

Name: Magnus Race: Human Appearance: Player: Reto Mägli Ht: 1.80 Wt: 80 Age: 37 Spent: 295 Unspent: 0

Bacio e															
DX 12 1 40 Will 16 1 0 Move 6 1 0 IQ 16 [120] Per 13 [-15] BL 20 lb (ST+ST)/5 HT 11 [100] FP 16' [9] Thr 1d-2 SW 1d TL 3 [9] 16' [9] Thr 1d-2 SW 1d 'Includes: +2 from 'Extra Falgue Points' Wision 13 Death Check 16 High Jump 2.17 ft Hearing 13 Consclusiness 11 Money 2.17 ft Taster/Smell 13 Broad Jump 3 yd *10m Money +10m	ST	1	0	[0]	HP	10	[<mark>0</mark>]		6		[5]	
HT 11 10 FP 16' 9 Th' 1d-2 SW 1d TL 3 [0] SM +0 *Includes: +2 from 'Extra Fatigue Points' 1d 2.17 ft Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +2 from 'Extra Fatigue Points' 10 Money 0' *Includes: +1800 from 'Money', 43700 from Money', +10500 from 'Money' Money 0' *Includes: +1800 from 'Money', 43700 from Money', +10500 from 'Money' Money 0' *Includes: +1800 from 'Money', 43700 from Money', +10500 from 'Money', +1000 Money 0' Water 1 yd	DX	1	2	[40]	Will	16	[0]		6		[0]	
HT 11 [10] FP 16' [9] Th' 1d-2 Sw 1d TL 3 [0] SM +0 ** ** 1d TL 3 [0] SM +0 ** ** 1d Table Smell SM +0 ** Includes: +2 from "Extra Falgue Points" SM +0 ** ** 0 Touch 13 Consciousness 11 Money 0 Touch 13 Broad Jump 9 diality ** ** 0 ** ** ** ** ** ** ** 0 ** ** ** 0 ** ** ** ** ** ** ** 0 ** ** ** ** ** ** ** ** * ** ** ** * ** ** ** * * ** * * * * * * * * * * * * * * * * * * * <td>IQ</td> <td>1</td> <td>6</td> <td>[</td> <td>120]</td> <td>Per</td> <td>13</td> <td>[</td> <td>-15]</td> <td>BL</td> <td>20</td> <td>lb</td> <td>(87.</td> <td>OT)/E</td>	IQ	1	6	[120]	Per	13	[-15]	BL	20	lb	(87.	OT)/E	
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* Conditional: +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 CULTURAL FAMILIARITIES Native Pts Orks {p. B23} [0] Non-native Pts Orks {p. B23} [1] LANGUAGES Native Spoken Written Pts common (Native) {p. B24} Native Native [0] Non-native Spoken Written Pts Ork {p. B24} Broken - [1] ADVANTAGES Name Pts Extra Fatigue Points 2 (Affects displayed FP score, +0%; [6] Usable only for Spellcasting, -10%) Magery 6 {p. B66} [60] Magery 0 {p. B66} [5] DISADVANTAGES Name Pts Obsession (To become the world's most powerful; 12 or [-10] less, *1) {p. B146} [-5] Sense of Duty (Adventuring companions) {p. B153} [-5] Weirdness Magnet {p. B162} [-15] QUIRKS Name Pts Careful {p. B164} [-1]	Wiza	ard	rance	igeo	n Fant	asy) {	p. DF1:	13}					P [
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	QUIRKS (continued)	
Name		Pts
Likes Wine {p. B164}	[-1]
Nosy {p. B164}	[-1]
Proud {p. B164}]	-1]

SKILLS			
DX based	Level	Relative	Pts
Body Sense {p. B181}	10	DX-2	[1]
Brawling {p. B182}	12	DX+0	[1]
Parry: 9 Climbing {p. B183}	11	DX-1	[1]
Fast-Draw (Potion) {p. B194}	12	DX+0	
Innate Attack (Projectile) {p. B201}	16	DX+0	[12]
Parry: 11	10	DAtt	[12]
Riding (Equines) {p. B217}	11	DX-1	[1]
Staff {p. B208}	14	DX+2	1 81
Parry: 12			
dStealth {p. B222}	12	DX+0	[1]
Wrestling {p. B228}	11	DX-1	[1]
Parry: 8			
HT based	Level	Relative	Pts
Hiking {p. B20}	10	HT-1	[1]
IQ based	Level	Relative	Pts
Alchemy/TL3 {p. 174, M210}	16	IQ+0	[8]
First Aid/TL3 (Human) {p. B195}	16	IQ+0	[1]
Gesture {p. B198}	16	IQ+0	[1]
Hazardous Materials/TL3 (Magical)	15	IQ-1	[1]
{p. B199}			
Hidden Lore (Demon Lore) {p. B199}	15	IQ-1	[1]
Hidden Lore (Magical Items Lore)	16	IQ+0	[2]
{p. B199}			
Hidden Lore (Spirit Lore) {p. B199}	15	IQ-1	[1]
Occultism {p. B212}	16	IQ+0	[2]
Research/TL3 {p. B217}	15	IQ-1	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
Teaching {p. B224}	15	IQ-1	[1]
Thaumatology {p. B225}	19*	IQ+3	[1]
Writing {p. B228}	15	IQ-1	[1]
Per based	Level	Relative	Pts
Observation {p. B211}	12	Per-1	[1]
Will based	Level	Relative	Pts
Meditation {p. B207}	15	Will-1	[2]

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	С	-	-	
Skill used: Brawling							
Brawling: Bite	12	-	1d-3 cr	C	-	-	
Skill used: Brawling							
Brawling: Kick	10	-	1d-2 cr	C,1	-	-	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Stab des würdigen (11FP): staff swing	14	12	1d+2 cr	1,2	7†	4	
Skill used: Staff							
Stab des würdigen (11FP): staff thrust	14	12	1d cr	1,2	7†	4	
Skill used: Staff							
Stab des würdigen (11FP): sword swing	7	6	1d+2 cr	1,2	9†	4	
Skill used: DX-5							
Stab des würdigen (11FP): sword thrust	7	6	1d-1 cr	2	9†	4	
Skill used: DX-5							

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.

		RA	NGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Explosive Fireball	16	~1d burn ex	1	25 yd / 50 yd	_	-	-	-	-	-	~2-6en
Skill used: Innate Attack (Projectile)											
Fireball	16	~1d burn	1	25 yd / 50 yd	_	-	-	_	_	-	~1-3en
Skill used: Innate Attack (Projectile)											

		SLAM TABLE				HUM	IANOID HIT L	OCATI	ON TABLE	
1–2		3–5		6–7	Roll	Location	Mod.	Roll	Location	Mod.
1d-3	3	1d-2		1d-1	3–4	Skull	-7(f)/-5(b)	-	Vitals*	-3
PARRY	PARRY	BLOCK	DODGE	OTHER	5	Face	-5(f)/-7(b)	-	Eye†	-9
FANNT	FANNT	BLUCK	DODGE	UTHEN	6–7	Right Leg	-2	-	Ear	-7
12	9	7	9		8	Right Arm	-2	-	Nose	-7
Staff	DX	DX	None		9–10	Torso	_	-	Jaw	-6
	Skull	· · ·		"	11	Groin	-3	-	Spine [‡]	-8
Eyes DR: 2*	DR: 2*+2	Loc.		#	12	Left Arm	-2	-	Limb Vein/Artery	
DB: 0	DB: 0	Eyes				Left Leg	-2	-	Neck Vein/Artery	<mark>8</mark> -8
Neck	Face	Necl			15	Hand	-4	-	Arm/Leg Joint¶	-5
DR: 2* DB: 0	DR: 2* DB: 0	Skul			16	Foot	-4	-	Hand/Foot Joint¶	-7
Torso	DD. 0	_ Face Tors				Neck	-5		t-beam burning attacks	
		lands IR: 2* IB: 0 IR: 5 IR: 1 IR: 1	ds 4 6 6		§ Only ta ¶ Only ta See also	argetable by cutting argetable by crushir o: <i>Hit Location</i> , p. B3 <i>tions</i> , p. MA137.	, impaling, piercing ng, cutting, piercing	, and tight , and tight , imanoid H	and tight-beam burning a beam burning attacks beam burning attacks it Location Table, p. B552	
1		-	us DB: 0		Spd/F	-	Measure	Spd/R		leasure
	Groi	in i			0	0	2 yd	-8	•	i0 yd
	DR:		es:		-1	+1	3 yd	-9	+9 7	'0 yd
	DB:	<u> </u>			-2	+2	5 yd	-10		00 yd
	Legs				-3	+3	7 yd	-11		50 yd
	DR: 2*				-4	+4	10 yd	-12		200 yd
	DB: 0				-5	+5	15 yd	-13		800 yd
	Feet DR: 2*				-6	+6	20 yd	-14		600 yd
in J	DB: 0				-7	+7	30 yd	-15	+15 7	'00 yd
	CDP .				See also	: Size and Speed/F	Range Table, p. B55	0.		
<u>HP</u>		<u>×HP -2×H</u>								
10 9 8 7 6 0	-1 -2 -3 -4 -10 -11	-12 -13 -14 -20 -21 -22 -3	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.

Bess 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. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death

0		
FP 1615141312 1110987 65432 1	0 FP 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	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
		 -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Printed: 11/2/2011

				SPELL GRIMO	DIRE			
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg Page
Create Air	20 [1]	Õ	Area	1 sec.	5 sec.#	1	Ai	1 M23, B243
Purify Air	20 [1]	0	Area	1 sec.	Instant	1	Ai	— M23, B243
Shape Air	20 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2 M24, B243
Walk on Air	20 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	3 M25, B243
Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Itch	20 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	– M35, B244
Pain	20 [1]	0	Regular/R-HT	2 sec.	1 sec.	2	BC	2 M36, B244
Resist Pain	20 [1]	2	Regular	1 sec.	1 min.	4/2	BC	3 M38
Spasm	20 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1 M35, B244
Earth	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Earth to Stone	20 [1]	1	Regular	1 sec.	Perm.	3/cu. yd.#	Ea	2 M51, B245
Flesh to Stone	20 [1]	1	Regular/R-HT	2 sec.	Instant	10#	Ea	3 M51, B246
Seek Earth	20 [1]	0	Information	10 sec.	Instant	3	Ea	– M50, B245
Shape Earth	20 [1]	0	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	1 M50, B245
Fire	Skill	Magery	_	Time	Duration	Casting Cost	College	Prereq Page
Create Fire	20 [1]		Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Explosive Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	4 M75, B247
Fireball	20 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	3 M74, B247
Ignite Fire	20 [1]	0	Regular	1 sec.	1 sec.	1 to 4/S	Fi	– M72, B246
Shape Fire	20 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Healing	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Lend Energy	20 [1]	1	Regular	1 sec.	Perm.	Varies	He	— M89, B248
Recover Energy	20 [1]	1	Special	Special	Special	none	He	1 M89, B248
Light & Darkness	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Continual Light	20 [1]	0	Regular	1 sec.	Varies	Varies 1/1	LD LD	1 M110, B249 - M110, B249
Light	20 [1]		Regular	1 sec.	1 min.			
Meta-Spells	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Delay	20 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15 M130
Hang Spell	20 [2]	3	Special	10 sec.	1 hr.	Varies	MS	16 M128
Movement	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Apportation	20 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Мо	 M142, B251
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1 M143, B251
Grease	20 [1]	0	Area	1 sec.	10 min.	3/S	Мо	1 M142
Great Haste	20 [2]	1	Regular	3 sec.	10 sec.	5#	Mo	1 M146, B251
Haste	20 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Мо	– M142, B251
Protection & Warning	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Armor	20 [1]	2	Regular	1 sec.	1 min.	Varies	PW	1 M167, B253
Catch Missile	20 [1]	1	Blocking	1 sec.	Instant	2	PW	2 M168
Deflect Missile	20 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1 M143, B251
Force Dome	20 [1]	1	Area	1 sec.	<u>10 min.</u>	3/2	PW	10 M170
Iron Arm	20 [1]	2	Blocking	1 sec.	Instant	1	PW	4 M169
Return Missile	20 [1]	1	Blocking	1 sec.	Instant	2	PW	3 M168
Shield	20 [1]	2	Regular	1 sec.	1 min.	Varies	PW We	– M167, B252
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We	8 M169
Water	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Create Water	20 [1]	0	Regular	1 sec.	Perm.	2/gal.	Wa	2 M184, B253
Purify Water	20 [1]	0	Special	5-10 sec./gal.		1/gal.	Wa	1 M184, B253
Seek Water	20 [1]	0	Information	1 sec.	Instant	2	Wa	— M184, B253
Weather	Skill	Magery		Time	Duration	Casting Cost	College	Prereq Page
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We	8 M169

	LOAD-OUTS		
Qty	Combat	Cost	v
1	Armor	340	19.5 lb
	Description: In GCA a "Parent" item can have other traits as This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an item	n a "child" righ	t click on it
	and select "Make Child of " The child items will be hidden		
	the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" formative item may be assigned as a parent by right clicking on it and		
	this entry is here for convenience, as it is automatically des		
1	Leather Armor Suit {p. L18}	340	19.5 lb
	Description: TL:1 LC: DR:2* Locations: all Notes: This i	is a full suit of	armor from
	GURPS Lite. It includes an article of light, common cloth		
	or padding, if this is usual for the armor. The statistics a		
	not have to buy clothing or padding seperately, or account Location: all		anu weight.
1	Fussgelenke	0	_
	Description: Parent		
1	Handgelenke	0	-
	Description: Parent		
1	Hände	1800	4 lb
	Description: Parent		
1	Stab des würdigen (11FP) {p. B273,	1800	4 lb
	B274}		
	Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr		
	Skill:Staff Notes: Requires two hands.], [Mode:staff thru:		
	Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Hande		
	two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 I		
	Handed Sword Notes: Requires two hands.]		
1	Hüften	0	-
_	Description: Parent	100	0.05 "
1	Ordinary Clothes {p. B266}	400	2.25 lb
	Description: One complete outfit, ranging in quality from cas		
	fashions, depending on Status. At minimum: undergarments shirt with hose, skirt, or trousers - or a long tunic, robe or dr		
	footwear. 20% of cost of living; 2lbs.	coo and our	
1	Gem of Healing	400	4 oz
	Usernotes: Major Healing, Spell Stone. Jasper stone		
	heals 8 HP when crushed in hand. One use.		
1	Potion Belt {p. DF1:25}	1365	4 lb
	Description: Notes: Belt with four slots, each of which can c		
	or two potion vials. Wearer can reach them with Ready or F	ast-Draw. Pa	dding
	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers +	ast-Draw. Pa	dding
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks.	ast-Draw. Pa	dding berate
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable)	ast-Draw. Pa -2 DR vs. deli	dding berate
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers a attacks. Minor Healing Potion (Drinkable) {p. DF1:29}	ast-Draw. Pa -2 DR vs. deli	dding berate
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers a attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP?	ast-Draw. Pa -2 DR vs. deli	dding berate
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers a attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP?	ast-Draw. Pa -2 DR vs. deli	dding
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers - attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	2 DR vs. deli 360 405	dding berate 1.5 lb
	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken	asi-Draw. Pa -2 DR vs. deli 360	dding berate 1.5 lb
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent	rast-Draw. Pa 2 DR vs. deli 360 405 0	dding berate 1.5 lb 1.5 lb -
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken	2 DR vs. deli 360 405	dding berate 1.5 lb 1.5 lb -
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals:	rast-Draw. Pa -2 DR vs. deli 360 405 0 3905	dding berate 1.5 lb 1.5 lb - 29.75 lb
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack	asi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost	dding berate 1.5 lb 1.5 lb - 29.75 lb Weight
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals:	rasi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735	dding berate 1.5 lb 1.5 lb - 29.75 lb Weight 39.35 lb
3 1 Qty 1	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure).	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to
3	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288}	rasi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to
3 1 Qty 1	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	rasi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 lb
3 1 Qty 1	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288}	rast-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 lb
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3 1 Qty 1 10 1 1 1 0	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: A winter bedroll, suitable for ice cave Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver	rasi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic advi 2270 ersonal basics 60	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 lb 5 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dr
3 1 Qty 1 1 10 1 1 1 6 2	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver coin platin	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 e, etc. 50 es, arctic advi 2270 ersonal basics 60 2000	dding berate 1.5 lb 1.5 lb 29.75 lb 29.75 lb 39.35 lb 39.35 lb 8.25 lb 5 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dn 5.12 dn
3 1 Qty 1 1 10 1 1 6 2 2	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: TL:0 Notes: A winter bedroll, suitable for ice cave Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic advi 2270 ersonal basics 60 2000 200	dding berate 1.5 lb 1.5 lb 29.75 lb 29.75 lb 39.35 lb 39.35 lb 8.25 lb 5 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dn 5.12 dn
3 1 Qty 1 1 10 1 1 1 6 2	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: One meal of dried meat, chees Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cave Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver coin platin	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic adv. 2270 ersonal basics 60 2000 2000 0	dding berate 1.5 lb 1.5 lb 29.75 lb 29.75 lb 39.35 lb 39.35 lb 8.25 lb 5 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dn 5.12 dn
3 1 Qty 1 1 10 1 1 6 2 2	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Nates: 4 FP depleted for magic. Rücken Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: Notes: A winter bedroll, suitable for ice caw Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver coin silver coin gold coin copper Personal Basics {p. B288}	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic adve 2270 ersonal basics 60 2000 2000 0 5	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb 39.35 lb 81b entures, etc. 1.6 oz s, etc.) 15.36 dr 5.12 dr 5.12 dr 5.12 dr 1.12 dr
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3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: Notes: A winter bedroll, suitable for ice cav. Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver coin platin coin gold coin copper Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel.	rasi-Draw. Pa -2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 e, etc. 50 es, arctic adv. 2270 ersonal basics 60 2000 2000 0 5 y Survival roll	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dr 5.12 dr 5.12 dr 5.12 dr 5.12 dr 1 lb without it.
3 1 Qty 1 1 1 1 1 1 6 2 2 0	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Parent Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288 } Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: Minter bedroll, suitable for ice cav Purse {p. B288} Description: Notes: A winter bedroll, suitable for ice cav Purse {p. B288}	asi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic advi 2270 ersonal basics 60 2000 2000 0 5 y Survival roll 50	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb ms liable to 8.25 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dr 5.12 dr 5.12 dr 5.12 dr 5.12 dr 1 lb without it.
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3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP? Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Rücken Description: Nates: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid. Traveler's Rations {p. B288} Description: Notes: A winter bedroll, suitable for ice caw Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr coin silver coin silver coin gold coin copper Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and fint and steel. Scribe's Kit {p. B288} Description: Notes: Winkent and steel. Scribe's Kit {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and fint and steel. Scribe's Kit {p. B288} Description: Notes: Coline sources (p. DF1:24) Description: Notes: Paper, 20 Sheets. Heavy papyrus of or magical writings. Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wour	rasi-Draw. Pa 2 DR vs. deli 360 405 0 3905 Cost 3735 ee action. Iter 10 20 e, etc. 50 es, arctic adv. 2270 ersonal basics 60 2000 2000 0 50 50 50 50 50 50 50 50	dding berate 1.5 lb 1.5 lb 29.75 lb Weight 39.35 lb 8 lb entures, etc. 1.6 oz s, etc.) 15.36 dr 5.12
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SCRATCH PAD

Magnus

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[169
Advantages, Perks	[73
Disadvantages, Quirks	-40
Skills, Techniques	53
Spells	i 40
Total Points Spent:	295
Unspent Points:	
CAMPAIGN LOG	
Points: (logged) 0 + (other) 0 = (total) 45	
Änderungen:	
Potion Belt kostet CHF 600, geändert	
Habe Dir alle möglichen "Aufhängpunkte" in deinen Cha	r geäddet
11.02.2011: 0 pts	
Training	
Attribute:	
+1 Int	
Neue Skills:	
+1 Fast Draw Potion 40\$	
+1 Deflect Missile	
+1 Catch Missile	
+1 Return Missile	
Erhöhte Skills	
+2 Innate Attack 40\$	
+1 Hang Spell 20\$	
+1 Great Haste 20\$	
11.01.2011: 0 pts	
Blut und Schätze Afterhour	30.10.2011
Die Bücher von der Kutschenfahrt den Zwergen in Baldu	
	irstor
gebracht.	irstor
	irstor
Das Orkbanditenlager ausgelöscht.	irstor
Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt	29.10.2011
Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt	29.10.2011
Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh	29.10.2011
Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt	29.10.2011
Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts	29.10.2011
Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt)	29.10.2011
Das Orkbanditenlager ausgelöscht. 11.01.2011: 11 pts Blut und Schätze 4 Kutschenfahrt Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling,Sh Goblins gespielt) 11.01.2011: 13 pts Session 3 Mine	29.10.2011
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