



CHARACTER SHEET

Name: Locutus
Race: Dark Elves
Appearance:

Player: Tiz
Ht: 189 Wt: 75 Age: 30 Spent: 169
Unspent: 13

ST 9*	[0]	HP 9	[0]	Basic Speed 5,25	[0]
DX 11†	[0]	Will 14	[0]	Basic Move 5	[0]
IQ 14†	[60]	Per 14	[0]	BL 16 lb	(ST×ST)/5
HT 10	[0]	FP 13‡	[0]	Thr 1d-2	Sw 1d-1
TL 3	[0]			SM +0	

* Includes: -1 from 'Racial ST Penalty' ‡ Includes: +3 from 'Extra Fatigue Points'
† Includes: +1 from 'Dark Elves (Banestorm)'

Vision 14	Fright Check 14	High Jump 1.67 ft
Hearing 14	Consciousness 10	Money 0*
Touch 14	Death Check 10	
Taste/Smell 14	Broad Jump 2.33 yd	

* Includes: +2000 from 'Money', -320 from 'Money', +22325 from 'Money'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	16 lb	32 lb	48 lb	96 lb	160 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	-	-1	-2	-3	-4
	8	7	6	5	4

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	32 lb	128 lb	192 lb	240 lb	800 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.

TEMPLATES AND META-TRAITS	
Name	Pts
Dark Elves (Banestorm) {p. BS190}	[31]
Description: The "Dark Elves" are not a race, but a cult or philosophical group. They believe that orcs in particular, and non-elves in general, represent an aberration; a crime against nature. Therefore, they must be tamed or destroyed. All full members of the cult must have a certain amount of magical talent. Many cultists live in the Blackwoods, but there are others elsewhere.	
Racial ST Penalty -1 (Size, +0%)	[-10]
Appearance (Attractive) {p. B21}	[4]
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.	
Unaging {p. B95}	[15]
Callous {p. B125}	[-5]
Intolerance (Orcs; Total Intolerance) {p. B140}	[-10]
Obsession (Destroy or totally control all non-elves; Long-Term Goal; 12 or less, *1) {p. B146}	[-10]

REACTION MODIFIERS	
Appearance: +1*	
* Includes: +1 from 'Appearance'	
Status: +0	
Other: +0†	
† Conditional: -1 from 'Callous' when past victim, or has Empathy, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness'	

ADVANTAGES	
Name	Pts
Absolute Direction {p. B34}	[5]
Extra Fatigue Points 3 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%)	[9]
Description: The Extra Fatigue advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Fatigue advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	



ADVANTAGES (continued)	
Name	Pts
Magery 3 {p. B66}	[30]
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	
Patrons (Master Adolphe; 6 or less, *1/2) {p. B72}	[10]
Signature Gear 12 (Heart of Blackwood) {p. B85}	[12]

PERKS	
Name	Pts
Weapon Bond (Staff) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (Elven) {p. B127, BS185}	[-10]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Secret Identity (Dark Elf; Utter Rejection) {p. B153}	[-10]
Sense of Duty (Companions; Small Group) {p. B153}	[-5]
Stubbornness {p. B157}	[-5]
Weirdness Magnet {p. B162}	[-15]

QUIRKS	
Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Fan of "Your Master" {p. B163}	[-1]
Likes Rum {p. B163}	[-1]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	11	—	1d-3 cr	C	—	—	
Kick	9	—	1d-2 cr	C,1	—	—	
Punch	11	8	1d-3 cr	C	—	—	
Shocking Touch	11	—	~1d+1 burn	C	—	—	~1-3en
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Heart of Blackwood (Greatstaff of the Defenders (+18 Energy) ++SIG++): Staff Swing	14	12	1d+1 cr	1, 2	7↑	4	
Heart of Blackwood (Greatstaff of the Defenders (+18 Energy) ++SIG++): Staff Thrust	14	12	1d cr	1, 2	7↑	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
Lightning	7	~1d-1 burn	3	50 yd / 100 yd	—	—	—	—	—	—	~1-3en

SLAM TABLE

1-2	3-5	6
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
11	8	6	8	
Staff	DX	DX		

Loc.	HP	#
Eyes	1	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	5	—
Hands	4	—
Legs	5	—
Feet	4	—

Bonus DR: 0
Bonus DB: 0

Notes:

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
9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-9 -10 -11 -12 -13	-18 -19 -20 -21 -22	-27 -28 -29 -30 -31	-36 -37 -38 -39 -40
4 3 2 1	-5 -6 -7 -8	-14 -15 -16 -17	-23 -24 -25 -26	-32 -33 -34 -35	-41 -42 -43 -44

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

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
Body of Air	15 [1]	0	Regular/R-HT	5 sec.	1 min.	4/1	Ai	3 M24
Create Air	15 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1 M23, B243
Earth to Air	15 [1]	0	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	4 M25, B243
Lightning	15 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6 M196, B244
Purify Air	15 [1]	0	Area	1 sec.	Instant	1	Ai	— M23, B243
Shape Air	15 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2 M24, B243
Shocking Touch	15 [1]	1	Melee	1 sec.	Instant	1 to 3	We, Ai	7 M196
Windstorm	15 [1]	0	Area	Instant#	1 min.#	2/H	Ai	3 M25
Communication & Empathy								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Borrow Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	4 M46
Lend Language	15 [1]	0	Regular	3 sec.	1 min.	3/1	CE	3 M46
Mind-Reading	15 [1]	0	Regular/R-Will	10 sec.	1 min.	4/2	CE	3 M46, B245
Mind-Search	15 [2]	0	Regular/R-Will	1 min.	1 min.	6/3	CE	4 M46
Sense Emotion	15 [1]	0	Regular	1 sec.	Instant	2	CE	1 M45, B245
Sense Foes	15 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	— M44, B245
Truthsayer	15 [1]	0	Inform./R-Will	1 sec.	Instant	2	CE	2 M45, B245
Earth								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Earth	15 [1]	1	Regular	1 sec.	Perm.	2/cu. yd.	Ea	3 M51, B246
Earth to Air	15 [1]	0	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	4 M25, B243
Earth to Stone	15 [1]	1	Regular	1 sec.	Perm.	3/cu. yd.#	Ea	2 M51, B245
Earth Vision	15 [1]	0	Regular	1 sec.	30 sec.	2/10 yds.#	Ea, Kn	2 M51
Essential Earth	15 [1]	0	Regular	30 sec.	Perm.	8	Ea	6 M53
Seek Earth	15 [1]	0	Information	10 sec.	Instant	3	Ea	— M50, B245
Shape Earth	15 [1]	0	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	1 M50, B245
Walk Through Earth	15 [1]	0	Regular	1 sec.	10 sec.	3/3#	Ea	4 M52, F169
Fire								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Fire	15 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Ignite Fire	15 [1]	0	Regular	1 sec.	1 sec.	1 to 4/S	Fi	— M72, B246
Gate								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Blink	15 [1]	2	Blocking	1 sec.	Instant	2	Mo, Ga	5 M148
Teleport	16 [4]	2	Special	1 sec.	Instant	Varies	Mo, Ga	4 M147, F171
Healing								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Lend Energy	15 [1]	1	Regular	1 sec.	Perm.	Varies	He	— M89, B248
Recover Energy	15 [1]	1	Special	Special	Special	none	He	1 M89, B248
Illusion & Creation								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Complex Illusion	15 [1]	0	Area	1 sec.	1 min.	2/H	IC	2 M96, F170
Create Object	14 [1]	2	Regular	sec.=cost	Indef.#	2/5 lbs.	IC	8 M98
Illusion Disguise	15 [1]	0	Regular	1 sec.	Varies	3	IC	1 M96, F170
Perfect Illusion	15 [1]	1	Area	1 sec.	1 min.	3/H#	IC	3 M96
Simple Illusion	15 [1]	0	Area	1 sec.	1 min.	1/H	IC	— M95, F170
Knowledge								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Earth Vision	15 [1]	0	Regular	1 sec.	30 sec.	2/10 yds.#	Ea, Kn	2 M51
Meta-Spells								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Delay	15 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15 M130
Hang Spell	15 [2]	3	Special	10 sec.	1 hr.	Varies	MS	16 M128
Movement								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Blink	15 [1]	2	Blocking	1 sec.	Instant	2	Mo, Ga	5 M148
Grease	15 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1 M142
Great Haste	15 [2]	1	Regular	3 sec.	10 sec.	5#	Mo	1 M146, B251
Haste	15 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	— M142, B251
Teleport	16 [4]	2	Special	1 sec.	Instant	Varies	Mo, Ga	4 M147, F171
Sound								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Sound	15 [1]	0	Regular	1 sec.	Varies	Varies	So	— M171, F172
Weather								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Lightning	15 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6 M196, B244
Shocking Touch	15 [1]	1	Melee	1 sec.	Instant	1 to 3	We, Ai	7 M196

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Heart of Blackwood/TL0 (Greatstaff of the Defenders (+18 Energy) ++SIG++) {p. LT69} Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Notes:	0	4 lb
Totals:		0	4 lb
Qty	Everything	Cost	Weight
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	24665	41.22 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
2	Wineskin (4 liters of water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb
1	Purse {p. B288} Description: TL:0 Notes: Holds 3 lbs.	23884	3.22 lb
16	Coin: Silver Penny	64	10.24 oz
119	Coin: Gold Mark	23800	2.38 lb
10	Coin: Copper Farthing	10	3.2 oz
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb
1	Smoking Gear 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.	15	2 lb
1	Pipe (Early tobacco pipe)	3	1 lb
1	Tobacco	12	1 lb
1	Personal Basics {p. B288} 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	Coffee	36	1 lb
5	Health Potion (Heals 1d)	600	2.5 lb
1	Heart of Blackwood/TL0 (Greatstaff of the Defenders (+18 Energy) ++SIG++) {p. LT69} Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Notes:	0	4 lb
Totals:		24665	45.22 lb

NOTES
Missionen:
Elfischer Nekromant im Norden Megalos
Will folgende Skills lernen: Acting & Disguise

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	60
Advantages, Perks	98
Disadvantages, Quirks	-55
Skills, Techniques	21
Spells	45
Total Points Spent:	169
Unspent Points:	13

CAMPAIGN LOG		
Points: (logged) 26	+ (other) 0	= (total) 26
chrüz session 1		
<enter notes here>		
22.8.2011: 8 pts		
Patron: Master Adolphe	4. Juli 2011	
<enter notes here>		
7.4.2011: 10 pts		
<enter notes here>		
7.2.2011: 8 pts		

CAMPAIGN LOG (continued)
Session 1
<enter notes here>
28.6.2011: 0 pts
Initial Character Creation
Character created using GURPS Character Assistant 4
6/30/2011: 0 pts

DESCRIPTION
Locutus
Vor 30-40 Jahren erschien im Herzen von Blackwood ein düsteres, geheimnisvolles Wesen. Ob ein weiteres gescheitertes Experiment der Dunkel-Elfen oder ein Banestorm dafür verantwortlich war wusste Niemand.
Kein Elf kann es verstehen. Aber alle hassen es...
Das Wesen selbst scheint wie ein riesiger Baum. Aus der Nähe betrachtet gleicht es jedoch eher einem verworrenen Dickicht, mit langen gekrümmten und von schwarzem Pilz befallenen Ästen. Das Wesen kann fühlen, besitzt starke magische Kräfte und ist unbarmherzig Böse... Wer ihm einmal begegnet ist empfindet es als äusserst unangenehm auch nur darüber nachzudenken.
Im Jahre 2002, nach dem letzten grossen Angriff der Truppen von Megalos auf den Blackwood, beriet der Hohe Rat der Dunkelelfen während 7 Tagen und 7 Nächten über die Zukunft ihres Volkes. Durch den zermürbenden Zweifrontenkrieg schien das grosse Ziel - die orkische Endlösung und die totale Versklavung und Kontrolle der niederen Rassen (Anmerkung: Das wärt dann ihr :) - in weite Ferne gerückt. Während einige sich dafür aussprachen eine neue magische Wunderwaffe zu entwickeln, forderten andere die totale Evakuierung in sicherere Gebiete. Einige der ältesten Magier, viele von ihnen haben den ersten Banestorm miterlebt, drängten darauf, nach den alten Schriften des Volkes der Loren'dil zu suchen, von denen sie sich wertvolle Hinweise auf die unbekannte Bedrohung erhofften. Die meisten davon wurden schon vor Jahrhunderten vergessen.
So beschloss man Späher und Spione nach ganz Yrth zu senden. Gut getarnt als normale Hochelfen sollen sie jedem Hinweis nach unbekannter Magie, neuer Technologie oder vergessenen Mythen der Loren'dil nachgehen, welcher das elfische Volk dem Endsieg näher bringen konnte. Der jüngste dieser Späher - ein Elf von ausgesprochener Schönheit und ausserordentlichem Intellekt (hehe) - wurde vor 30 Jahren unter dem Namen Loculthu'dil als Sohn zweier mächtiger Magier geboren. Nach seinen hervorragenden Leistungen im Kampf gegen die Legionen nannte man ihn schlicht: Locutus.
...und so kam es, dass er eines Abend - es tobte ein heftiger Sturm - auf Kameraden stiess...