		<u>- *2</u>	- <u>×3</u> 60 lb	<u>×6</u> 120 lb	<u>×10</u> 200 lb
Movement	20 II ×1	5	×0.8	×0.6	×0.4	×0.2
Ground	5 yc		4 yd	3 yd	2 yd	1 yd
Water	1 yc		1 yd	1 yd	1 yd	1 yd
Jump	5 yc		4 yd	3 yd	2 yd	1 yd
•				-2	3	4
Dodge	8		7	6	5	4
		LIE	TING FE	ΔΤς		
	1-Hai		2-Hand	Shove	Carry o	n Shift
Name	Lift		Lift [†]	Over [‡]	Back	
Basic	40		160 lb	240 lb	300 lb	1000 lb
* Takes 2 second		-			a running start	100010
† Takes 4 secon			§ Lo	se 1 FP/se	c while over X-	-Hvy enc.
		REAC	TION MO	DIFIERS	.	
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)						
from 'Compuls	sive Carousing	g' when fi	rom like-mind	ed extrove		s known, +1
from 'Compuls	sive Carousing	g' when fi r-minded	rom like-mind I citizens (uptr ANGUAG	ed extrove o -4)		s known, +1
from 'Compute Carousing' wh	sive Carousing then from sobe	g' when fr r-minded L	rom like-mind citizens (upte ANGUAG Sp	ed extrover o -4) iES	rts, -1 from 'Co	s known, +1 mpulsive
from 'Compute Carousing' wh Name Common (N Name Charisma 1	sive Carousing ten from sobe ative) {p. E	g' when fr r-minded L/ 324} AE	rom like-mind citizens (uptr ANGUAG Sp N DVANTAC	ed extrovel o -4) ES poken ative GES	rts, -1 from 'Co Written	s known, +1 mpulsive Pts [0] Pts [5]
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SKILLS	Level	Relative	Pts
Acrobatics {p. B174}	8	DX-2	[1]
Acting {p. B174}	17	IQ-1	[1]
Brawling {p. B182} Description: Notes: Calculated damage takes into	10	DX+0	[1]
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	r 11
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 18*	Per-2 IQ+0	[1] [1]
Diplomacy {p. B187} Disguise/TL3 (Human) {p. B187}	17	IQ-1	
Enthrallment (Captivate) {p. B191}	16	Will-2	11
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} Usernotes: Time: 20 minutes of uninterrupted	16	Will-2	[1]
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			
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.	4.4	DV.1	1 01
Fast-Draw (Charm) {p. B194} Fast-Draw (Staff) {p. B194}	11 10	DX+1 DX+0	[<u>2]</u> [1]
Fast-Talk {p. B195}	19*	IQ+1	11
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} Hiking {p. B200}	17 11	IQ-1 HT-1	[1] [1]
Hypnotism (Human) {p. B201}	16	IQ-2	
Interrogation {p. B202}	17	IQ-1	1 1
Intimidation {p. B202}	17†	Will-1	[1]
Merchant {p. B209}	17	IQ-1	[1]
Minicry (Speech) {p. B210}	18‡	IQ+0	
Musical Composition {p. B210} Musical Influence {p. B210}	16 15	IQ-2 IQ-3	[1] [1]
Musical Instrument (Violin) {p. B211}	16	IQ-2	11
Observation {p. B211}	15	Per-1	11
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 17	IQ-1 IQ-1	[4] [4]
Path of Mind {p. MH1:33} Performance {p. B212}	20‡	IQ-1 IQ+2	[4] [1]
Poetry (p. B214)	17	IQ-1	
Propaganda/TL3 {p. B216}	17	IQ-1	[1]
Public Speaking {p. B216}	22§	IQ+4	[4]
Riding (Equines) {p. B217}	9	DX-1	
Savoir-Faire (High Society) {p. B218} Scrounging {p. B218}	18† 16	IQ+0 Per+0	[1] [1]
Sex Appeal (Human) {p. B219, S224}	13*	HT+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} Parry: 7	9	DX-1	[1]			
dWriting {p. B228}	13	IQ-5	[0]			
* Includes: +2 from 'Voice'; Conditional: +1 from 'Charism † Conditional: +1 from 'Charisma' when making Influence ‡ Includes: +2 from 'Voice' § Includes: +1 from 'Charisma', +2 from 'Voice'		aking Influence r	olis			

Bodkin Point Skill used: Crossb

				MELEE A	TTACKS								
Non-Equipment based			Skill	Parry	Dama	ge	Reach	S	Т	Wt	L	С	Notes
Brawling: Punch			10	8	1d-3 cr		С	_	-	-	-	-	
Skill used: Brawling						+							
Brawling: Bite			10	-	1d-3 cr		С	_	-	-	-	-	
Skill used: Brawling Brawling: Kick			<u>-</u>		1d-2 cr	+	C.1						
Skill used: Brawling-2			0	_			0,1	_	-	_		-	
Equipment based			Skill	Parry	Dama	00	Reach	S	т	Wt	L	r	Notes
· · ·			9	9	1d+2 cr	ye		-	-	5		-	Notes
Long Staff: Swing Skill used: Staff			9	9			2,3	10	1	5	2	ł	
Long Staff: Thrust			<u>-</u>	9	1d cr	+	2.3	10		5	2		
Skill used: Staff				· ·			_,0					·	
				RANGED A	TTACKE								
Name	Skill	Damage	A	cc Range		RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Crossbow (ST 11): Barbed-	10	1d+3 imp		4 220 yd	/ 275 yd	1	1(4)	7†	-6	-	6	4	[3]
head													
Skill used: Crossbow													
Crossbow (ST 11):	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.	1-2			3–5		6
Dmg.	10-3	1d-3		1d-2		1d-1
PARRY	PARRY	BLOC	OCK DODGE		Ξ	OTHER
7	8	6		7/8		
Wrestling	DX	DX		Light		
Eyes DR: 0 DB: 0 Neck DB: 0 Torso DR: 4* DB: 0 Torso 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Groi DR: DB: DR: 0 DB: 0 Feet DR: 2*	: 0 : 0 ands R: 0 B: 0	-	es 2 ck – ill – so – in – ns 6 nds 4 is 6 ot 4 nus DR: 0 nus DB: 0		#
HP		×HP		IP -3›	HP	-4×HP

пр	UTP	-1×ΠΡ	-2×ПР	-3×88	-4×ΠΡ
10 9 8 7 6	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
54321	-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 a	and any effects s	suffered from FP	loss

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. -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

-5×HF OF IE	ss. mineulate u	eau.
FP 12111098 76543 21	0 FP 0-1-2-3-4 -5-6-7-8-9 -0-11	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.

1	LOAD-OUTS		
Qty	Backpack	Cost	Weight
1	Backpack, Frame (TL1) {p. B288}	844	40.57 lb
	Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 744, Weight: 30.57 lb		
	Description: TL:1 Notes: Holds 100 lbs. of gear.		
1	Purse (TL0) {p. B288} Per Unit - Cost: 10	454	1.92 oz
	Contents - Cost: 444, Weight: 1.92 oz		
4	Description: Notes: Holds 3 lbs. of small items (coins, pe	ersonal basics	
4	Copper Farthing (TL2) Per Unit - Cost: 1, Weight: 2.56 dr	4	10.24 dr
4	Gold Mark (TL2)	400	10.24 dr
0	Per Unit - Cost: 100, Weight: 2.56 dr Platinum Franc (TL2)	0	
0	Silver Penny (TL2)	40	 10.24 dr
	Per Unit - Cost: 10, Weight: 2.56 dr	10	10.210
1	Personal Basics (TL0) {p. B288}	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel.	y Survival roll	without it.
1	Sleeping Fur (TL0) {p. B288}	50	8 lb
10	Description: Notes: A winter bedroll, suitable for ice cave Traveler's Rations (TL0) {p. B288}	es, arctic adve	entures, etc. 5 lb
	Per Unit - Cost: 2, Weight: 8 oz		010
1	Description: TL:0 Notes: One meal of dried meat, chees Wineskin (TL0) {p. B288}	e, etc. 10	8.25 lb
'	Per Unit - Cost: 10, Weight: 4 oz	10	0.2010
	Contents - Weight: 8 lb Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Water (per gallon; TL0) {p. B288}	0	8 lb
	Description: TL:0	150	0.11
1	Crossbow (ST 11; TL2; Bodkin	150	6 lb
	Point, +0) {p. LT75} Description: TL:2 LC:4, Dam:thr+4 imp ACC:4 Range:S ⁻	T*20/ST*25 R	OF:1
	Shots:1(4) ST:7† Bulk:-6 Rcl:- Skill:Crossbow, DX-4 Not		
1	Notes: [3] [[3] Hip Quiver {p. DF1:24}	55	2.2 lb
·	Per Unit - Cost: 15, Weight: 1 lb		~
	Contents - Cost: 40, Weight: 1.2 lb Description: Holds 20 arrows or bolts		
20	Crossbow Bolt (TL2)	40	1.2 lb
	{p. LT78,B276}		
	Per Unit - Cost: 2, Weight: 15.36 dr		
	Totals	844	40.57 lb
Otv	Totals:	844 Cost	40.57 lb Weight
Qty 1	« Combat »	Cost	Weight
Qty 1	<pre>« Combat » Combat Contents - Cost: 1405.5, Weight: 28.8 lb</pre>	Cost 1405.5	Weight 28.8 lb
Qty 1	« Combat » Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a	Cost 1405.5 ssigned to it a	Weight 28.8 lb as "Children."
Qty 1	« Combat » Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten	Cost 1405.5 ssigned to it a to file multipl n a "child" righ	Weight 28.8 lb as "Children." e traits nt click on it
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Qty 1	« Combat » Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting	Cost 1405.5 ssigned to it a to file multipl n a "child" righ by default; yo "Show Comp t under the pa d selecting "M	Weight 28.8 lb as "Children." e traits nt click on it bu may show onents." arent. Any ake Parent";
Qty 1	Combat » Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des Armor	Cost 1405.5 ssigned to it a to file multipl n a "child" righ by default; yo "Show Comp t under the pa d selecting "M	Weight 28.8 lb as "Children." e traits nt click on it bu may show onents." arent. Any ake Parent";
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1	Combat » Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an item and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically dest of Armor Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp tt under the pa deslecting "M signated a Par 490.5 s assigned to e, allowing yo	Weight 28.8 lb ss "Children." e traits nt click on it up may show onents." arent. Any ake Parent"; rent. 13.8 lb it as u to file
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1	Combat > Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child tems by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically dest Armor Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child tems by right clicking ticking on it and selecting "Make Parent"; this entry is fis automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp tt under the pa deault; yc "Show Comp tt under the pa deault; yc "Show Comp tt under the pa deault; yc sassigned to e, allowing yo . To make an child items wil g on the parent the par	Weight 28.8 lb as "Children." e traits th click on it u may show onents." arent. Any ake Parent"; rent. 13.8 lb it as u to file item a II be hidden tt and own in a by right nience, as it
1	Combat > Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically destinations. In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish. Child "right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20)	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp d selecting "M signated a Par 490.5 s assigned to e, allowing yo . To make an child items wil g on the parer frem will be sh ad as a parent here for conve	Weight 28.8 lb as "Children." e traits the click on it but may show onents." arent. Any ake Parent"; rent. 13.8 lb it as u to file item a l be hidden nt and own in a by right nience, as it 1.5 lb
1	Combat > Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child tems by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically dest Armor Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child tems by right clicking ticking on it and selecting "Make Parent"; this entry is fis automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp d selecting "M signated a Par 490.5 s assigned to e, allowing yo . To make an child items wil g on the parer frem will be sh ad as a parent here for conve	Weight 28.8 lb as "Children." e traits th click on it bu may show onents." arent. Any ake Parent"; ent. 13.8 lb it as u to file item a l be hidden nt and own in a by right nience, as it
1	Combat > Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you Uogether under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and thete or convenience, as it is automatically dest Armor Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "children." This is essentially an organizational structure multiple traits together under the parent item if you wish "children." This is essentially an organizational structure multiple traits together under the parent item if you wish "children." This is essentially an organizational structure multiple traits together under the parent item if you wish "children." This is essentially an organizational structure multiple traits together under the parent item if you wish "children." This is essentially an organizational structure by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child free 'format under the parent. Any item may be assigned clicking on it and selecting "Make Parent"; this entry is fis automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL: DR:2* Locations: Feet Location: Feet Location: TL:0 DR:2* Locations: Groin Location: TL:0 DR:2* Locations: Groin Location: Groin	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp d selecting "M signated a Par 490.5 s assigned to e, allowing yo . To make an child items wil g on the parer dren will be sh there for conve 12 27.5	Weight 28.8 lb ss "Children." e traits t click on it ou may show onents." arent. Any ake Parent"; rent. 13.8 lb it as u to file item a l be hidden nt and own in a by right nience, as it 1.5 lb 9.6 oz
1	Combat > Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically destination: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned as electing "Make Parent"; this entry is to submatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL: 10R:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp d selecting "M signated a Par 490.5 s assigned to e, allowing yo . To make an child items wil g on the parer frem will be sh ad as a parent here for conve	Weight 28.8 lb as "Children." e traits th click on it bu may show onents." arent. Any ake Parent"; ent. 13.8 lb it as u to file item a l be hidden nt and own in a by right nience, as it
1	Combat > Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you Uogether under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and there for convenience, as it is automatically dest Armor Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned clicking on it and selecting "Make Parent"; this entry is fis automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR12* Locations: Feet Location: Feet Location: Croin Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR12* Locations: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1; TL0;	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp d selecting "M signated a Par 490.5 s assigned to e, allowing yo . To make an child items wil g on the parer dren will be sh there for conve 12 27.5	Weight 28.8 lb ss "Children." e traits t click on it ou may show onents." arent. Any ake Parent"; rent. 13.8 lb it as u to file item a l be hidden nt and own in a by right nience, as it 1.5 lb 9.6 oz
1	Combat > Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" formatitem may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically destination: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned as electing "Make Parent"; this entry is to submatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL: 10R:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp d selecting "M signated a Par 490.5 s assigned to e, allowing yo . To make an child items wil g on the parer dren will be sh there for conve 12 27.5	Weight 28.8 lb ss "Children." e traits t click on it ou may show onents." arent. Any ake Parent"; rent. 13.8 lb it as u to file item a l be hidden nt and own in a by right nience, as it 1.5 lb 9.6 oz
1	Combat Contents - Cost: 1405.5, Weight: 28.8 lb Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you together under the parent item if you wish. To make an iten and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting Once displayed the children will be shown in a "tree" forma item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des Armor Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned clicking on it and selecting "Make Parent"; this entry is to is automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1; TL0; ~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110}	Cost 1405.5 ssigned to it a to file multipl by default; yc "Show Comp d selecting "M signated a Par 490.5 s assigned to e, allowing yo . To make an child items wil g on the parer dren will be sh there for conve 12 27.5	Weight 28.8 lb ss "Children." e traits t click on it ou may show onents." arent. Any ake Parent"; rent. 13.8 lb it as u to file item a l be hidden nt and own in a by right nience, as it 1.5 lb 9.6 oz
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	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
1	Combat	1405.5	28.8 lb
1	Hands	150	5 lb
	Contents - Cost: 150, Weight: 5 lb		
	Description: In GCA a "Parent" item can have other trai "Children." This is essentially an organizational structu		
	multiple traits together under the parent item if you wisl		
	"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 clickin	ng on the paren	t and
	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign	ed as a parent	bwn in a by right
	clicking on it and selecting "Make Parent"; this entry is	here for conver	nience, as it
	is automatically designated a Parent.		
1	Violin (Stringed) {p. DF1:24}	150	5 lb
	Description: Notes: Cittern, lute, oud, etc. Two-hand		0 lb
1	Belt	750	3 lb
	Contents - Cost: 750, Weight: 3 lb Description: In GCA a "Parent" item can have other trai	its assigned to i	t as
	"Children." This is essentially an organizational structu	re, allowing you	to file
	multiple traits together under the parent item if you wish	h. To make an i	tem a
	"child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking		
	selecting "Show Components." Once displayed the chil	dren will be sho	own in a
	"tree" format under the parent. Any item may be assign		
	clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.	here for conver	iience, as it
1	Grimoire (60 pages, 60 free; TL3)	750	3 lb
1	Ordinary Clothes (TL0; _Free, *0)	0	2 lb
	{p. B266}	0	2 10
	Description: One complete outfit, ranging in quality from	n castoff rags to	designer
	fashions, depending on Status. At minimum: undergarn	nents, plus a tu	nic, blouse,
	or shirt with hose, skirt, or trousers - or a long tunic, rol footwear. 20% of cost of living; 2lbs.	be or dress - an	d suitable
1	Back	15	5 lb
	Contents - Cost: 15, Weight: 5 lb		0.0
	Description: In GCA a "Parent" item can have other training		
	"Children." This is essentially an organizational structu multiple traits together under the parent item if you wish		
	"child" right click on it and select "Make Child of" The		
	by default; you may show the child items by right clicking	ng on the paren	t and
	selecting "Show Components." Once displayed the chil	dren will be sho	own in a
	"tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is	ed as a parent	by right
	is automatically designated a Parent.		nonico, do n
1	Long Staff (TL0) {p. MA230}	15	5 lb
	Description: TL:0 LC:4 [Mode:swing Damage:sw+2		
	ST:10† Skill:Staff], [Mode:thrust Damage:thr+2 cr Re Skill:Staff]	each:2,3 Parry:	+2 \$1:10†
	Totals:	1405.5	28.8 lb
Qty	Horse	Cost	Weight
<u> (ary</u>	Saddle Horse {p. B460}	1450	18 lb
	Per Unit - Cost: 1200	1400	1010
	Contents - Cost: 250, Weight: 18 lb		
	Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed	:5 Dodge:8 Mo	ve:6 SM:+1
	(3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced M Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes	Ove T (Ground	Speed 12); ling horse
1	Saddle & Tack (TL2) {p. B289}	150	15 lb
	Description: TL:2 Notes: Basic equipment for Riding sk		
1	Saddlebags (TL1) {p. B289}	100	3 lb
	Description: TL:1 Notes: Holds 40lbs.	4.150	10.1
	Totals:	1450	18 lb



POINTS SUMMARY	Pts			
Basic Attributes, Secondary Characteristics [
Advantages, Perks				
Disadvantages, Quirks [-45			
Skills, Techniques [70			
Total Points Spent:	283			
Unspent Points:	0			
CAMPAIGN LOG				

	CAMPAIGN LOC	i i i i i i i i i i i i i i i i i i i
Points: (logged) 3	+ (other) <mark>0</mark>	= (total) 3
Der lange Ritt		1. September 1291
Der Weg nach Burg S		
Juwelier in Jenatsch b		en
Orcs in Burg Schwarz		
Lio den Nebel getroffe	n und Plan geschm	liedet
20.06.2013: 3 pts		
Initial Character Crea	tion	
Character created usin	g GURPS Characte	r Assistant 4
18.06.2013: 0 pts		