



CHARACTER SHEET

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 Speed 7,25 [10]
DX 15† [80]	Will 11 [0]	Basic Move 7 [0]
IQ 11 [20]	Per 15† [15]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d Sw 2d
TL 3 [0]	SM +0	

* Includes: -1 from 'Racial ST Penalty'; Conditional: +2 from 'Striking ST'
 † Includes: +1 from 'Cat-Folk (Dungeon Fantasy)'

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

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 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
Cat-Folk (Dungeon Fantasy) {p. DF3:5}	[40]
Features: Tail: neither a manipulator nor enough of a problem to interfere with armor	
Description: Cat-folk are the most common of the so-called beast-men.	
Racial ST Penalty -1 (Size, +0%)	[-10]
Catfall {p. B41}	[10]
Roll: 15 (DX)	
Claws (Sharp Claws) {p. B42}	[5]
Combat Reflexes {p. B43}	[15]
Night Vision 5 {p. B71}	[5]
Striking ST 2 {p. B89}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Fur {p. B100}	[1]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Laziness {p. B142}	[-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]

LANGUAGES			
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]

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			
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
Hiking {p. B20}	12	HT+0	[2]
Running {p. B218}	11	HT-1	[1]
IQ based	Level	Relative	Pts
Camouflage {p. B183}	15†	IQ+4	[2]
Cartography/TL3 {p. B183}	12	IQ+1	[4]
First Aid/TL3 (Cat-Folk) {p. B195}	11	IQ+0	[1]
Gesture {p. B198}	12	IQ+1	[2]
Mimicry (Bird Calls) {p. B210}	12†	IQ+1	[2]
Navigation/TL3 (Land) {p. B211}	12†	IQ+1	[1]
Prospecting/TL3 {p. B216}	10	IQ-1	[1]
Shadowing {p. B219}	12	IQ+1	[4]
Traps/TL3 {p. B226}	12	IQ+1	[4]
Per based	Level	Relative	Pts
Observation {p. B211}	15	Per+0	[2]
Search {p. B219}	14	Per-1	[1]
Survival (Arctic) {p. B223}	16†	Per+1	[1]
Survival (Woodlands) {p. B223}	16†	Per+1	[1]
Tracking {p. B226}	17†	Per+2	[2]
* Includes: +1 from 'Combat Reflexes'		† Includes: +2 from 'Outdoorsman'	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-1 cut	C	-	-	
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	

RANGED 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 TABLE				
1-2	3-4	5-8		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9*	11*	
Broadsword	DX	DX		

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

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, impaling, 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
12 11 10 9 8	0 -1 -2 -3 -4	12 13 14 15 16	24 25 26 27 28	36 37 38 39 40	48 49 50 51 52
7 6 5 4 3	-5 -6 -7 -8 -9	17 18 19 20 21	29 30 31 32 33	41 42 43 44 45	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.
-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
12 11 10 9 8	0 -1 -2 -3 -4
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.
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

CAMPAIGN LOG (continued)**Initial Character Creation**

Character created using GURPS Character Assistant 4

Blut & Schätze vs. Forgotten Realms

GURPS 4th Edition: Dungeon Fantasy

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