

GURPS

CHARACTER SHEET

Name: Chilblane
Race: Cat-Folk
Appearance: Ausfüllen

Player: Philipp Koschmann
Ht: Ausfülle Wt: Ausfüllen Age: Ausfülle Spent: 297
Unspent: 23

-10

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
† 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
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
dCamouflage {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]
dShadowing {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'

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18/16/22 + Pfeil

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 +6	3	280 yd / 350 yd	1	1(2)	10†	-7	-	4	[3]
Composite Bow: Bodkin Point	19	1d+5(2) pi +6	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 1d-3	3-4 1d-2	5-8 1d-1
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PARRY 13*
Broadsword

PARRY 11*
DX

BLOCK 9*
DX

DODGE 11*

OTHER

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, 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
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	-30 -31 -32 -33	-42 -43 -44 -45	-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

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, or 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.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	180	7.5 lb
1	Boots {p. B284} Description: TL:2 LC:- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Leather Jacket {p. B283} Description: TL:1 LC:- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Notes: [1] Location: arms, torso	50	4 lb
1	Leather Helm (p. B284) Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
1	Leather Gloves {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Bandoleer {p. DF1:25} Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageleppo, etc.). Wearer can reach them with Ready or Fast-Draw.	60	5.05 lb
25	Arrow (Meteoric) {p. B275}	0	2.5 lb
2	Major Healing Potion (Drinkable) {p. DF1:29} Description: Heals 2d HP.	0	1 lb
1	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	0	8 oz
1	Wizardly Scroll (Great Haste, 15, 5) {p. DF4:14} Description: Notes: A magical scroll. Reading it aloud casts the spell enchanted on it or allows the reader to learn the spell.	0	12.8 dr
1	Belt Description: Parent Item	630	10 lb
1	Thrusting Broadsword {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]	600	3 lb
1	Hip Quiver, Large {p. DF1:24} Description: Holds 50 arrows or bolts. Two compartments	30	7 lb
25	Arrow (Icy, Bodkin) {p. B275} Notes:	0	2.5 lb
25	Arrow (Fire, Bodkin) {p. B275} Notes:	0	2.5 lb
1	Composite Bow {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10f Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3][3]	900	4 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.	0	2 lb
Totals:		1770	28.55 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).	5830	39.18 lb
1	Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	180	6 lb
1	Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	80	2.5 lb
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	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Canteen {p. DF1:23} Description: Notes: Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water).	10	3 lb
15	Monster Drool (Utility) {p. DF1:28} Description: Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's cheap. A living victim must make an immediate HT roll or suffer 2 points of injury.	300	7.5 lb
1	Paper, 19 sheets {p. DF1:24} Description: Notes: Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings.	20	1 lb
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	Pouch {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	4690	2.88 oz
4	Platinum Franc	4000	10.24 dr
8	Silver Penny	80	1.28 oz
0	Copper Farthing	0	-
6	Gold Mark	600	15.36 dr

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	5830	39.18 lb
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
50	Arrow (Bodkin) {p. B275}	100	5 lb
25	Arrow {p. B275}	50	2.5 lb
1	Sack {p. DF1:24} Description: Notes: Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5	30	3 lb
Totals:		5830	39.18 lb
Qty	Wagon	Cost	Weight
1	Wagon 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.	400	45.5 lb
3	Traps, Mini-trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d-1 cr, ST 8.	0	7.5 lb
3	Traps, Man trap {p. DF1:25} Description: Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away; 1d+1 cr, ST 12.	0	18 lb
100	Arrow (Bodkin) {p. B275}	200	10 lb
100	Arrow {p. B275}	200	10 lb
Totals:		400	45.5 lb

SCRATCH PAD

Scale: III III

Meteor: III

Monster: III

Fire: I

1800 Points

10000 Points

1 Neuer Bogen + 1 DMG

NOTES

Will Double Shot lernen (Siehe DF11 Powerups)

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[179]
Advantages, Perks	[103]
Disadvantages, Quirks	[-55]
Skills, Techniques	[70]
Total Points Spent:	297
Unspent Points:	-23

CAMPAIGN LOG		
Points: (logged) 24	+ (other) 0	= (total) 24
B&S IV Afterhour		
11 Punkte fürs ausharren		
30.10.2011: 11 pts		
Blut & Schätze IV		
12 von Abenteuer		
1 Bonus vom Fötele		
29.10.2011: 13 pts		

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