

Name: Homunkulus Bard-Song

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 5,75	[	0]
DX	11	[	20]	Will	16	[	0]	Basic Move 5	[	0]
IQ	16	[	120]	Per	14	[		BL 20 ll	) (ST	×ST)/5
нт	12	[	20]	FP	12	[	0]	Thr 1d-2	Sw 1	d

TL 3	[ 0] <b>SM</b> +0
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Vision 14	Taste/Smell 14	Death Check 12
Hearing 14	Fright Check 16	High Jump 1.67 ft
Touch 14	Consciousness 12	Broad Jump 2.33 yd

ENCUMBRANCE TABLE							
Name	« None »	Light	Med	Hvy	X-Hvy		
Lifting	×1	×2	×3	×6	×10		
Basic	20 lb	40 lb	60 lb	120 lb	200 lb		
Movement	×1	×0.8	×0.6	×0.4	×0.2		
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		
		-1	-2	-3	-4		
Dodge	8	7	6	5	4		

LIFTING FEATS						
	1-Hand	2-Hand	Shove /	Carry on	Shift	
Name	Lift*	Lift†	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly	
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb	
* Takes 2 secon		Double with a r				
† Takes 4 seconds to complete			Lose 1 FP/sec	while over X-Hv	y 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		
Bard-Song Mimicry* (Bard Song, -30%) {p. B68, P60}	[	7		

Osernitots: 100 car duplicate any simple sound (alarm, gurisino, etc.) by instening to it for one second and making a successful IQ roll. You can also imitate voices by spending at least 10 seconds listening to them - live, recorded, or remotely - and making an IQ roll. Roll to Mimic/Mem

**Bard-Song Mind Control**\* (Bard Song, -30%) {p. B68, P61} Usernotes: You can mentally dominate those you can see or touch. To use this ability, concentrate for one second and then roll a Quick Contest: your IQ vs. your 35]

Modifiers: Range penalties to the subject (see p. 550); -1 per slave already under your control; +2 if you concentrate for a full minute, or +4 if you concentrate for a full hour

Roll to Controk; R-Will: 18 (IQ+2)

Roll to Controk; R-Will: 18 (IQ+2)

Bard-Song Mind Probe\* (Bard Song, -30%) {p. B69, P61}
Usernotes: You can perform a deep "mind probe". In effect, you can force the subject to answer any one specific question that he can answer with a brief sentence. To attempt a probe, you must first either touch your subject or successfully read his mind with Mind Reading (below). You must also share a language with him.

To use Mind Probe, you must concentrate for one second and roll a Quick Contest of your IQ (or Interrogation skill, if higher) vs. your subject's Will. If you win, you rip the answer from his mind. The answer is what the subject believes to be true - if he doesn't know, he'll tell you. If you lose, you may try again, at a cumulative -2 per repeated attempt to ask the same (or very similar) question in the past hour. Should you critically fail, you cannot probe that person again for 24 hours. You may use Mind Probe to ask as many questions as you wish, but each question is a new use of your ability, and requires a second of concentration and its own Quick Contest.

Quick Contest.

ADVANTAGES (continued)		
Name		Pts
Bard-Song Rapier Wit* (Bard Song, -30%) {p. B79, P70} Usernotes: Modifiers: -2 if your target has the Clueless or No Sense of Humor disadvantage; any modifier the GM assigns based on your description of the verbal attack; -1 per opponent beyond the first to affect a group (and you must know something the entire group has in common; e.g., they're all flunkies of the same household or members of the same military unit). Opponents with the Unfazeable advantage (p. 95) are immune to Rapier Wit. Roll to outwit: 22 (Public Speaking+2)	[	4]
Bard-Song Talent 2 (p. DF1:21, DF3:20)	[	10
Bard-Song Terror (Will-0) (Bard Song, -30%) {p. B93, P84} Usernotes: You can unhinge the minds of others. There are many way this effect can manifest: a chilling how, mind-warping body geometry, or even divine awe or unbearable beauty. When you activate this ability, anyone who sees you or hears you (choose one when you buy this trait) must roll an immediate Fright Check (see Fright Checks, p. 360). Modifiers: All applicable modifiers under Fright Check Modifiers (p. 360). You can buy extra penalties to this Fright Check for 10 points per -1 to the roll. Your victims get +1 per Fright Check after the first within 24 hours.	[	21]
<b>Charisma 1</b> {p. B41}	[	5
Voice {p. B97}	[	10
Wildcard Language (Ärdè Fantasy Folk)	[	18

PERKS		
Name	F	Pts P
Quick-Sheathe (Violin) {p. MA51, MA51,HT249,PU2:7}	[	1]

\* Includes: +2 skillscore from 'Bard-Song Talent'

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]

Brawling {p. B182}	CKILLO			
Acting {p. B174}				ъ.
Brawling {p. B182}				
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}  Connoisseur (Music) {p. B185}  Connoisseur (Music) {p. B185}  Crossbow {p. B186}  Dancing {p. B187}  Detect Lies {p. B187}  Diplomacy {p. B187}  Disguise/TL3 (Human) {p. B187}  Enthrallment (Captivate) {p. B191}  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 fall asleep, you attack the subject, or the subject loses half his HP to injury.				[ 1]
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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} 10 DX-1 1  Connoisseur (Music) {p. B185} 15 IQ-1 1  Crossbow {p. B186} 11 DX+0 1  Dancing {p. B187} 10 DX-1 1  Detect Lies {p. B187} 12 Per-2 1  Diplomacy {p. B187} 12 Per-2 1  Diplomacy {p. B187} 16† IQ+0 1  Disguise/TL3 (Human) {p. B187} 15 IQ-1 1  Enthrallment (Captivate) {p. B191} 16‡ Will+0 [ 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.				
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Carousing {p. B183}				
Climbing {D. B183}  Connoisseur (Music) {p. B185}  Crossbow {p. B186}  Dancing {p. B187}  Detect Lies {p. B187}  Diplomacy {p. B187}  Disguise/TL3 (Human) {p. B187}  Enthrallment (Captivate) {p. B191}  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 fall asleep, you attack the subject, or the subject loses half his HP to injury.				
Connoisseur (Music) {p. B185}   15   IQ-1   1	Carousing {p. B183}	12	HT+0	[ 1]
Crossbow {p. B186}  Dancing {p. B187}  Detect Lies {p. B187}  Diplomacy {p. B187}  Disguise/TL3 (Human) {p. B187}  Enthrallment (Captivate) {p. B191}  Usemotes: 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 fall asleep, you attack the subject, or the subject loses half his HP to injury.	Climbing {p. B183}	10	DX-1	[ 1]
Dancing {p. B187} 10 DX-1	Connoisseur (Music) {p. B185}	15	IQ-1	[ 1]
Detect Lies {p. B187}	Crossbow {p. B186}		DX+0	[ 1]
Diplomacy {P. B187} 16† IQ+0 [ 1 Disguise/TL3 (Human) {p. B187} 15 IQ-1 [ 1 Enthrallment (Captivate) {p. B191} 16‡ Will+0 [ 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.	Dancing {p. B187}		DX-1	[ 1]
Disguise/TL3 (Human) {p. B187} 15 IQ-1 1  Enthrallment (Captivate) {p. B191} 16‡ Will+0 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.	Detect Lies {p. B187}	12	Per-2	[ 1]
Enthrallment (Captivate) {p. B191} 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.		_		[ 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.	Disguise/TL3 (Human) {p. B187}		IQ-1	[ 1]
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.		16‡	Will+0	[ 1]
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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.				
fall asleep, you attack the subject, or the subject loses half his HP to injury.				
half his HP to injury.				
	Effect: If you win the Quick Contest, the audience			
becomes intensely loyal to you. They follow any direct				
order you give. In the absence of a direct order, they act				
in your best interest, as they understand it. If you tell				
someone to do something very hazardous, or that goes				
against his usual code of behavior (GM's decision), he gets a Will-5 roll to break the captivation. Otherwise, he				
is your loyal supporter for all intents and purposes.				

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Homunkulus Bard-Song Human

SKILLS (continued)						
Name	Level	Relative		Pts		
Enthrallment (Persuade) {p. B191}	16‡	Will+0	[	1]		
Usernotes: Time: 1 minute. Fatigue Cost: 2 FP, whether successful or not.						
Duration: Until you do something to change the audience's opinion!						
Effect: Reaction Rolls, +Margin of Success (+3 max, +4						
Enthrallment (Suggest) {p. B191}	16‡	Will+0	[	11		
Usernotes: Time: 20 minutes of uninterrupted	10.	VVIIITO	L	٠,		
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.						
Effect: This ability lets you give your audience a single, simple suggestion. A suggestion should have no						
complex grammatical clauses - just a subject, verb,						
object, and at most two modifiers. "Kill the king!" is acceptable; "Kill the king if he doesn't accede to our						
demands!" is not. A given subject gets +5 to resist if your suggestion goes against his personal safety, and						
+3 if it goes against his beliefs, convictions, or						
knowledge.  If you win the Quick Contest, the audience members try						
to act on the suggestion to the best of their abilities -						
each assuming that the idea was his own.  Enthrallment (Sway Emotions) {p. B191}	16‡	Will+0	T	11		
Usernotes: Time: 10 minutes of uninterrupted			٠	1		
storytelling. Fatigue Cost: 4 FP, whether successful or not.						
Duration: One hour.						
Effect: This ability allows you to instill the audience with any one emotion. Allowed emotions include anger,						
boredom, depression, disgust, fear, greed, hate, jealousy, joy, love, lust, patriotism, peace, sadness, and						
unrest.						
If you win the Quick Contest, your audience experiences the emotion you select. How they act as a result is up to						
the GM.	40	DV 4	г	0.1		
Fast-Draw (Charm) {p. B194} Fast-Draw (Potion) {p. B194}	12	DX+1 DX+0	+	2] 11		
Fast-Draw (Staff) {p. B194}	11	DX+0	t	11		
Fast-Draw (Violin) {p. B194}	12	DX+1	Ì	2]		
Fast-Talk {p. B195}	17†	IQ+1	Ţ	1]		
First Aid/TL3 (Human) {p. B195} Gambling {p. B197}	16 15	IQ+0	ļ	1]		
Gesture {p. B198}	16	IQ+0	╁	11		
Heraldry {p. B199}	15	IQ-1	Ė	1 ]		
Hiking {p. B200}	11	HT-1	_[_	1]		
Hypnotism (Human) {p. B201}	14	IQ-2	ļ	1]		
Interrogation {p. B202} Intimidation {p. B202}	15 15§	IQ-1 Will-1	+	1] 1]		
Merchant {p. B209}	15	IQ-1	÷	11		
Musical Composition (p. B210)	14	IQ-2	Ì	1 ]		
Musical Influence {p. B210}	13	IQ-3	_[_	1]		
Musical Instrument (Violin) {p. B211}	14	IQ-2	ļ	1]		
Observation {p. B211} dPerformance {p. B212}	18¶	Per-1 IQ+2	+	1]		
Poetry {p. B214}	15	IQ-1	Ť	11		
Propaganda/TL3 {p. B216}	15	IQ-1	Ĺ	1 ]		
Public Speaking (p. B216)	20**	IQ+4	Ţ	4]		
Riding (Equines) {p. B217}	10 16§	DX-1	Ļ	1] 1]		
Savoir-Faire (High Society) {p. B218} Scrounging {p. B218}	14	IQ+0 Per+0	1	11		
Sex Appeal (Human) {p. B219, S224}	13†	HT+1	Ť	11		
Singing {p. B220}	14¶	HT+2	Ī	1]		
Staff (p. B208)	10	DX-1	[	1]		
Parry: 10  dStealth {p. B222}	11	DX+0	[	1]		
Streetwise {p. B223}	15§	IQ-1	İ	1]		
Teaching {p. B224}	15	IQ-1	Ĺ	1]		
Ventriloquism {p. B228}	14	IQ-2	1	1] 1]		
Wrestling {p. B228} Parry: 8	10	DX-1	L	' 1		
Writing {p. B228}	15	IQ-1	[	1]		
* Conditional: +2 from 'Bard-Song Mimicry'		om 'Charisma' v	vher	1 ]		
† Includes: +2 from 'Voice'; Conditional: +1   ¶ Include	s: +2 from	'Voice'	,			
from 'Charisma' when making Influence rolls  ‡ Includes: +2 from 'Bard-Song Talent'  'Voice'	es: +1 fron	n 'Charisma', +2	tron	n		

Name	Level	Relative		Pts
Beguilement (Public Speaking) {p. B229}	15	def+0		-ເອ 
Usernotes: Default: Prerequisite skill-5.	13	uci+0	L	0]
Prerequisites: Voice and any of Diplomacy, Fast-Talk,				
Performance, Politics, Public Speaking, Sex Appeal, or Singing; cannot exceed prerequisite skill.				
You have learned to pitch your voice to appeal to a				
hearer's emotions. Roll a Quick Contest of Beguilement				
vs. Will after you have spoken for a minute. If you succeed, the hearer's Will is reduced by your margin of				
victory for any Influence rolls you attempt in the next				
hour. You can have this effect on an entire crowd or a single person, but if you apply it to an entire crowd, you				
gain the benefit only when you try to influence the entire				
crowd.				
Crowd Song (Musical Influence)	13	def+0	l	0]
{p. B229}				
Usernotes: Default: Musical Influence. Prerequisites: Musical Influence and Singing-12; cannot				
exceed Musical Influence+5.				
As seen in many musical comedies, when you start singing, you can inspire your listeners to form a chorus,				
singing and (optionally) dancing. Apply your margin of				
success as a bonus to their Singing and Dancing skill; if				
they don't have these skills, start at their default values.  A member of the audience who doesn't want to take part				
can resist with Will, but he'll stand out dramatically if he				
succeeds, and will feel the urge to make his exit. If the				
entire audience is hostile, they can all try to resist with a single roll vs. average Will.				
Fascination (Sex Appeal) {p. B229}	8	def+0	[	0]
Usernotes: Default: Sex Appeal-5.			•	1
Prerequisites: Charisma 1 and Sex Appeal; cannot exceed Sex Appeal.				
Fascination is achieved by gazing steadily into the eyes				
of a potential lover. It does not work on anyone who				
could not be sexually attracted to you, or who cannot see you. It's normally done at close range; apply a				
penalty of -1 per full yard of separation. After five				
minutes, roll a Quick Contest of Fascination vs. the				
target's Will; your Charisma adds to this roll. The effects are somewhat like those of Hypnotism. Your				
target is not put to sleep, but will passively gaze into				
your eyes as long as you hold his gaze, and he will				
respond to your suggestions as if he had made an Excellent reaction roll. You cannot give him				
"posthypnotic suggestions. He has a penalty equal to				
your margin of victory in the Quick Contest to notice ordinary interruptions. He has no penalty to notice				
threats to his life or his highest values. If he does notice				
any interruptions, the fascination is broken.				
Personal Guarantee (Diplomacy)	14	def+0	l	0]
{p. B229} Usernotes: Default: Diplomacy-2.				
Prerequisites: Charisma 1 and Diplomacy; cannot				
exceed Diplomacy.				
In attempting to establish a relationship of personal trust (see Building Trust in GURPS Social Engineering, p.				
40), you can make an immediate offer, rather than				
waiting a month to gain trust. Buying up this technique				
reduces the penalty for such immediate offers. If the offer is accepted, it represents trust in your visible				
personal integrity. This technique only applies with an				
initial offer; if that's not accepted, you still need to wait a month before the next offer to avoid a -2 penalty.				
Power Gaze (Intimidation) {p. B229}	10	def+0	ſ	01
Usernotes: Default: Intimidation-5.		20170	L	٠,
Prerequisites: Charisma 1 and Intimidation; cannot				
exceed prerequisite skill.  This is the direct gaze of a king or other superior, which				
in legend lesser mortals cannot meet. Roll a Quick				
Contest of Power Gaze vs. Will at the first meeting of				
eyes. If you win, the other person must lower his eyes, and for the duration of the encounter, his Will is at a				
penalty against your Influence rolls equal to your margin				
of victory. If you succeed by 5 or more points, he must				
make an immediate Fright Check, at a penalty equal to your Charisma.				
This effect requires a meeting of eyes at close range;				
apply a -1 penalty per full yard of distance.	15	dof . O	_	0.1
Resonance (Public Speaking) {p. B229} Usernotes: Default: Prerequisite skill-5.	15	def+0	L	0]
Prerequisites: Voice and one of Performance, Public				
Speaking, or Singing; cannot exceed prerequisite skill.				
When you recite a poem (with Performance or Public Speaking) or sing a song (with Singing), the quality of				
your voice helps make it stick in people's minds. Roll a				
Quick Contest of Resonance vs. the average Will of the				
audience. Any audience member who tries to recall the poem or song afterward gets your margin of victory as a				
bonus to IQ for a roll to remember the words and				
melody. If this doesn't work on the first such try, the person has forgotten the song. He may get another				
attempt, if he attends another performance and if the				
bonus from that performance is higher than the previous				

**TECHNIQUES** 

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Homunkulus Bard-Song Human

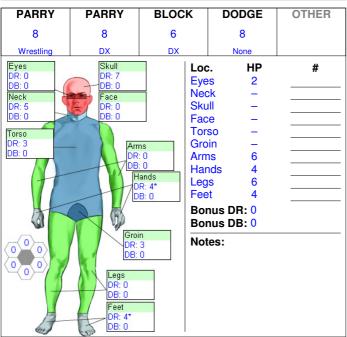
		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	11	8	1d-3 cr	С	_	_	_	
Skill used: Brawling								
Brawling: Bite	11	_	1d-3 cr	С			_	
Skill used: Brawling								
Brawling: Kick	9		1d-2 cr	C,1				
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Staff: Swing	10	10	1d+2 cr	2,3	10†	5	4	
Skill used: Staff								
Long Staff: Thrust	10	10	1d cr	2,3	10†	5	4	
Skill used: Staff								

			RA	NGED ATTACKS								
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Crossbow (ST 10): Barbed- head Skill used: Crossbow	11	1d+2 imp	4	200 yd / 250 yd	1	1(4)	7†	-6	-	6	4	[3]
Crossbow (ST 10): Bodkin Point Skill used: Crossbow	11	1d+2(2) pi	4	200 yd / 250 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	2	3–5	6		
Dmg.	1d-0	3	3 1d-2			
PARRY	PARRY	BLOCK	DODGE	OTHER		



HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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
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

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

-5×HP or less: Immediate death



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.

Phoenix: r63 (2013-06-07) GCA: 4.0.423 Printed: 7/1/2013 Pg: 3 Homunkulus Bard-Song Human

Per Unit - Cost: 1.0 Contents - Cost: 39, Weight: 1,92 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)  9	Qty	Backpack	LOAD-OUTS	Cost	Weight
Purse (TLO) { p. B288}	1	Per Unit - Cost: 100, W Contents - Cost: 354, V	Veight: 10 lb Weight: 35.57 lb	454	45.57 lb
Contents - Cost: 39, Weight: 1:92 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)  9	1			49	1.92 oz
9 Copper Farthing (TL2) 9 1.44 oz Per Unit - Cost: 1, Weight: 2:56 dr  0 Gold Mark (TL2) 0  1 Platinum Franc (TL2) 0  3 Silver Penny (TL2) 30 7.68 dr  Per Unit - Cost: 10, Weight: 2:56 dr  1 Personal Basics (TL0) { p. B288} 5 1 lit Description: Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes utensils, indienbox, and film and steel.  1 Sleeping Fur (TL0) { p. B288} 50 8 lb Description: Notes: A winter bedroil, suitable for ice caves, arctic adventures, etc.  10 Traveler's Rations (TL0) { p. B288} 20 5 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL0 Notes: One meal of dried meat, cheese, etc.  1 Wineskin (TL0) { p. B288} 10 8.25 lb Per Unit - Cost: 10, weight: 4 oz Contents - Weight: 8 lb Description: TL0 Notes: Holds 1 gallon of liquid.  1 Water (per gallon; TL0) { p. B288} 0 8 lb Description: TL0 Notes: Holds 1 gallon of liquid.  1 Water (per gallon; TL0) { p. B288} 0 8 lb Description: TL0 Notes: Holds 1 gallon of liquid.  2 Crossbow Both (TL0) { p. B288} 0 8 lb Description: TL0 Notes: Holds 1 gallon of liquid.  2 Crossbow GST 10; TL2; Bodkin 150 6 lb Point, +0) { p. LT78, B276} Per Unit - Cost: 2, Weight: 15.86 dr  1 Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) { p. LT75} Description: TL2 LC:4, Damthr-4 imp ACC:4 Range:ST*20/ST*25 ROF:1 Shots: 16) ST*7; Bulk-5 Ret:- Skill:Crossbow, DV4 Notes: [3]  2 Long Staff (TL0) { p. MA230} Description: TL0 LC:4 Mode:swing Damage:sw+2 cr Reach:2.3 Parry+2 ST:10† Skill:Staff, Mode:thrust Damage:thr+2 cr Reach:3.9 Parry+2 ST:10† Skill:Staff, Mode:thrust Damage:thr+2 cr Reach:3		Contents - Cost: 39		s. personal basics	. etc.)
O Gold Mark (TL2) 0 —  O Platinum Franc (TL2) 0 —  Silver Penny (TL2) 30 7.68 dr Personal Basics (TL0) {p. B288} 5 1 lb Description: Notes: Minimum gear for camping: 2t any Survival roll without it. Includes utensils, inderbox, and filint and steel.  Sleeping Fur (TL0) {p. B288} 50 8 lb Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.  Wineskin (TL0) {p. B288} 20 5 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL0 (P. B288) 10 8.25 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL0 (P. B288) 10 8.25 lb Per Unit - Cost: 2, Weight: 4 oz Contents - Weight: 8 lb Description: TL0 Notes: Hods 1 gallon of liquid.  Water (per gallon; TLD) {p. B288} 0 8 lb Description: TL0 Notes: Hods 1 gallon of liquid.  Hip Quiver {p. DF1:24} Per Unit - Cost: 40, Weight: 12 lb Description: Hods 20 arrows or boths  Cortosts - Cost: 40, Weight: 12 lb Description: Holds 20 arrows or boths  Crossbow Bolt (TL2) 40 1.2 lb Point; +0) {p. L1778} Description: Holds 20 arrows or boths  Crossbow (ST 10; TL2; Bodkin 150 6 lb Point; +0) {p. L1775} Description: TL2 C-4, Damthr-4 imp ACC-4 Range: ST-20-ST-25 ROF-1 Shots: 14) ST-7 Bulk:-6 Rd:- Skill: Crossbow, DX-4 Notes: [3] Notes: [3][3]  Long Staff (TL0) {p. MA230} 15 5 lb Description: TL0 C-4 [Mode-swing Damage:sw+2 or Reach-2,3 Parry+2 ST-10† Skill:Staff], Mode:thrust Damage:th+2 or Reach-2,3 Parry+2 ST-10† Skill:Staff], Mode:thrust Damage:th+2 or Reach-2,3 Parry+2 ST-10† Skill:Staff], Mode:thrust Damage:th+2 or Reach-2,3 Parry+2 ST-10† Skill:Staff], indestify the 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 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 tem an have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together unde	9	Copper Fart	hing (TL2)		1.44 oz
Silver Penny (TL2) Per Unit - Cost: 10, Weight: 2:66 dr  Personal Basics (TL0) {p. B288} Description: Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes utensits, indicatorbox, and film and steel.  Sleeping Fur (TL0) {p. B288} Description: Notes: A winter bedroit, suitable for ice caves, arctic adventures, etc.  Traveler's Rations (TL0) {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL0) {p. B288} Per Unit - Cost: 0, Weight: 4 oz Contents - Weight: 8 lb Description: TL0) {p. B288} Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL0) Description: TL0)  Hip Quiver {p. DF1:24} Per Unit - Cost: 10, Weight: 10 b Description: TL0)  Hip Quiver {p. DF1:24} Per Unit - Cost: 10, Weight: 10 b Description: TL0)  Traveler's Rations (TL0) {p. B288} O 8 lb Description: TL0)  Hip Quiver {p. DF1:24} Per Unit - Cost: 10, Weight: 10 b Description: TL0)  Crossbow Bolt (TL2) Qp. LT78,B276} Per Unit - Cost: 2, Weight: 15.36 dr  Crossbow (ST 10; TL2; Bodkin 150 6 lb Description: TL2 (C.4.) Damthr-4 imp ACC:4 Range:ST*20/ST*25 ROF:1 Shots:(4) ST:7† Bulk:-6 Rel: Skill:Crossbow, DX-4 Notes: [3] Notes: [3][3]  Long Staff (TL0) {p. MA230} Description: TL0 C.4 [Mode:swing Damage:sw+2 or Reach:2.3 Parry:+2 ST:10f Skill:Staff]  Contents - Cost: 2295.75, Weight: 19.12 lb Description: TL0 C.6 (Mode:swing Damage:sw+2 or Reach:2.3 Parry:+2 ST:10f Skill:Staff]  Totals: 454 45.57 lb  Otty « Combat »  Cost Weight: 15.77 lb Skill:Staff]  Totals: 454 45.57 lb  Otty (Combat or 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 tiem 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 tems by right clicking on the parent tiem of you wish. To make an item a "child" right click on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically desig	0			0	_
Per Junit - Costs 10, Weight: 2.56 dr  Personal Basics (TL0) {p. B288} 5 1 lb bescription: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, inderbox, and flint and steel.  Sleeping Fur (TL0) {p. B288} 50 8 lb bescription: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.  Traveler's Rations (TL0) {p. B288} 20 5 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL0 Notes: One meal of dried meat, cheese, etc.  Wineskin (TL0) {p. B288} 10 8.25 lb Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 6 lb Description: TL-10. Notes: Holde 1 gallon of liquid.  Water (per gallon; TL0) {p. B288} 0 8 lb Description: TL-0. Notes: Holde 1 gallon of liquid.  Hip Quiver {p. DF1:24} 55 2.2 lb Per Unit - Cost: 15, Weight: 1 lb Contents - Cost: 40, Weight: 1 lb Contents - Cost: 40, Weight: 1 lb Contents - Cost: 40, Weight: 1 lb Description: Holds 20 arrows or botts  Crossbow (St T0; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL2 (L2, L4, Damthr-4 imp ACC:4 Range:ST'20/ST'25 ROF:1 Shots: (14) ST37; Bulk:-6 Rcl:- Skill:Crossbow, DX-4 Notes: [3]] Description: TL-10. Cl-4 [Modeswing Damage:sw+2 or Reach:2,3 Parry:-2 ST:10† Skill/Staff, [Mode:thrust Damage:th+2 or Reach:2,					
1 Personal Basics (TLD) {p. B288} 5 1 lb Description: Notes: Minimum gear for camping: 2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.  1 Sleeping Fur (TLD) {p. B288} 50 8 lb Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.  10 Traveler's Rations (TLO) {p. B288} 20 5 lb Per Unit - Cost : Queight: 8 oz Description: TL-0 Notes: One meal of dried meat, cheese, etc.  1 Wineskin (TLD) {p. B288} 10 8.25 lb Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL-0 Notes: Holds: 1 gallon of liquid.  1 Watter (per gallon; TLO) {p. B288} 0 8 lb Description: TL-0. Notes: Holds: 1 gallon of liquid.  2 Watter (per gallon; TLO) {p. B288} 0 8 lb Description: TL-0. Notes: Holds: 1 gallon of liquid.  2 Watter (per gallon; TLO) {p. B288} 0 8 lb Description: TL-0. Notes: Holds: 1 gallon of liquid.  2 Watter (per gallon; TLO) {p. B288} 0 8 lb Description: TL-0. St. Weight: 1 lb Description: Holds: Quarrows or botls  2 Crossbow Bolt (TL2) 4 1.2 lb Description: Holds: Quarrows or botls  2 Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL-0 LC-14 [Mode:swing Damage:sw+2 or Reach:2,3 Parry+2; ST:10+15   Shots: (4) ST:7† Bulk:-6 Rel:-Skill:Crossbow, DX-4 Notes: (3) Notes: [9](3)  1 Long Staff (TLO) {p. MA230} Description: TL-0 LC-14 [Mode:swing Damage:sw+2 or Reach:2,3 Parry+2; ST:10+5 skill:Staff].  2 Combat 295.75 Weight: 19.12 lb Description: TL-0 Condition: The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Now Components." Once displayed the children will be shown in a "tree" format under the parent by right clicking on the parent and selecting "Now Components." Once displayed the children will be shown in a "tree" format under the parent by right clicking on the parent and selecting "Now Components." Once displayed the children will be shown in a "tree" format under the parent by right clicking on it and selecting "Now Components." Once displayed	3			30	7.68 dı
1 Sleeping Fur (TL0) {p. B288} 50 8 lb Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.  1 Traveler's Rations (TL0) {p. B288} 20 5 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL0 Notes: One meal of dried meat, cheese, etc.  1 Wineskin (TL0) {p. B288} 10 8.25 lb Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL0 Notes: Holds of gallon of liquid.  1 Water (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 Notes: Holds: 1 gallon of liquid.  1 Water (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 Notes: Holds: 1 gallon of liquid.  1 Hip Quiver {p. DF1:24} 55 2.2 lb Per Unit - Cost: 15, Weight: 1 lb Contents - Cost: 40, Weight: 1.2 lb Description: TL0 Notes: Holds: 20 arrows or botts  20 Crossbow Bott (TL2) 40 1.2 lb Per Unit - Cost: 2, Weight: 15:36 dr  1 Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL2 LC4. Dam:thr+4 imp ACC4 Range: ST*20/ST*25 ROF:1 Shots: 1(4) ST/7 Bulk-6 Rd: Skill:Crossbow, DX-4 Notes: [3] Shots: 1(3) IS 10 Description: TL0 LC4 (Modeswing 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), [Mode:thrust	1	Personal Basic Description: Notes:	cs (TL0) {p. B288} Minimum gear for camping: -2 to		1 lb without it.
Description: Notes: A winter bedroll: suitable for ice caves, arctic adventures, etc.  10 Traveler's Rations (TLO) {p. B288} 20 5 lb: Per Unit - Cost: 2, Weight: 8 oz Description: TL-0 Notes: One meal of dried meat, cheese, etc.  1 Wineskin (TLO) {p. B288} Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL-0 Notes: Holds: 1 gallon of liquid.  1 Water (per gallon; TLO) {p. B288} 0 8 lb Description: TL-0 Notes: Holds: 1 gallon of liquid.  1 Water (per gallon; TLO) {p. B288} 0 8 lb Description: TL-0 Notes: Holds: 1 gallon of liquid.  1 Wine (Per gallon; TLO) {p. B288} 0 8 lb Description: TL-0 Notes: Holds: 1 lb Description: Holds: 20 arrows or boths  20 Crossbow Bolt (TL2) 40 1.2 lb Description: Holds: 20 arrows or boths  20 Crossbow Bolt (TL2) 40 1.2 lb Description: TL-12, LC-4, Dam:thr-4 imp ACC-4 Range: ST*20/ST*25 ROF-1 Shots: (4) ST.7† Bulk:-6 Rel: Skill:Crossbow, DX-4 Notes: [3] Notes: [3]][3]  1 Crossbow (ST 10; TLC; Bodkin 150 6 lb Description: TL-12, C-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]. [Mode:thrust Da	1			50	8 lh
Per Unit - Cost: 2, Weight: 8 oz Description: TLO Notes: One meal of dried meat, cheese, etc.  1 Wineskin (TLO) {p. B288} Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TLo Notes: Holds 1 gallon of liquid.  1 Water (per gallon; TLO) {p. B288} 0 8 lb Description: TL: 0 Notes: Holds 1 gallon of liquid.  1 Water (per gallon; TLO) {p. B288} 0 8 lb Description: TL: 0 Notes: Holds 1 gallon of liquid.  1 Hip Quiver {p. DF1:24} Per Unit - Cost: 40, Weight: 1 lb Contents - Cost: 40, Weight: 1.9 lb Description: Holds 20 arrows or botts  20 Crossbow Bolt (TL2) {p. LT78,B276} Per Unit - Cost: 2, Weight: 15.36 dr  1 Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL: 2 LC: 4, Dam:thr-44 imp ACC: 4 Range: ST*20/ST*25 ROF: 1 Shots: (4) ST: 7† Bulk: 6 Rcl: - Skill: Crossbow, DX-4 Notes: [3]  1 Long Staff (TLO) {p. MA230} Description: TL: 0.C-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], [Mode:thrust Damage:thr+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]  1 Combat		Description: Notes:	A winter bedroll, suitable for ice		ntures, etc.
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.  1 Water (per gallon; TL0) {p. B288} 0 8 lb Description: TL.0 1 Hip Quiver {p. DF1:24} Per Unit - Cost: 5, Weight: 1 lb Contents - Cost: 40, Weight: 1 lb Contents - Cost: 40, Weight: 1.0 Description: Holds 20 arrows or botls 20 Crossbow Bolt (TL2) {p. LT78,B276} Per Unit - Cost: 2, Weight: 1.5.36 dr 1 Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL2 LC.4, Damthr-4 imp ACC:4 Range:ST*20/ST*25 ROF:1 Shots:1(4) ST:7† Bulk:-6 Rol: Skill:Crossbow, Dx-4 Notes: [3] 1 Long Staff (TL0) {p. MA230} Description: TL.0 LC4 [Mode:swing Damage:sw+2 cr Reach:2.3 Parry:+2 ST:10† Skill:Staff], [Mode:thrust Damage:th+2 cr Reach:2.3 Parry:+2 ST:10† Skill:Staff]  1 Combat 2 Contents - Cost: 2295.75, Weight: 19.12 lb Description: TL of LC4 [Mode:swing Damage:sw+2 cr Reach:2.3 Parry:+2 ST:10† Skill:Staff]  1 Combat 2 Cost Weight 1 Contents - Cost: 2295.75, Weight: 19.12 lb Description: The Cost in Cost in Cost weight in the sessentially 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 it had selecting "Show Components." Once displayed the children will be shown in a "ree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Show Components." Once displayed the children will be shown in a "ree" format under the parent. Any item may be assigned as a Parent. The parent time in you wish. To make an item a "child" right click on it and select "Make Child for" The child items will be hidden by default; you may show the child items by right clicking on it and selecting "Show Components." Once displayed the children will be hown in a "ree" format under the parent. Any item may be assigned as a parent by right	10	Per Unit - Cost: 2, V	Veight: 8 oz		5 lb
Contents - Weight: 8 lb Description: TL:0 Notes: Holds 1 gallon of liquid.  1 Water (per gallon; TL:0) {p. B288} 0 8 lb Description: TL:0 1 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 Description: Holds 20 arrows or bolts 21 {p. LT78, B276} Per Unit - Cost: 2, Weight: 15.38 dr 1 Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL:2 LC:4, Damsthr-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] 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]  Totals: 454 45.57 lt Contents - Cost: 2295.75, Weight: 19.12 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 Lend if you wish. To make an item a "child" right click on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a 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. 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.  1 Armor 595.75 12.12 lb Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin Location: torso, groin  1 Cloth Armor (TL1; ~Fortify (Reck, 147.25 14.4 oz "Lighten (Groin, Torso and Vitals) (+1), +30; ~Lighten	1	Wineskin (TL0	)) {p. B288}		8.25 lb
Description: TL:0  Hip Quiver {p. DF1:24} Per Unit - Cost: 15, Weight: 1 ib Contents - Cost: 40, Weight: 1.2 ib Description: Holds 20 arrows or botts  Crossbow Bolt (TL2) {p. LT78,B276} Per Unit - Cost: 2, Weight: 15.36 dr  Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL:2 LC4, Damthr+4 imp ACC:4 Range:ST*20/ST*25 ROF:1 Shots:1(4) ST:7† Bulk:-6 Rci:- Skill:Crossbow, DX-4 Notes: [3]  Long Staff (TL0) {p. MA230} Description: TL:0 LC:4 (Mode:swing Damage:sw+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff], IMode:thrust Damage:thr+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff]  Combat  Combat  Combat - Cost: 2295.75, Weight: 19.12 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 "Make Parent". Wise may be assigned as a parent by right clicking on it and selecting "Make Parent". Wise item may be assigned as a parent by right clicking on it and selecting "Make Parent". This error is essentially an organizational structure, allowing you to file multiple traits together under the parent tem if you wish. To make an item a "child" right click on it and selecting "Make Parent". The child items 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 error 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 "child" right click on it and selecting "Make Parent". The may be assigned as a parent by right clicking		Contents - Weight: Description: TL:0 N	8 lb otes: Holds 1 gallon of liquid.		
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 botts  20 Crossbow Bolt (TL2) {p. LT78,B276} Per Unit - Cost: 2, Weight: 15.36 dr  1 Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL: 2 LC:4, Dam:thr+4 imp ACC:4 Range:ST'20/ST'25 ROF:1 Shots: [4) ST:74 Bulk:-6 Rci: Skill:Crossbow, DX:4 Notes: [3] Notes: [3][3]  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† Skil	1	Water (per g	gallon; TL0) {p. B288}	0	8 lb
Contents - Cost: 40, Weight: 12.1b Description: Holds 20 arrows or bolts  20	1	Hip Quiver {p.	DF1:24}	55	2.2 lb
Crossbow Bolt (TL2) {p. LT78,B276} Per Unit - Cost: 2, Weight: 15.36 dr  Crossbow (ST 10; TL2; Bodkin 150 6 lb 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 Rci:- Skill:Crossbow, DX-4 Notes: [3] Notes: [3]][3]  Long Staff (TL0) {p. MA230} 15 5 lb Description: TL:0 LC:4 [Mode:swing Damage:sw+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff], [Mode:thrust Damage:thr+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff]  Totals: 454 45.57 lb  Qty « Combat » Cost Weight: 19.12 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.  Armor Contents - Cost: 595.75, Weight: 12.12 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 in a "tree" format under the parent and selecting "Show Components." Once displayed the children will be hidden 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.  Cloth Hood (TL1; ~Fortify (Reck, 147.25 10.12 lb Coth Hood (TL1; ~Fortify (Neck, 147.25 14.4 oz Skull) (+3), +56; ~Lighten (Reck) (Lighten (Rec					
(p. LT78,B276) Per Unit - Cost: 2, Weight: 15.36 dr  Crossbow (ST 10; TL2; Bodkin 150 6 lb Point, +0) {p. LT75} Description: TL2 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]]  Long Staff (TL0) {p. MA230} Description: TL-1 CC:4 [Mode:swing Damage:sw+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff], [Mode:thrust Damage:thr+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff], [Mode:thrust Damage:thr+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff]  Totals: 454 45.57 lb  Combat	20		1. /	40	1 2 lh
1 Crossbow (ST 10; TL2; Bodkin 150 6 lb 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 Rot:- Skill:Crossbow, DX-4 Notes: [3] Notes: [3]][3]  1 Long Staff (TL0) {p. MA230} 15 5 lb 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]  Totals: 454 45.57 lb Cots Weight  1 Combat 2295.75, Weight: 19.12 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.  1 Armor 595.75 12.12 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 them 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 it and 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.  1 Cloth Hood (TL1; ~Fortify	20	{p. LT78,B2	76}`	40	1.2 10
Point, +0) (p. LT75) Description: TL:2 LC:4, Dam:thr+4 imp ACC:4 Range:ST*20/ST*25 ROF:1 Shots:(4) ST7; Bulk:-6 Rcl:- Skill:Crossbow, DX-4 Notes: [3] Notes: [3][[3]  1 Long Staff (TL0) (p. MA230) Description: TL:0 LC:4 [Mode:swing Damage:sw+2 cr Reach:2,3 Parry:+2 ST:10f-Skill:Staff], [Mode:thrust Damage:thr+2 cr Reach:2,3 Parry:+2 ST:10f-Skill:Staff]  Totals: 454 45.57 lb  Other Combat	1			150	6 lh
Shots:1(4) ST:7† Bulk:-6 Rcl:- Skill:Crossbow, DX-4 Notes: [3] Notes: [3][3]  1 Long Staff (TL0) {p. MA230} 15 5 lb Description: TL:0 LC:4 [Mode:swing Damage:sw+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff]. [Mode:thrust Damage:thr+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff]  Totals: 454 45.57 lb  Qty « Combat » Cost Weight:  1 Combat 2295.75, Weight: 19.12 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.  1 Armor 595.75, Weight: 12.12 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.  1 Cloth Hood (TL1; ~Fortify (Groin, 215 10.12 lb (Children) (The Child items of 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 d				100	O IL
1 Long Staff (TL0) {p. MA230} Description: Tt.:0 LC:4 [Mode:swing Damage:sw+2 cr Reach:2,3 Parry:+2 ST:10† Skill:Staff] Totals: 454 45.57 lb  Totals: 454 45.57 lb  Totals: 454 45.57 lb  Oty « Combat »  Cost Weight  Contents - Cost: 2295.75, Weight: 19.12 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.  Armor 595.75 12.12 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 titem 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb 10.12 l					OF:1
Description: TL:0 LC:4 [Mode:swing Damage:sw+2 or Reach:2,3 Parry:+2 ST:10† Skill:Staff]  Totals: 454 45.57 lb  Qty « Combat » Cost Weight  1 Combat 2295.75, Weight: 19.12 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.  1 Armor 595.75 12.12 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.  1 Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (+1), +30; ~Lighten (Fert) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35)  Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing.  Notes: [1]  Location: skull, neck  1 Shoes (TL1; ~Fortify (Feet) (+3), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under	1		0\ /n MΔ230\	15	5 lh
Totals: 454 45.57 lb  Qty « Combat » Cost Weight  Combat 2295.75, Weight: 19.12 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.  Armor Contents - Cost: 595.75, Weight: 12.12 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Torso and Vitals) (+1), +30;  ~Lighten (Groin, Torso and Vitals)  (x3/4), +60)  Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing.  Notes: [1]  Location: skull, neck  Shull) (x1/2), +35)  Description: TL:1 LC:4 DR:2 Locations:feet Notes: [1]: Concealable as or under clothing.  1 Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb +56; ~Lighten (Feet) (x1/2), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.		Description: TL:0 L0	C:4 [Mode:swing Damage:sw+2	cr Reach:2,3 Parry	/:+2 ST:10†
Combat Contents - Cost: 2295.75, Weight: 19.12 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.  Armor  Contents - Cost: 595.75, Weight: 12.12 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb (X3/4), +60) Description: TL:1 LC:4 DR:2 Locations:torso, groin  Cloth Hood (TL1; ~Fortify (Neck, Skull) (x1/2), +35) Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing. Notes: [1] Location: skull, neck  Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb (+56; ~Lighten (Feet) (x1/2), +35) Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.		Skill:Staff], [Mode:tr			45.57 lb
Contents - Cost: 2295.75, Weight: 19.12 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. Armor  Contents - Cost: 595.75, Weight: 12.12 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Costion: torso, groin  Cloth Hood (TL1; ~Fortify (Groin, 215 10.12 lb Costion: torso, groin  Cloth Hood (TL1; ~Fortify (Neck, 147.25 14.4 oz Skull) (+3), +56; ~Lighten (Reck) (Lighten (Neck, Skull) (+3), +56; ~Lighten (Feet) (+3), 131 1 lb Costion: skull, neck  Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb Costion: TL:1 LC:4 DR:2 Locations:feet Notes: [1]: Concealable as or under clothing.	Qty	« Combat »		Cost	Weight
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.  Armor  Contents - Cost: 595.75, Weight: 12.12 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb 10.1	1	Combat		2295.75	19.12 lb
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.  Armor 595.75 12.12 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Torso and Vitals) (+1), +30;  ~Lighten (Groin, Torso and Vitals)  (x3/4), +60)  Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin  Cloth Hood (TL1; ~Fortify (Neck, 147.25 14.4 oz Skull) (x1/2), +35)  Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing.  Notes: [1]  Location: skull, neck  1 Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb +56; ~Lighten (Feet) (x1/2), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.				its assigned to it a	s "Children.'
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.  1 Armor 595.75 12.12 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.  1 Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Torso and Vitals) (+1), +30;  ~Lighten (Groin, Torso and Vitals)  (x3/4), +60)  Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin  1 Cloth Hood (TL1; ~Fortify (Neck, 147.25 14.4 oz Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35)  Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing.  Notes: [1]  Location: skull, neck  1 Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb +56; ~Lighten (Feet) (x1/2), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.			organizational structure, allowing	you to file multiple	e traits
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.  Armor 595.75 12.12 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Torso and Vitals) (+1), +30;  ~Lighten (Groin, Torso and Vitals)  (x3/4), +60)  Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin  Cloth Hood (TL1; ~Fortify (Neck, 147.25 14.4 oz Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35)  Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing.  Notes: [1]  Location: skull, neck  1 Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb +56; ~Lighten (Feet) (x1/2), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.					
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.  1 Armor 595.75 12.12 lb 595.75, Weight: 12.12 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.  1 Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (x3/4), +60)  Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin  1 Cloth Hood (TL1; ~Fortify (Neck, 147.25 14.4 oz Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35)  Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing. Notes: [1]  Location: skull, neck  1 Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb +56; ~Lighten (Feet) (x1/2), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.		together under the par			
this entry is here for convenience, as it is automatically designated a Parent.  Armor 595.75 12.12 lb Contents - Cost: 595.75, Weight: 12.12 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.  Cloth Armor (TL1; ~Fortify (Groin, 215 10.12 lb Torso and Vitals) (+1), +30;  ~Lighten (Groin, Torso and Vitals) (x3/4), +60) Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin  Cloth Hood (TL1; ~Fortify (Neck, 147.25 14.4 oz Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing. Notes: [1] Location: skull, neck  1 Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb +56; ~Lighten (Feet) (x1/2), +35) Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.		together under the par and select "Make Child the child items by right	clicking on the parent and selec	ting "Show Compo	onents."
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Skull) (x1/2), +35)  Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing.  Notes: [1]  Location: skull, neck  1 Shoes (TL1; ~Fortify (Feet) (+3), 131 1 lb +56; ~Lighten (Feet) (x1/2), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.	1	together under the par and select "Make Chilk the child items by right Once displayed the chile time and be assigned this entry is here for contents - Cost: 59 Description: In GCA "Children." This is e multiple traits toget "child" right click on by default; you may selecting "Show Co "tree" format under clicking on it and se is automatically des Cloth Armor Torso and V ~ Lighten (Gi (x3/4), +60) Description: TL:: Location: torso, 12.	clicking on the parent and selectidiren will be shown in a "tree" for as a parent by right clicking on it provenience, as it is automatically 5.75, Weight: 12.12 lb is a "Parent" item can have other essentially an organizational struner under the parent item if you visit and select "Make Child of" is show the child items by right climponents." Once displayed the the parent. Any item may be asselecting "Make Parent"; this entry signated a Parent.  (TL1; ~Fortify (Groin, 'itals) (+1), +30; roin, Torso and Vitals)	titing "Show Comportment under the para and selecting "Madesignated a Par 595.75  traits assigned to cture, allowing you wish. To make an inhe child items will cking on the parer children will be shigned as a parent is here for conversion of the parameter of the child items. Will be shigned as a parent is here for conversion of the parameter of	onents." rent. Any ake Parent"; ent. 12.12 lb it as u to file tem a l be hidden t and own in a by right nience, as it
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+56; ~Lighten (Feet) (x1/2), +35)  Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.	1	together under the par and select "Make Chilk the child items by right Once displayed the chile time may be assigned this entry is here for contents - Cost: 59 Description: In GCA "Children." This is e multiple traits toget "child" right click on by default; you may selecting "Show Co "tree" format under clicking on it and se is automatically des Cloth Armor Torso and V ~ Lighten (Gi (x3/4), +60) Description: TL: Location: torso, g Cloth Hood Skull) (+3), Skull) (x1/2) Description: TL: or under clothing or under clothing	clicking on the parent and selectideren will be shown in a "tree" for as a parent by right clicking on it provenience, as it is automatically 5.75, Weight: 12.12 lb a a "Parent" item can have other assentially an organizational strumer under the parent item if you will it and select "Make Child of" I show the child items by right climponents." Once displayed the other parent. Any item may be asselecting "Make Parent"; this entry ignated a Parent.  (TL1; ~Fortify (Groin, ifitals) (+1), +30; roin, Torso and Vitals)  1 LC:4 DR:2 Locations:torso, grogroin  (TL1; ~Fortify (Neck, +56; ~Lighten (Neck, +55)	titing "Show Compired to the part and selecting "Market Sp5.75" traits assigned to cture, allowing you wish. To make an if he child items will cking on the parer children will be shigned as a parent is here for converting to the children will be shigned as a parent in the children will be shigned as a parent in the parer children will be shigned as a parent in the parer for converting the converting the children will be shigned as a parent in the parer children will be shigned as a parent in	onents." rent. Any akke Parent"; ent. 12.12 lb it as u to file tem a l be hidden it and own in a by right nience, as it  10.12 lb
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Qty	LOAD-OUTS (continued)		
-c.y		Cost	Weight
_1_	Armor	595.75	12.12 lb
1	Cloth Gloves (TL1; ~Fortify (Hands) (+3), +40; ~Lighten (Hands) (x1/2), +25)	102.5	1.6 oz
	Description: TL:1 LC:- DR:1* Locations:hands Note under clothing. Notes: [1] Location: hands	s: [1]: Conceala	able as or
1	Hands	1700	5 lb
	Contents - Cost: 1700, 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 by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "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.	re, allowing you h. To make an it child items will ng on the parent dren will be sho ed as a parent	u to file item a I be hidden it and own in a by right
1	Violin (Stringed) {p. DF1:24}	1700	5 lb
·	Per Unit - Cost: 150, Weight: 5 lb Contents - Cost: 1550 Description: Notes: Cittern, lute, oud, etc. Two-hand		0 15
1	Powerstone (Energy 9) {p. M20}  BR765 4821	1550	-
	Description: In GCA a "Parent" item can have other tra  "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 clickir  selecting "Show Components." Once displayed the chil	re, allowing you h. To make an i child items will ng on the paren	u to file item a I be hidden
	"tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is	ed as a parent	own in a by right
1	"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.	ed as a parent	own in a by right nience, as it
1	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot	ed as a parent here for convertible of the converti	own in a by right nience, as it 2 lb o designer nic, blouse,
1	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266}  Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot footwear. 20% of cost of living; 2lbs.  Back	ed as a parent here for converting the form of the for	own in a by right nience, as it 2 lk o designer nic, blouse, d suitable
	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266}  Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot footwear. 20% of cost of living; 2lbs.	ed as a parent here for converting the form of the for	own in a by right nience, as it 2 lb o designer nic, blouse, id suitable — it as u to file item a l be hidden it and own in a by right
	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot footwear. 20% of cost of living; 2lbs.  Back Description: In GCA a "Parent" item can have other tra "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 by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is	ed as a parent here for converting the form of the for	own in a by right nience, as it 2 lb o designer nic, blouse, id suitable — it as u to file item a l be hidden it and own in a by right
	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot footwear. 20% of cost of living; 2lbs.  Back Description: In GCA a "Parent" item can have other tra "Children." This is essentially an organizational structu multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "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.	ed as a parent here for conver 0  m castoff rags to the nents, plus a tube or dress - ar  otists assigned to tre, allowing you.  n. To make an ichild items will go nithe parendren will be sheed as a parent here for conver	own in a by right nience, as it 2 lk o designer nic, blouse, ad suitable — it as u to file item a l be hidden at and own in a by right nience, as it 19.12 lk
1	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot footwear. 20% of cost of living; 2lbs.  Back Description: In GCA a "Parent" item can have other tra: "Children." This is essentially an organizational structu multiple traits together under the parent item if you wist "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 chill "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.  Totals:  Horse  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 (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced M	ed as a parent here for converting the parent plus a turn per or dress - ar or dress -	own in a by right nience, as it 2 lb o designer nic, blouse, d suitable — it as u to file item a l be hidden it and own in a by right nience, as it 19.12 lb Weight 18 lb ove:6 SM:+1 Speed 12);
1	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot footwear. 20% of cost of living; 2lbs.  Back Description: In GCA a "Parent" item can have other tra "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 by default; you may show the child items by right click in selecting "Show Components." Once displayed the chil "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.  Totals:  Horse  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 (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced M Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes Saddle & Tack (TL2) {p. B289}	ed as a parent here for converting the properties of the parent of the p	own in a by right nience, as it 2 lb o designer nic, blouse, ad suitable — it as u to file item a il be hidden at and own in a by right nience, as it 19.12 lb Weight 18 lb
1 Qty	"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.  Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality fror fashions, depending on Status. At minimum: undergarn or shirt with hose, skirt, or trousers - or a long tunic, rot footwear. 20% of cost of living; 2lbs.  Back Description: In GCA a "Parent" item can have other tra "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 by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chil "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.  Totals:  Horse  Saddle Horse {p. B460} Per Unit - Cost: 1200 Contents - Cost: 250, Weight: 18 lb Description: ST:21 DX:9 IC:3 HT:11 Will:10 Per:12 Speed (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced M Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes	ed as a parent here for converting the properties of the parent of the p	own in a by right nience, as it 2 lb o designer nic, blouse, d suitable — it as u to file item a l be hidden it and own in a by right nience, as it 19.12 lb Weight 18 lb ove:6 SM:+1 Speed 12);

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Homunkulus Bard-Song Human



POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	150]
Advantages, Perks [	125]
Disadvantages, Quirks [	-45] 53]
Skills, Techniques [	53]
Total Points Spent:	283
Unspent Points:	0

	CAMPAIGN LO	j .
Points: (logged) 3	+ (other) 0	= (total) 3
Der lange Ritt		1. September 1291
Der Weg nach Burg S	chwarzmoor war la	ng und beschwerlich.
Juwelier in Jenatsch b	estohlen, entkomm	ien
Orcs in Burg Schwarz	moor aufgehalten	
Lio den Nebel getroffe	n und Plan geschm	niedet
20.06.2013: 3 pts		
Initial Character Crea		
Character created usin	g GURPS Characte	er Assistant 4
18.06.2013: 0 pts		

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