

GURPS

CHARACTER SHEET

Name: Magnus
Race: Human
Appearance:

Player: Reto Mägli
Ht: 1.80 Wt: 80

Age: 37 Spent: 295
Unspent: 0

ST	10	[0]	HP	10	[0]	Basic Speed	6	[5]
DX	12	[40]	Will	16	[0]	Basic Move	6	[0]
IQ	16	[120]	Per	13	[-15]	BL	20 lb	(ST×ST)/5
HT	11	[10]	FP	16*	[9]	Thr	1d-2	Sw 1d
TL	3	[0]	SM	+0				

* Includes: +2 from 'Extra Fatigue Points'

Vision	13	Fright Check	16	High Jump	2.17 ft
Hearing	13	Consciousness	11	Money	0*
Touch	13	Death Check	11		
Taste/Smell	13	Broad Jump	3 yd		

* Includes: +1800 from 'Money', +3700 from 'Money', -410 from 'Money', +1550 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 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	9	8	7	6	5

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

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

TEMPLATES AND META-TRAITS	
Name	Pts
Wizard (Dungeon Fantasy) {p. DF1:13}	[0]

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*

* 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
Human (Native) {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%; Usable only for Spellcasting, -10%)	[6]
Magery 6 {p. B66}	[60]
Magery 0 {p. B66}	[5]

DISADVANTAGES	
Name	Pts
Obsession (To become the world's most powerful...; 12 or less, *1) {p. B146}	[-10]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Weirdness Magnet {p. B162}	[-15]

QUIRKS	
Name	Pts
Careful {p. B164}	[-1]
Dislikes Orks {p. B164}	[-1]



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	[1]
Innate Attack (Projectile) {p. B201}	16	DX+4	[12]
Parry: 11			
Riding (Equines) {p. B217}	11	DX-1	[1]
Staff {p. B208}	14	DX+2	[8]
Parry: 12			
Stealth {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) {p. B199}	15	IQ-1	[1]
Hidden Lore (Demon Lore) {p. B199}	15	IQ-1	[1]
Hidden Lore (Magical Items Lore) {p. B199}	16	IQ+0	[2]
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]

* Includes: +6 from 'Magery'

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

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.

RANGED ATTACKS

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

SLAM TABLE

1-2 1d-3		3-5 1d-2		6-7 1d-1	
PARRY 12 <i>Staff</i>	PARRY 9 <i>DX</i>	BLOCK 7 <i>DX</i>	DODGE 8/9 <i>Light</i>	OTHER	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

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	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.

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.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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 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
16 15 14 13 12	0 -1 -2 -3 -4
11 10 9 8 7	-5 -6 -7 -8 -9
6 5 4 3 2	-10 -11 -12 -13 -14
1	-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 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.

SPELL GRIMOIRE								
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Air	20 [1]	0	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	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Fire	20 [1]	0	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	Class	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	Class	Time	Duration	Casting Cost	College	Prereq Page
Continual Light	20 [1]	0	Regular	1 sec.	Varies	Varies	LD	1 M110, B249
Light	20 [1]	0	Regular	1 sec.	1 min.	1/1	LD	– M110, B249
Meta-Spells	Skill	Magery	Class	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	Class	Time	Duration	Casting Cost	College	Prereq Page
Apportation	20 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Mo	– 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	Mo	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	Mo	– M142, B251
Protection & Warning	Skill	Magery	Class	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.	10 min.	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	– M167, B252
Weather Dome	20 [1]	0	Area	1 sec.	6 hrs.	3/2	PW, We	8 M169
Water	Skill	Magery	Class	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.#	Perm.	1/gal.	Wa	1 M184, B253
Seek Water	20 [1]	0	Information	1 sec.	Instant	2	Wa	– M184, B253
Weather	Skill	Magery	Class	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				SCRATCH PAD			
Qty	« Combat »	Cost	Weight				
1	Armor 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.	340	19.5 lb				
1	Leather Armor Suit {p. L18} Description: TL:1 LC:-- DR:2* 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	340	19.5 lb				
1	Fussgelenke Description: Parent	0	-				
1	Handgelenke Description: Parent	0	-				
1	Hände Description: Parent	1800	4 lb				
1	Stab des würdigen (11FP) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 or Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 or Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 or Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 or Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	1800	4 lb				
1	Hüften Description: Parent	0	-				
1	Ordinary Clothes {p. B266} 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.	400	2.25 lb				
1	Gem of Healing Usernotes: Major Healing, Spell Stone. Jasper stone heals 8 HP when crushed in hand. One use.	400	4 oz				
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	1365	4 lb				
3	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Usernotes: lesser HP?	360	1.5 lb				
3	Paut +1 (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	405	1.5 lb				
1	Rücken Description: Parent	0	-				
Totals:		3905	29.75 lb				
Qty	Rucksack	Cost	Weight				
1	Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	3735	39.35 lb				
1	Wineskin (à 4 liter water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb				
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb				
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb				
1	Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	2270	1.6 oz				
6	coin silver	60	15.36 dr				
2	coin platin	2000	5.12 dr				
2	coin gold	200	5.12 dr				
0	coin copper	0	-				
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb				
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb				
1	Paper, 20 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb				
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb				
1	Backpack Alchemy Lab {p. DF1:25} Description: Basic equipment for identifying potions and magic items with Alchemy skill; -2 to brew potions in the field.	1000	10 lb				
Totals:		3735	39.35 lb				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	169
Advantages, Perks	73
Disadvantages, Quirks	-40
Skills, Techniques	53
Spells	40
Total Points Spent:	295
Unspent Points:	0

CAMPAIGN LOG	
Points: (logged) 45	+ (other) 0 = (total) 45
Anderungen:	
Potion Belt kostet CHF 600, geändert	
Habe Dir alle möglichen "Aufhängpunkte" in deinen Char geädert <i>11.02.2011: 0 pts</i>	
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\$ <i>11.01.2011: 0 pts</i>	
Blut und Schätze Afterhour	30.10.2011
Die Bücher von der Kutschenfahrt den Zwergen in Baldurstor gebracht. Das Orkbanditenlager ausgelöscht. <i>11.01.2011: 11 pts</i>	
Blut und Schätze 4 Kutschenfahrt	29.10.2011
Hilfs GM bei der Kutschenfahrt (Klaad, Schmetterling, Sho und Goblins gespielt) <i>11.01.2011: 13 pts</i>	
Session 3 Mine	
<enter notes here> <i>21.08.2011: 9 pts</i>	
Session 1+2 Zepter	
<enter notes here> <i>17.08.2011: 12 pts</i>	
Initial Character Creation	
Character created using GURPS Character Assistant 4 <i>14.08.2011: 0 pts</i>	