

Name: Chilblane Race: Cat-Folk Appearance: Ausfüllen Player: Philipp Koschmann Spent: 297 Ht: Ausfülle Wt: Ausfüllen Age: Ausfülle Unspent: -23

ST	12 [*]	[30]	HP	12	[0]	Basic 7,25	[10]
DX	15 [†]	[80]	Will	11	[0]	Basic 7 Move 7	[0]
IQ	11	[20]	Per	15 [†]	[15]	BL 29 lk) (5	ST×ST)/5
нт	12	[20]	FP	12	[0]	Thr 1d	Sw	2d
TL	3					[0]	SM +0		
	des: -1 fro						om 'Str	riking ST'		

Vision	15	Fright Check	13 [*]	High Jump	2.92 ft
Hearing	15	Consciousness	12	Money	0†
Touch	15	Death Check	12		
Taste/Smell	15	Broad Jump	4 yd		
* Includes: +2 from '	Combat Re	eflexes'			

† Includes: +2000 from 'Money', +5000 from 'Money'

	ENCL	JMBRAN(CE TABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
		-1	-2	-3	-4
Dodge	11	10	9	8	7

		LIFTING F	EATS		
	1-Hand	2-Hand	Shove /	Carry on	Shift
Name	Lift*	Lift [†]	Over [‡]	Back§	Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
* Takes 2 seconds to † Takes 4 seconds to			Double with a I Lose 1 FP/sec	running start while over X-Hv	y enc.

TEMPLATES AND META-TRAITS		
Name		Pts
Cat-Folk (Dungeon Fantasy) {p. DF3:5}	[40]
Features: Tail: neither a manipulator nor enough of a problem to interfere with		1
armor Description: Cat-folk are the most common ofte so-called beast-men.		
Racial ST Penalty -1 (Size, +0%)	-	-101
Catfall {p. B41}	+	101
Roll: 15 (DX)	L	10]
Claws (Sharp Claws) {p. B42}	[5]
Combat Reflexes (p. B43)	į	15]
Night Vision 5 (p. B71)	[5]
Striking ST 2 (p. B89)	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Fur {p. B100}	Ī	1]
Impulsiveness (12 or less, *1) {p. B139}	Ī	-10]
Laziness (p. B142)	Ī	-10]
Phobia (Entering Water; 15 or less, *0.5) {p. B148}	[-2]
Scout (Dungeon Fantasy) {p. DF1:10}	[0]
Description: You're called "archer," "stalker," and "tracker," and you've filled all		
three roles in the past.		

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Outdoorsman', +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, -2 from 'Paranoia'

CULTURAL FAMILIARITIES	
Native	Pts
Cat-Folk (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]

L.A	NGUAGES		
Native	Spoken	Written	Pts
Catish (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common (p. B24)	Broken	Broken	[2]



ADVANTAGES		
Name		Pts
Heroic Archer (p. DF1:14)	[20]
Outdoorsman 2 (p. B90)	[20]
Description: Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival,	_	_
Tracking		
Weapon Master (Bow) {p. B99}	[20]

DISADVANTAGES	
Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Greed (12 or less, *1) {p. B137}	[-15]
Intolerance (Urbanites) {p. B140}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Paranoia (p. B148)	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 (p. B163)	[-1]
_Unused Quirk 3 (p. B163)	[-1]
_Unused Quirk 4 (p. B163)	[-1]
_Unused Quirk 5 (p. B163)	[-1]

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SKILLS			
DX based	Level	Relative	Pts
Bow {p. B182}	19	DX+4	[16]
Brawling (p. B182)	15	DX+0	[1]
Description: Notes: Calculated damage takes into			
account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has			
Gauntlets/Brass Knuckles" or "Has Boots" to apply the			
+1 damage to Punch or Kick, as appropriate. Parry: 11			
Broadsword {p. B208}	18	DX+3	[12]
Parry: 13	10	DATO	[12]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16*	DX+1	[1]
Garrote (p. B197)	15	DX+0	[1]
Jumping {p. B203}	15	DX+0	[1]
Knot-Tying {p. B203}	15	DX+0	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Stealth {p. B222}	14	DX-1	[1]
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228}	14	DX-1	[1]
Parry: 11			
HT based	Level	Relative	Pts
		I IT. A	
Hiking {p. B20}	12	HT+0	[2]
Running {p. B20}	12	HT-1	[1]
Running {p. B218} IQ based	11 Level	HT-1 Relative	
Running {p. B218} IQ based dCamouflage {p. B183}	11 Level	HT-1 Relative	Pts [2]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183}	11 Level 15† 12	HT-1 Relative IQ+4 IQ+1	Pts [2] [4]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195}	11 Level 15† 12 11	HT-1 Relative IQ+4 IQ+1 IQ+0	Pts [2] [4] [1]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198}	11 Level 15† 12 11 12	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1	Pts [2] [4] [1]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210}	11 Level 15† 12 11 12 12†	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1	Pts [2] [4] [1] [2] [2]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211}	11 Level 15† 12 11 12 12† 12† 12†	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1	Pts [2] [4] [1] [2] [2] [2]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216}	11 Level 15† 12 11 12 12† 12† 12† 10	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	Pts [2] [4] [1] [2] [2] [1] [1]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219}	11 Level 15† 12 11 12 12† 12† 10 12	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ-1 IQ+1	Pts [2] [4] [1] [2] [2] [1] [1] [4]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219} Traps/TL3 {p. B226}	11 Level 15† 12 11 12 12† 12† 10 12 12	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	Pts [2] [4] [1] [2] [2] [1] [1] [4] [4]
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219} Traps/TL3 {p. B226} Per based	11 Level 15† 12 11 12 12† 10 12 12 10 12 12	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	Pts [2] [4] [1] [2] [2] [1] [1] [4] [4] Pts
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219} Traps/TL3 {p. B226} Per based Observation {p. B211}	11 Level 15† 12 11 12 12† 12† 10 12 12 12 15	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	1 Pts 2 4 1 1 2 2 1 1 1 1 4 1 4 1 4 1 1
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219}	11 Level 15† 12 11 12 12† 12† 10 12 12 12 15 14	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	1 Pts 2 4 1 1 2 2 2 1 1 4 1 4 1 4 1 4 1 1
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219} Survival (Arctic) {p. B223}	11 Level 15† 12 11 12 12† 12† 10 12 12 12 14 16†	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	1 Pts 2 4 1 1 2 2 1 1 1 4 1 1 1 4 1 1
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219} Survival (Arctic) {p. B223} Survival (Woodlands) {p. B223}	11 Level 15† 12 11 12 12† 10 12 12 11 10 12 14 16† 16†	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	1 Pts 2 1 1 1 1 1 1 1 1 1
Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198} Mimicry (Bird Calls) {p. B210} Navigation/TL3 (Land) {p. B211} Prospecting/TL3 {p. B216} dShadowing {p. B219} Traps/TL3 {p. B226} Per based Observation {p. B211} Search {p. B219} Survival (Arctic) {p. B223} Survival (Woodlands) {p. B223} Tracking {p. B226}	11 Level 15† 12 11 12 12† 10 12 12 12 12 12 12 14 16† 16† 17† 17†	HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	1 Pts 2 4 1 1 2 2 1 1 1 4 1 1 1 4 1 1

Chilblane Cat-Folk

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-1 cut	С	_	_	
Brawling: Bite	15		1d-1 cut	C			
Brawling: Kick	13	_	1d cut	C,1			
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Thrusting Broadsword: swing	18	13	2d+1 cut	1	10	4	
Thrusting Broadsword: thrust	18	13	1d+2 imp	1	10	4	

		RAN	NGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Arrow (Icy, Bodkin)	-	+2 ice	_	-	_	_	_	_	_	_	
Composite Bow: Primary	19	1d+5 imp	3	280 yd / 350 yd	1	1(2)	10†	-7	_	4	[3]
Composite Bow: Bodkin Point	19	1d+5(2) pi	3	280 yd / 350 yd	1	1(2)	10+	-7		4	[3]

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.

		•	SLAM TA	BLE			
1-2 1d-3			3–4 1d-2				5–8 1d-1
PARRY	PARR	Υ	BLOC		D	ODGE	OTHER
13*	11*		9*			11*	
Broadsword	DX		DX				
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 1* DB: 0	DF DE Fe	4 0 0 2 0 DR: DB:	: 1* : 0 ands R: 2* B: 0		es ck ill ce so oin ns nds ps et nus l	HP 2 7 5 7 5 DR: 0 DB: 0	#

* Includes: +1	from 'Combat R	eflexes'			
HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8 7 6 5 4 3	0 -1 -2 -3 -4	-12 -13 -14 -15 -16 -17 -18 -19 -20 -21	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

- 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.
 -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below
 - -5×HP or less: Immediate death.

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

- 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.
 - -1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

	SIZ	ZE AND SPEE	D/RANGE T	ABLE	
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. B55	50.		

	HUMAN	IOID HIT L	OCATI	ON 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.

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Chilblane Cat-Folk

O+	LOAD-OUTS	01	W-:
Qty 1	« Combat » Armor	180	Weight
•	Description: Parent Item		
1	Boots {p. B284} Description: TL:2 LC: DR:2* Locations: feet Notes: [1] C	80	3 lb
	clothing.	Julicealable	as or under
	Notes: [1] Location: feet		
1	Leather Jacket (p. B283)	50	4 lb
	Description: TL:1 LC: DR:1* Locations: arms, torso Not	es: [1] Conce	ealable as or
	under clothing. Notes: [1]		
	Location: arms, torso	00	0
1	Leather Helm {p. B284} Description: TL:1 LC:4 DR:2 Locations: skull, face	20	8 oz
	Location: skull, face		
1	Leather Gloves {p. B284} Description: TL:1 LC: DR:2* Locations: hands	30	_
	Location: hands		
1	Bandoleer {p. DF1:25}	60	5.05 lb
	Description: Carries 6 lbs. of throwing weapons (24 daggers nageteppo, etc.). Wearer can reach them with Ready or Fas		t caltrops, 30
25	Arrow (Meteoric) {p. B275}	0	2.5 lb
2	Major Healing Potion (Drinkable)	0	1 lb
	{p. DF1:29}		
1	Description: Heals 2d HP. Paut (Drinkable) {p. DF1:29}	0	8 oz
-	Description: Restores 4 FP depleted for magic.		
1	Wizardly Scroll (Great Haste, 15, 5)	0	12.8 dı
	{p. DF4:14}	ete the epoll	onchanted
	Description: Notes: A magical scroll. Reading it aloud ca- on it or allows the reader to learn the spell.		CHICHAINEU
1	Belt	630	10 lb
1	Description: Parent Item Thrusting Broadsword {p. B271}	600	3 lb
	Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Read	ch:1 Parry:0	ST:10
	Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1		
1	Skill:Broadsword] Hip Quiver, Large {p. DF1:24}	30	7 lb
-	Description: Holds 50 arrows or bolts. Two compartments	3	
25	Arrow (Icy, Bodkin) {p. B275}	0	2.5 lb
25	Notes: Arrow (Fire, Bodkin) {p. B275}	0	2.5 lb
	Notes:	0	
1	Composite Bow {p. B275}	900	4 lb
	Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/S ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bo		
	dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0		
1	Notes: [3][3] Ordinary Clothes {p. B266}	0	2 lb
	Description: One complete outfit, ranging in quality from cas	toff rags to d	
	fashions, depending on Status. At minimum: undergarments		
			, blouse, or
	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs.	ess - and sui	s, blouse, or table
	shirt with hose, skirt, or trousers - or a long tunic, robe or dre		, blouse, or
Qty	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack	1770 Cost	28.55 lb
Qty 1	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack Quick-Release Backpack {p. DF1:25}	1770 Cost 5830	28.55 lb Weight
Qty 1	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack	1770 Cost 5830	28.55 lb Weight
Qty 1	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fre break if dropped must check for this (1 on 1d if unsure). Traps, Man trap {p. DF1:25}	1770 Cost 5830 ee action. Itee	28.55 lb Weight 39.18 lb ms liable to
1	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fre break if dropped must check for this (1 on 1d if unsure). Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps	1770 Cost 5830 e action. Itel 180 to set. If cha	28.55 lb Weight 39.18 lb ms liable to 6 lb
1	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fre break if dropped must check for this (1 on 1d if unsure). Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps staked down, victim must break free from trap's ST to mo	1770 Cost 5830 se action. Itel 180 to set. If chave away; 1d. 80	28.55 lb 28.55 lb Weight 39.18 lb ms liable to 6 lb ined or +1 cr, ST 12 2.5 lb
1	shirt with hose, skirt, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fre break if dropped must check for this (1 on 1d if unsure). Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps staked down, victim must break free from trap's ST to mo Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps	1770 Cost 5830 Per action. Iter 180 to set. If cha	28.55 lb Weight 39.18 lb ms liable to 6 lb inded or +1 cr, ST 12 2.5 lb
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1 1 1 1 1	shirt with hose, skirf, or trousers - or a long tunic, robe or dre footwear. 20% of cost of living; 2lbs. Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fre break if dropped must check for this (1 on 1d if unsure). Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps staked down, victim must break free from trap's ST to mo Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps staked down, victim must break free from trap's ST to mo Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Rope, 3/8" (per 10 yards) {p. B288} Description: Tt.: Notes: Supports 300lbs. Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel or combat! Holds 1 quart of liquid (2 lbs. if water). Monster Drool (Utility) {p. DF1:28} Description: Generic blade venom made from giant centi	1770 Cost 5830 se action. Itel 180 to set. If cha ve away; 1d- 80 to set. If cha ve away; 1d- 5 Survival roll 5 10 a a strap. Wo	28.55 lb Weight 39.18 lb ms liable to 6 lb inned or -1 cr, ST 12 2.5 lb without it. 1.5 lb 3 lb on't shatter in
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·	LOAD-OUTS (continued)	0	187. 1. 1.
Qty		Cost 5830	Weight 39.18 lb
1	Quick-Release Backpack {p. DF1:25} Bandages {p. DF1:24}	10	39.10 lb
•	Description: Notes: Cloth bandages for half-dozen wounds First Aid skill.		
50	Arrow (Bodkin) {p. B275}	100	5 lb
25	Arrow {p. B275}	50	2.5 lb
1	Sack {p. DF1:24}	30	3 lb
	Description: Notes: Holds 40 lbs. of loot. Requires two har 5	nds or a pol	le. DR 1, HP
	Totals:	5830	39.18 lb
Qty	Wagon Wagon	400	Weight 45.5 lb
	Description: In GCA a "Parent" item can have other traits assi This is essentially an organizational structure, allowing you to together under the parent item if you wish. To make an item a and select "Make Child of" The child items will be hidden by the child items by right clicking on the parent and selecting "S Once displayed the children will be shown in a "tree" format u item may be assigned as a parent by right clicking on it and s	file multiple child" right default; yo show Compender the pa electing "Ma	e traits nt click on it ou may show onents." arent. Any lake Parent";
	this entry is here for convenience, as it is automatically design		
3	Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to) n set lficha	7.5 lb
_	staked down, victim must break free from trap's ST to mov	e <u>aw</u> ay; 1d-	-1 cr, ST 8.
3	Traps, Man trap {p. DF1:25}	0	18 lb
	Description: Spring-loaded leg-hold traps. Roll vs. Traps to		
100	staked down, victim must break free from trap's ST to mov		
100	Arrow (Bodkin) {p. B275} Arrow {p. B275}	200	10 lb
100	7		
	Totals:	400	45.5 lb
	NOTEO		
	NOTES		
	Double Shot lernen (Siehe DF11 Powerup	os)	
POIN	Double Shot lernen (Siehe DF11 Powerun	os)	Pts
POIN Basic	Double Shot lernen (Siehe DF11 Powerup ITS SUMMARY Attributes, Secondary Characteristics	DS)	[179
POIN Basic Adva	Double Shot lernen (Siehe DF11 Powerup ITS SUMMARY Attributes, Secondary Characteristics Intages, Perks	08)	[179 [103
POIN Basic Adva Disac	Double Shot lernen (Siehe DF11 Powerup ITS SUMMARY Attributes, Secondary Characteristics Intages, Perks Idvantages, Quirks	os)	[179 [103 [-55
POIN Basic Adva Disac	Double Shot lernen (Siehe DF11 Powerup ITS SUMMARY Attributes, Secondary Characteristics Intages, Perks Idvantages, Quirks Techniques		[179 [103 [-55 [70
POIN Basic Adva Disac	Double Shot lernen (Siehe DF11 Powerup ITS SUMMARY Attributes, Secondary Characteristics Intages, Perks Idvantages, Quirks Interpretation of the control of	Spent:	[179 [103 [-55 [70 297
POIN Basic Adva Disac	Double Shot lernen (Siehe DF11 Powerup ITS SUMMARY Attributes, Secondary Characteristics Intages, Perks Idvantages, Quirks Techniques	Spent:	[179 [103 [-55 [70
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30.10.2011: 11 pts

Blut & Schätze IV

12 von Abenteuer 1 Bonus vom Fötele 29.10.2011: 13 pts

Printed: 11/3/2011

Chilblane Cat-Folk

CAMPAIGN LOG (continued)

Initial Character Creation

Character created using GURPS Character Assistant 4

Blut & Schätze vs. Forgotten Realms

GURPS 4th Edition: Dungeon Fantasy

17.10.2011: 0 pts