



CHARACTER SHEET

Name: Locutus
Race: Dark Elves
Appearance:

Player: Tiz
HT: 189 Wt: 75

Age: 30 Spent: 200
Unspent: 3

Character stats table including ST 9, HP 9, DX 11, Will 15, IQ 15, Per 15, BL 16 lb, HT 10, FP 13, TL 3, SM +0.

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

Skills table including Vision 15, Fright Check 15, High Jump 1.67 ft, Hearing 15, Consciousness 10, Money 0, Touch 15, Death Check 10, Taste/Smell 15, Broad Jump 2.33 yd.

* Includes: +700 from 'Money', +2000 from 'Money', +22325 from 'Money', -900 from 'Money', -320 from 'Money', -1800 from 'Money', -6000 from 'Money'

ENCUMBRANCE TABLE with columns for Name, None, Light, Med, Hvy, X-Hvy and rows for Lifting, Basic, Movement, Ground, Water, Dodge.

LIFTING FEATS table with columns for Name, 1-Hand Lift, 2-Hand Lift, Shove/Over, Carry on Back, Shift Slightly and rows for Basic.

TEMPLATES AND META-TRAITS table listing Dark Elves (Banestorm), Racial ST Penalty, Appearance, Magery 0, Unaging, Callous, Intolerance, and Obsession.

REACTION MODIFIERS table listing Appearance: +1, Status: +0, and Other: +0† with conditional modifiers.

CULTURAL FAMILIARITIES table listing Human (p. B23).

LANGUAGES table listing Native (Elven) and Non-native (English).



ADVANTAGES table listing Absolute Direction, Extra Fatigue Points 3, Magery 3, Patrons, Reputation +2, and Signature Gear 12.

PERKS table listing Weapon Bond (Staff).

DISADVANTAGES table listing Code of Honor, Overconfidence, Secret Identity, Sense of Duty, Stubbornness, and Weirdness Magnet.

QUIRKS table listing Unused Quirk 1, 2, 3, Fan of "Your Master", and Likes Rum.

SKILLS table listing DX based skills: Body Sense and Staff.

SKILLS (continued)			
IQ based	Level	Relative	Pts
Area Knowledge (Blackwoods) {p. B176}	15	IQ+0	[1]
Camouflage {p. B183}	15	IQ+0	[1]
Fast-Talk {p. B195}	14	IQ-1	[1]
Hidden Lore (magical) {p. B199}	14	IQ-1	[1]
Navigation/TL3 (Land) {p. B211}	17*	IQ+2	[1]
Speed-Reading {p. B222}	14	IQ-1	[1]
Streetwise {p. B223}	14	IQ-1	[1]
Per based	Level	Relative	Pts
Observation {p. B211}	14	Per-1	[1]
Survival (Woodlands) {p. B223}	14	Per-1	[1]
* Includes: +3 from 'Absolute Direction'		† Conditional: +1 from 'Weapon Bond (Staff)'	

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

SLAM TABLE

1-2	3-5	6		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
11	8	6	7/8	
Staff	DX	DX	Light	

Loc. HP #

Eyes	1	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	5	
Hands	4	
Legs	5	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

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.

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

* Only targetable by impaling, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

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.

NOTES

Missionen:

Elfischer Nekromant im Norden
Megalos

Will folgende Skills lernen:
Acting & Disguise

SPELL GRIMOIRE								
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Body of Air	16 [1]	0	Regular/R-HT	5 sec.	1 min.	4/1	Ai	3 M24
Create Air	16 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1 M23, B243
Earth to Air	16 [1]	0	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	4 M25, B243
Lightning	16 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6 M196, B244
Purify Air	16 [1]	0	Area	1 sec.	Instant	1	Ai	— M23, B243
Shape Air	16 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2 M24, B243
Shocking Touch	16 [1]	1	Melee	1 sec.	Instant	1 to 3	We, Ai	7 M196
Windstorm	16 [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	16 [1]	0	Regular	3 sec.	1 min.	3/1	CE	4 M46
Lend Language	16 [1]	0	Regular	3 sec.	1 min.	3/1	CE	3 M46
Mind-Reading	16 [1]	0	Regular/R-Will	10 sec.	1 min.	4/2	CE	3 M46, B245
Mind-Search	16 [2]	0	Regular/R-Will	1 min.	1 min.	6/3	CE	4 M46
Sense Emotion	16 [1]	0	Regular	1 sec.	Instant	2	CE	1 M45, B245
Sense Foes	16 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	— M44, B245
Truthsayer	16 [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	16 [1]	1	Regular	1 sec.	Perm.	2/cu. yd.	Ea	3 M51, B246
Earth to Air	16 [1]	0	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	4 M25, B243
Earth to Stone	16 [1]	1	Regular	1 sec.	Perm.	3/cu. yd.#	Ea	2 M51, B245
Earth Vision	16 [1]	0	Regular	1 sec.	30 sec.	2/10 yds.#	Ea, Kn	2 M51
Essential Earth	16 [1]	0	Regular	30 sec.	Perm.	8	Ea	6 M53
Seek Earth	16 [1]	0	Information	10 sec.	Instant	3	Ea	— M50, B245
Shape Earth	16 [1]	0	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	1 M50, B245
Walk Through Earth	16 [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	16 [1]	0	Area	1 sec.	1 min.	2/H	Fi	1 M72, B246
Ignite Fire	16 [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	16 [1]	2	Blocking	1 sec.	Instant	2	Mo, Ga	5 M148
Teleport	17 [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	16 [1]	1	Regular	1 sec.	Perm.	Varies	He	— M89, B248
Recover Energy	16 [1]	1	Special	Special	Special	none	He	1 M89, B248
Illusion & Creation								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Complex Illusion	16 [1]	0	Area	1 sec.	1 min.	2/H	IC	2 M96, F170
Create Object	15 [1]	2	Regular	sec.=cost	Indef.#	2/5 lbs.	IC	8 M98
Illusion Disguise	16 [1]	0	Regular	1 sec.	Varies	3	IC	1 M96, F170
Perfect Illusion	16 [1]	1	Area	1 sec.	1 min.	3/H#	IC	3 M96
Simple Illusion	16 [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	16 [1]	0	Regular	1 sec.	30 sec.	2/10 yds.#	Ea, Kn	2 M51
Light & Darkness								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Continual Light	16 [1]	0	Regular	1 sec.	Varies	Varies	LD	1 M110, B249
Darkness	16 [1]	0	Area	1 sec.	1 min.	2/1	LD	2 M112, B250
Flash	16 [1]	0	Regular	2 sec.	Instant	4	LD	2 M112
Light	16 [1]	0	Regular	1 sec.	1 min.	1/1	LD	— M110, B249
Meta-Spells								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Counterspell	16 [1]	1	Regular/R-spell	5 sec.	Instant	Varies	MS	— M121, B250
Delay	16 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15 M130
Dispel Magic	16 [1]	1	Area/R-spell	sec.=cost	Perm.	3	MS	13 M126, B250
Hang Spell	16 [2]	3	Special	10 sec.	1 hr.	Varies	MS	16 M128
Movement								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Blink	16 [1]	2	Blocking	1 sec.	Instant	2	Mo, Ga	5 M148
Grease	16 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1 M142
Great Haste	16 [2]	1	Regular	3 sec.	10 sec.	5#	Mo	1 M146, B251
Haste	16 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	— M142, B251
Teleport	17 [4]	2	Special	1 sec.	Instant	Varies	Mo, Ga	4 M147, F171
Sound								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Sound	16 [1]	0	Regular	1 sec.	Varies	Varies	So	— M171, F172
Weather								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Lightning	16 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6 M196, B244
Shocking Touch	16 [1]	1	Melee	1 sec.	Instant	1 to 3	We, Ai	7 M196

LOAD-OUTS				SCRATCH PAD			
Qty	« Combat »	Cost	Weight				
1	Armor Description: Parent Item (Virtual)	1310	24.5 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	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.	120	2 lb				
1	Potion Belt	850	3 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:		1310	28.5 lb				
Qty	Everything	Cost	Weight				
1	Armor Description: Parent Item (Virtual)	1310	24.5 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	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.	120	2 lb				
1	Potion Belt	850	3 lb				
5	Health Potion (Heals 1d)	600	2.5 lb				
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	15695	32.4 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.	14239	3.9 lb				
52	Coin: Silver Penny	208	2.08 lb				
70	Coin: Gold Mark	14000	1.4 lb				
21	Coin: Copper Farthing	21	6.72 oz				
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				
1	Luck {p. M216} Description: Rare Cost: 2300 Forms: Potion, Powder, Pastille, Ointment	1300	—				
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:		17005	60.9 lb				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	80
Advantages, Perks	103
Disadvantages, Quirks	-55
Skills, Techniques	21
Spells	51
Total Points Spent:	200
Unspent Points:	3

CAMPAIGN LOG	
Points: (logged) 0 + (other) 0 = (total) 53	
3.8-3.10 / 90 Tage (75 Arbeitstage, 15 Freitage)	Zeit zwischen Sessions
Lernen +6CP *****	
Arbeitstage -----	
8h/Tag Ausbildung *75 =	600
Studienstunden	
4h/Tag Selbststudium *75 = 300h Selbststudium = 150	
Studienstunden	
Freitage -----	
12h/Tag Selbststudium * 15 = 180h Selbststudium = 90	
Studienstunden	

Total Studienstunden	840h
1 Spell = 200*0.7 ==> 6 Spells	
- Dispel Magic	
- Counterspell	
- Continual Light	
- Darkness	
- Flash	
- Light	
+1 INT 20CP	
Kosten *****	
Trainerkosten: 3 Monate a 2k\$ = 6k\$	
Lebensunterhalt =1.8k	
Total =7.8\$	
Sprachen +3CP -----	
30*4*4 = 480h	
+2anglisch	
+1cultural familiarity	
9/1/2011: 9 pts	
Reputation(won tournament in azer)	Reputation (azer tournament)
9/1/2011: 2 pts	
Session 4 - Chrüz 2	Session 4
<enter notes here>	
9/1/2011: 10 pts	
Session 3 - Chrüz 1	Session 3
<enter notes here>	
22.8.2011: 8 pts	
Patron: Master Adolphe	Session 2 Adolphe
<enter notes here>	
7.4.2011: 10 pts	
Session 2	Session 2
Azer erkundet	
7.2.2011: 8 pts	
Session 1	Session 1
-Quest: Gahr befreit und nach Azer geflüchtet	
28.6.2011: 6 pts	

CAMPAIGN LOG (continued)	
Initial Character Creation	Initial Char 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...	