

# GURPS

## CHARACTER SHEET

Name: Ulrich von Magmastein

Race: Human

Appearance: Ulrich von Magmastein ist ein magie-affiner Ritter, er hat ein sehr dominantes und strahlendes Auftreten

Player: Sven-Oliver Mangold

Ht: 1.88m Wt: 90kg Age: 21

Spent: 170

Unspent: 7

<b>ST</b> 13 [ 30]	<b>HP</b> 13 [ 0]	<b>Basic Speed</b> 6,25 [ 0]
<b>DX</b> 13 [ 60]	<b>Will</b> 10 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 10 [ 0]	<b>Per</b> 10 [ 0]	<b>BL</b> 34 lb (ST×ST)/5
<b>HT</b> 12 [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d <b>Sw</b> 2d-1
<b>TL</b> 3 [ 0]	<b>SM</b> +0	

Vision 10	Fright Check 12*	High Jump 2.17 ft
Hearing 10	Consciousness 12	Money 0†
Touch 10	Death Check 12	
Taste/Smell 10	Broad Jump 3 yd	

\* Includes: +2 from 'Combat Reflexes' † Includes: +1000 from 'Axe of Harkwood', +2000 from 'Money', -400 from 'Money', +19000 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

\* Takes 2 seconds to complete † Double with a running start  
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS	
Appearance: +0	
Status: +2*	* Includes: +2 from 'Status'
Other: +0†	† Conditional: -1 from 'Social Stigma (Disowned)', +2 from 'Sense of Duty (Adventuring Companion)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES	
Name	Pts
Christian (Native) {p. B23, BS183}	[ 0 ]

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

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[ 15 ]
Magery 2 {p. B66, BS183}	[ 20 ]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	
Magery 0 {p. B66}	[ 5 ]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	
Patrons (Master Adolphe; 6 or less, *1/2) {p. B72}	[ 10 ]
Signature Gear 2 (Axe of Harkwood) {p. B85}	[ 2 ]
Status 2 {p. B28}	[ 10 ]

PERKS	
Name	Pts
Grip Mastery (Axe of Harkwood) {p. MA50, PU2:6}	[ 1 ]
Weapon Bond (Axe of Harkwood) {p. F132, HT250, MA53, PU2:9, DF1:14}	[ 1 ]

DISADVANTAGES	
Name	Pts
Bloodlust (6 or less, *2) {p. B125}	[ -20 ]



DISADVANTAGES (continued)	
Name	Pts
Impulsiveness (12 or less, *1) {p. B139}	[ -10 ]
Selfish (6 or less, *2) {p. B153}	[ -10 ]
Sense of Duty (Adventuring Companion; Small Group) {p. B153}	[ -5 ]
Social Stigma (Disowned) {p. B155}	[ -5 ]

QUIRKS	
Name	Pts
Unused Quirk 1 {p. B163}	[ -1 ]
Chauvinistic {p. B164}	[ -1 ]
Horrible Hangovers {p. B165}	[ -1 ]
Likes Whores {p. B164}	[ -1 ]
Proud {p. B164}	[ -1 ]



MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	—	1d-1 cr	C	—	—	
Kick	11	—	1d cr	C,1	—	—	
Punch	13	10	1d-1 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Axe of Harkwood: 1H	16	12U	2d+2 cut	1	12	4	
Axe of Harkwood: 2H	13	10U	2d+3 cut	1	11†	4	
Axe of Harkwood: Pick	16	12U	2d+1 imp	1	12	4	[2]
Medium Shield, Light: Shield Bash	13	—	1d cr	1	—	—	
Medium Shield, Light: Shield Rush	13	—	slam +DB cr	1	—	—	
Spear: one-handed thrust	14	11	1d+2 imp	1*	9	4	[1]
Spear: two-handed thrust	14	11	1d+3 imp	1,2*	9†	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear: thrown	16	1d+3 imp	2	13 yd / 19.5 yd	1	T(1)	9	-3	—	4	
Spear: woomera	12	2d+2 imp	2	19.5 yd / 26 yd	1	1(1)	7	-6	—	4	

**ATTACKS TABLES COLUMN NOTES**

**Reach ""**: The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.  
**Parry "U"**: The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).  
**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.  
**Shots "T"**: The weapon is a *thrown weapon*.

SLAM TABLE				
1	2-3	4-7		
1d-3	1d-2	1d-1		
<b>PARRY</b>	<b>PARRY</b>	<b>BLOCK</b>	<b>DODGE</b>	<b>OTHER</b>
11*	10*	10*	10*	
Axe/Mace	DX	Shield (Shield)		

**Loc.**    **HP**    **#**

Eyes    2    —

Neck    —    —

Skull    —    —

Face    —    —

Torso    —    —

Groin    —    —

Arms    7    —

Hands    5    —

Legs    7    —

Feet    5    —

**Bonus DR: 0**  
**Bonus DB: 2**

**Notes:**

\* Includes: +1 from 'Combat Reflexes'

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

\* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead  
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks  
‡ Only targetable by impaling, piercing, and tight-beam burning attacks  
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks  
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks  
\*\* Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9	0 -1 -2 -3 -4	13 14 15 16 17	26 27 28 29 30	39 40 41 42 43	52 53 54 55 56
8 7 6 5 4	-5 -6 -7 -8 -9	18 19 20 21 22	31 32 33 34 35	44 45 46 47 48	57 58 59 60 61
3 2 1	-10 -11 -12	23 24 25	36 37 38	49 50 51	62 63 64

HP loss effects are cumulative with each other and any effects suffered from FP loss.  
**less than 1/3 HP:** Dodge/2 and Move/2 (round up).  
**0 HP or less:** Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.  
**-1xHP or less:** Make a HT roll vs. death immediately and for every full multiple of HP below 0.  
**-5xHP or less:** Immediate death.

FP	0 FP
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-10 -11

FP loss effects are cumulative with each other and any effects suffered from HP loss.  
**less than 1/3 FP:** Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.  
**0 FP or less:** Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.  
**-1xFP or less:** Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

TECHNIQUES			
Name	Level	Relative	Pts
Close Combat (Axe/Mace) [p. MA69]	11	def+0	0

SPELL GRIMOIRE									
Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Lend Energy	10 [1]	1	Regular	1 sec.	Perm.	Varies	He	—	M89, B248
Lend Vitality	10 [1]	1	Regular	1 sec.	1 hr.	1 per HP loaned	He	1	M89, B248
Major Healing	11 [4]	1	Regular	1 sec.	Perm.	1 to 4	He	3	M91, B248
Minor Healing	10 [1]	1	Regular	1 sec.	Perm.	1 to 3	He	2	M91, B248
Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor	10 [1]	2	Regular	1 sec.	1 min.	Varies	PW	1	M167, B253
Missile Shield	10 [1]	2	Regular	1 sec.	1 min.	5/2	PW	1	M168
Reverse Missiles	10 [1]	2	Regular	1 sec.	1 min.	7/3	PW	2	M168
Shield	10 [1]	2	Regular	1 sec.	1 min.	Varies	PW	—	M167, B252

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	<b>Armor</b> Description: Parent Item (Virtual)	850	51 lb
1	<b>Light Scale Suit {p. L18}</b> Description: TL:2 LC:- DR:3* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: all	610	49 lb
1	<b>Formal Clothes {p. B266}</b> Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	240	2 lb
1	<b>Belt {p. B289}</b> Description: TL:5 Notes: Fits most pistols.	1265	6 lb
1	<b>Axe of Harkwood/TL0 {p. LT65}</b> Description: TL:0 LC:4, [1H Dam:sw+2 cut Reach:1 Parry:0U ST:10 Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mace-3], [2H Dam:sw+3 cut Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4] Notes: [][2]	1000	4.5 lb
2	<b>Health Potion</b>	240	1 lb
1	<b>Medium Shield, Light {p. LT 116}</b> Description: TL:0 DB:2 Dam:thr or Reach:1 Parry:No ST:- DR:2 Cover DR:6 HP:16 Skill:Shield(Shield)	45	7 lb
1	<b>Spear {p. B273, B276, F141}</b> Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1.2* Parry:0 ST:9* Skill:Spear Notes: Requires two hands,], [Mode Woomera Dam:sw+3 imp Acc:2 Range:ST*1.5/ST*2 RoF:1 Shots:1(1) ST:7 Bulk:-6 Skill: Spear Thrower] Notes: [1]	40	4 lb
<b>Totals:</b>		<b>2200</b>	<b>68 lb</b>
Qty	Everything	Cost	Weight
1	<b>Backpack, Small {p. B288}</b> Description: TL:1 Notes: Holds 40 lbs. of gear.	20400	35.56 lb
1	<b>Sleeping Bag {p. B288}</b> Description: TL:6 Notes: For normal conditions.	25	7 lb
1	<b>Personal Basics {p. B288}</b> Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	<b>Purse {p. B288}</b> Description: TL:0 Notes: Holds 3 lbs.	20160	5.06 lb
100	<b>Coin: Gold Mark {p. BS44}</b>	20000	3.2 lb
15	<b>Coin: Silver Penny {p. BS44}</b>	60	15.36 dr
90	<b>Coin: Copper Farthing {p. BS44}</b>	90	1.8 lb
5	<b>Traveler's Rations {p. B288}</b> Description: TL:0 Notes: One meal of dried meat, cheese, etc.	10	2.5 lb
2	<b>Wineskin (4 liters of Water) {p. B288}</b> Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb
1	<b>Health Potion</b>	120	8 oz
<b>Totals:</b>		<b>20400</b>	<b>35.56 lb</b>
POINTS SUMMARY			Pts
Basic Attributes, Secondary Characteristics			110
Advantages, Perks			64
Disadvantages, Quirks			-55
Skills, Techniques			40
Spells			11
<b>Total Points Spent:</b>			<b>170</b>
<b>Unspent Points:</b>			<b>7</b>
CAMPAIGN LOG			
<b>Points:</b> (logged) 27 + (other) 0 = (total) 27			
<enter caption here>			
<enter notes here>			
23.08.2011: 8 pts			
<b>Patron: Master Adolphe</b>			<b>4. Juli 2011</b>
<enter notes here>			
07.04.2011: 10 pts			
<b>Kampf</b>			
<enter notes here>			
07.02.2011: 1 pts			
<b>Den Weg nach Azer geschafft</b>			<b>12.06.2011</b>
Kampf gegen Wölfe, 1 Punkt			
Rollenspiel (Genügend), 1 Punkt			
Dem Konzil in Azer berichtet (Normaler Auftrag), 2 Punkte			
Bis am Ende geblieben, 2 Punkte			
Zusätzlich: Rechtzeitiges Erscheinen, 1 Punkt & MVP, 1 Punkt			
22.06.2011: 8 pts			

CAMPAIGN LOG (continued)	
<b>Initial Character Creation</b>	<b>12.06.2011</b>
Character created using GURPS Character Assistant 4	
12.06.2011: 0 pts	

DESCRIPTION
Ulrich von Magmastein ist ein magie-affiner Ritter, er hat ein sehr dominantes und strahlendes Auftreten, verbirgt aber seine traurige Geschichte. Er ist grossgewachsen, blond und 21 Jahre alt.
Er ist der uneheliche Sprössling des Königs Ferdinand des Kleinstreiches Magmasteins und seiner hübschesten Magd, Elsbeth. Die Vereinigung fand nicht unter „Einwilligung“ ihrerseits statt. Als der König ihre Schwangerschaft herausfand, verurteilte er Elsbeth unter einem Vorwand zum Tode. Elsbeths Ehemann und deren Mutter, ein Hexe und Mitglied des Zirkels des blutigen Rabens, wollten nicht tatenlos zusehen. Sie konnten das Urteil nicht abwenden, aber durch die Beschwörung eines Rituals mit Hilfe des Zirkels, wurde die ungeborene Seele des Kindes mit der des vorher entführten 1 Jährigen Prinzen (Ulrich von Magmastein) vertauscht (Elsbeth hatte Zugang durch die anderen Mägde, welche sich passiv hinter sie stellten).
Ulrich wuchs als Prinz auf, wurde von den Mägden geliebt, merkte aber immer, dass etwas mit ihm nicht stimmte, dass er sich nicht der Königsfamilie zugezogen fühlte, und dass er eine Abneigung gegen seinen Vater hegt, welche er nicht erklären konnte. Ebenso schlummerten magische Fähigkeiten in ihm, ganz im Gegensatz zum Königsgeschlecht. Er durchlief die Laufbahn und Ausbildung eines Ritters, war jedoch im geschützten Bereich des Königsgeschlechts, inklusive der Abschirmung gegenüber aller anderen Kulturen. An seinem 15 Geburtstag wurde er zum Ritter geschlagen. Am grossen Fest zu seinen Ehren nahm ihn sein Kindermädchen zur Seite und gab ihm Antworten auf die Fragezeichen seiner Seele. Instinktiv wusste er, dass sie die Wahrheit sagte. Seine richtige Grossmutter und sein richtiger Vater waren nicht auffindbar. Er wurde verzweifelt und in seinem jugendlichen Leichtsinns sprach er Ferdinand auf Elsbeth an. Cholerisch versties der König seinen Sohn und verbannte ihn aus seinem Reich, gestand ihm aber eine angemessene Ausrüstung zu (Waffen/Panzerung/Reittier sowie einen Knappen Josefus).
Seither zog Ulrich als Ritter in fremden Ländern 6 Jahre lang umher, bot seine Dienste jedem zahlungswilligen Kunden an und verdiente sich so sein Brot. Dies reichte für sich und seinen Knappen, aber nicht für mehr. Durch seine Geschichte verlor er jegliches Vertrauen in familiäre und zwischenmenschliche Beziehungen, nur Josefus lässt er an sich heran. Ulrich interessiert sich für Schicksale von Schwächeren in aussichtslosen Lagen und hat eine weiche Stelle deshalb.
Er vertreibt sich seine Zeit mit Alkohol und leichten Mädchen. Durch die Lücke in der Alterung seiner Seele hat er jedoch komischerweise eine sehr schlechte Reaktion auf Alkohol und merkt, dass er langsam davon wegkommen muss. Innerlich kann er die ganze Sache mit Ferdinand nicht verarbeiten, hegt ein Rachegefühl und sehnt sich dem Tag der Erfüllung herbei, weiss aber nicht wie und wann das passieren soll.