

GURPS

CHARACTER SHEET

Name: Ulrich von Harkwood

Race: Human

Appearance: Ulrich von Harkwood 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: 186

Unspent: -9

ST	13	[30]	HP	13	[0]	Basic Speed	6,25	[0]
DX	13	[60]	Will	10	[0]	Basic Move	6	[0]
IQ	10	[0]	Per	10	[0]	BL	34 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d	Sw 2d-1
TL	3	[0]	SM	+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', +19000 from 'Money', +2000 from 'Money', -400 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: +2 from 'Sense of Duty (Adventuring Companion)' when in dangerous situations if Sense of Duty is known, -1 from 'Social Stigma (Disowned)', +1 from 'Merchant' when buying or selling	

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]
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
Chauvinistic {p. B164}	[-1]
Cracks Knuckles {p. B163}	[-1]
Horrible Hangovers {p. B165}	[-1]
Likes Whores {p. B164}	[-1]
Proud {p. B164}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Axe/Mace {p. B208}	16*	DX+3	[12]
Parry: 12			
Broadsword {p. B208}	12	DX-1	[1]
Parry: 10			
Fast-Draw (Axe/Mace) {p. B194}	15†	DX+2	[2]
Parry Missile Weapons {p. B212}	13	DX+0	[4]
Parry: 10			
Riding (Equines) {p. B217}	13	DX+0	[2]
Shield (Shield) {p. B220}	13	DX+0	[1]
Block: 10			
Spear {p. B208}	14	DX+1	[4]
Parry: 11			
Thrown Weapon (Spear) {p. B226}	16	DX+3	[8]
IQ based	Level	Relative	Pts
Area Knowledge (Harkwood) {p. B176}	10	IQ+0	[1]
Diplomacy {p. B187}	10	IQ+0	[4]
Heraldry {p. B199}	9	IQ-1	[1]
Leadership {p. B204}	9	IQ-1	[1]
Merchant {p. B209}	11	IQ+1	[4]
Savoir-Faire (High Society) {p. B218}	10	IQ+0	[1]
Savoir-Faire (Military) {p. B218}	10	IQ+0	[1]
Tactics {p. B224}	9	IQ-1	[2]

* Conditional: +1 from 'Weapon Bond (Axe of Harkwood)'
† Includes: +1 from 'Combat Reflexes'

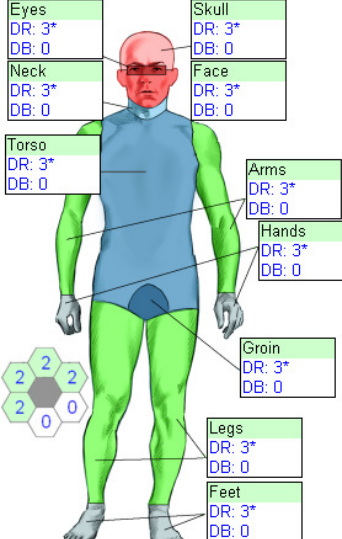
MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <i>Skill used: DX</i>	13	-	1d-1 cr	C	-	-	
Kick <i>Skill used: DX-2</i>	11	-	1d cr	C,1	-	-	
Punch <i>Skill used: DX</i>	13	10	1d-1 cr	C	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Axe of Harkwood: 1H <i>Skill used: Axe/Mace+1</i>	17	12U	2d+2 cut	1	12	4	
Axe of Harkwood: 2H <i>Skill used: Axe/Mace-2</i>	14	11U	2d+3 cut	1	11†	4	
Axe of Harkwood: Pick <i>Skill used: Axe/Mace+1</i>	17	12U	2d+1 imp	1	12	4	[2]
Medium Shield, Light: Shield Bash <i>Skill used: Shield (Shield)</i>	13	-	1d cr	1	-	-	
Medium Shield, Light: Shield Rush <i>Skill used: Shield (Shield)</i>	13	-	slam +DB cr	1	-	-	
Spear: one-handed thrust <i>Skill used: Spear</i>	14	11	1d+2 imp	1*	9	4	[1]
Spear: two-handed thrust <i>Skill used: Spear</i>	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 <i>Skill used: Thrown Weapon (Spear)</i>	16	1d+3 imp	2	13 yd / 19.5 yd	1	T(1)	9	-3	-	4	
Spear: woomera <i>Skill used: Thrown Weapon (Spear)-4</i>	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		
PARRY	PARRY	BLOCK	DODGE	OTHER
12*	10*	10*	9/10*	
Axe/Mace	DX	Shield (Shield)	Light	



Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

FP **0 FP**

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.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
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	Torso	-	-	Jaw	-6
11	Groin	-3	-	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			

* 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, and *New Hit Locations*, p. MA137.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9 8 7 6 5 4 3 2 1	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 3 2 1	-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	-11 -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.

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.

TECHNIQUES			
Name	Level	Relative	Pts
Close Combat (Axe/Mace) {p. MA69}	12	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
Movement	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Apportation	10 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Mo	—	M142, B251
Deflect Missile	10 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
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
Catch Missile	10 [1]	1	Blocking	1 sec.	Instant	2	PW	2	M168
Deflect Missile	10 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Missile Shield	10 [1]	2	Regular	1 sec.	1 min.	5/2	PW	1	M168
Return Missile	12 [4]	1	Blocking	1 sec.	Instant	2	PW	3	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	Armor <small>Description: Parent Item (Virtual)</small>	850	51 lb
1	Light Scale Suit {p. L18} <small>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</small>	610	49 lb
1	Formal Clothes {p. B266} <small>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.</small>	240	2 lb
1	Belt {p. B289} <small>Description: TL:5 Notes: Fits most pistols.</small>	1265	6 lb
1	Axe of Harkwood/TL0 {p. LT65} <small>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]</small>	1000	4.5 lb
2	Health Potion	240	1 lb
1	Medium Shield, Light {p. LT 116} <small>Description: TL:0 DB:2 Dam:thr or Reach:1 Parry:No ST:- DR:2 Cover DR:6 HP:16 Skill:Shield(Shield)</small>	45	7 lb
1	Spear {p. B273, B276, F141} <small>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] </small>	40	4 lb
Totals:		2200	68 lb
Qty	Everything	Cost	Weight
1	Backpack, Small {p. B288} <small>Description: TL:1 Notes: Holds 40 lbs. of gear.</small>	20400	35.56 lb
1	Sleeping Bag {p. B288} <small>Description: TL:6 Notes: For normal conditions.</small>	25	7 lb
1	Personal Basics {p. B288} <small>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.</small>	5	1 lb
1	Purse {p. B288} <small>Description: TL:0 Notes: Holds 3 lbs.</small>	20160	5.06 lb
100	Coin: Gold Mark {p. BS44}	20000	3.2 lb
15	Coin: Silver Penny {p. BS44}	60	15.36 dr
90	Coin: Copper Farthing {p. BS44}	90	1.8 lb
5	Traveler's Rations {p. B288} <small>Description: TL:0 Notes: One meal of dried meat, cheese, etc.</small>	10	2.5 lb
2	Wineskin (4 liters of Water) {p. B288} <small>Description: TL:0 Notes: Holds 1 gallon of liquid.</small>	20	16.5 lb
1	Health Potion	120	8 oz
Totals:		20400	35.56 lb
SCRATCH PAD			

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	110
Advantages, Perks	64
Disadvantages, Quirks	-55
Skills, Techniques	49
Spells	18
Total Points Spent:	186
Unspent Points:	-9

CAMPAIGN LOG		
Points: (logged) 27	+ (other) 0	= (total) 27
<enter caption here>		
<enter notes here>		
<i>23.08.2011: 8 pts</i>		
Patron: Master Adolphe		4. Juli 2011
<enter notes here>		
<i>07.04.2011: 10 pts</i>		
Kampf		
<enter notes here>		
<i>07.02.2011: 1 pts</i>		
Den Weg nach Azer geschafft		12.06.2011
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		
<i>22.06.2011: 8 pts</i>		
Initial Character Creation		12.06.2011
Character created using GURPS Character Assistant 4		
<i>12.06.2011: 0 pts</i>		

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 Kleinstreichs 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.