

Name: Chilblane Race: Cat-Folk Appearance: Ausfüllen

ST 12' [30 HP 12 [0 Basic 7,25 [10 DX 15 ⁺ [80 Will 11 [0 Basic 7,25 [10 10 IQ 11 [20 Per 15 ⁺ [15) BL 29 lb (ST-ST)/E HT 12 [20 FP 12 [0 The disc Sim 20 TL 3 [01 SM 40 IV 22 21 The disc Sim 22 21 The disc Sim 22 11 12 12 12 12 12 12 12 12 12 12 13 12 14 12 11 12 12 12 12 12 12 12 12 12 14 12 12 12 12 12 12 13 13 14 14 12 12 12 12 14 12 12										
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Includes: +1 from 'Cat-Folk (Dungeon Fantasy)' Vision 15 Fright Check 13' High Jump 2.92 ft Hearing 15 Consciousness 12 Money 0 ft Touch 15 Death Check 12 Taste/Smell 15 Broad Jump 4 yd 1 Includes: +2000 from 'Money', +5000 from 'Money', +55983 from 'Money' 1 1 2 -3 -6 -10 Basic 291b 58 bb 70 -704 -22, yd 1 yd -90 bb Movement -x1 -x08 -x04 -x02 -74 -90 bb Movement -x1 -x08 -x04 -x02 -74 -70 -71 -2 -3 -74 Dodge 11 10 9 8 -7 -71 -2 -3 -74 Dodge 11 10 9 8 -7 -71 -2 -3 -74 Dodge 11 10 9 8 -7	TL 3				[0]	SM	+0		
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Touch 15 Death Check 12 Taste/Smell 15 Broad Jump 4 yd Includes: +2000 from 'Money', +5000 from 'Money', +55983 from 'Money' Includes: +2000 from 'Money', +5000 from 'Money', +55983 from 'Money' Name None * Light * Med Hvy X-Hvy Utiting -x1 -x2 -x3 -x6 -x10 Basic 29 lb 58 lb 87 lb 174 lb 290 lb Movement -x1 -x2 -x3 -x6 -x10 Ground 7 yd 5 yd 4 yd 2 yd 1 yd yd Water 1 yd 1 yd 1 yd yd yd yd 1 yd yd Dodge 11 10 9 8 7 1 2 -3 -4 Takes 2 seconds to complet 1 yd 1 yd 1 yd 1 yd 1 40 Takes 4 seconds to complet 1 bouble with a running stat 1 bouble with a running stat 1 bouble with a running stat 1 bouble with										
* Includes: +2 from 'Combat Reflexes' † Includes: +2000 from 'Money', +5000 from 'Money', +56983 from 'Money' ENCUMBRANCE TABLE Name None « Light » Med Hvy X-Hvy Utiting 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 vd 5 vd 4 vd 2 vd 1 vd Vater 1 vd 1 vd 1 vd 1 vd 1 vd Vater 1 vd 1 vd 1 vd 1 vd 1 vd Dodge 11 0 9 8 7 LIFTING FEATS 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 complete	Touch	15	Death	n Checł	<	12		<i>.</i>		
* Includes: +2 from 'Combat Reflexes' † Includes: +2000 from 'Money', +5000 from 'Money', +5593 from 'Money' ENCUMBRANCE TABLE Name None « Light » Med Hvy X-Hvy Lifting ×1 ×2 ×3 ×6 ×10 Basic 29 ib 58 ib 87 ib 174 ib 290 ib Movement ×1 ×0.8 ×0.6 ×0.4 <0.2 Ground Yud 1 yd 1 yd 2 yd 1 yd Water 1 yd 1 yd 1 yd 1 yd 1 yd Carcon Yud 1 yd 1 yd 1 yd Movement ×1 ×0.8 ×0.6 ×0.4 <0.2 Ground Yud 1 yd 1 yd 1 yd Mater 1 yd 1 yd 1 yd 1 yd 1 yd LiFTING FEATS 1-Hand 2-Hand Shove / Carry on Shift Name Lift Lift 1 Urit 1 Over+ Back S Slightly Basic 58 ib 232 ib 348 ib 435 ib 1450 ib * Takes 2 seconds to complete + 1 bouble with a running stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + Takes 4 seconds to complete + 1 bouble with a vaning stat + 1 bouble with a vaning vaning stat + 1 bouble with a vaning vaning stat + 1 bouble with	Taste/Sme	II 15	Broad	d Jump	4	yd				
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Dodge 11 10 9 8 7 LIFTING FEATS 1-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 complete : # Double with a running start * Takes 4 seconds to complete : # Double with a running start * Takes 4 seconds to complete : # Lose 1 FP/sec while over X-Hvy enc. Features: Tal: neither a manipulator nor enough of a problem to interfere with armor Description: Cal-folk are the most common ofte so-called beast-men. Racial ST Penalty -1 (Size, +0%) [-10 Cattall (D. B41) [10 Claws (Sharp Claws) {p. B42} [5 [5 Combat Reflexes {p. B43} [15 [10 [5 [5 [10 Teeth (Sharp Teeth) {p. B91} [1 [1 [10 [10 [20 [20 Phobia (Entering Water; 15 or less, *0.5) {p. B148} [-2 [20 [20 [20 [20 [20 [20	vvaler	I Y	u			yu				
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Catfall {p. B41} 10 Roll: 15 (DX) 10 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 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. 0 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' CultTURAL FAMILIARITIES Native Pts Cat-Folk (Native) {p. B23} 0 Non-native Pts Human {p. B23} 1 LANGUAGES Native 0 Non-native Spoken Written Pts </td <td>Cat-Folk (D Features: Tail: armor</td> <td>Dungeon Fanneither a man</td> <td>antasy) ipulator no</td> <td>{p. DF3</td> <td>MET 3:5}</td> <td>A-TR</td> <td>AITS</td> <td></td> <td></td> <td>Pts</td>	Cat-Folk (D Features: Tail: armor	Dungeon Fanneither a man	antasy) ipulator no	{p. DF3	MET 3:5}	A-TR	AITS			Pts
Roll: 15 (DX) Image: 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. [0] 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' CultTURAL FAMILIARITIES Native Pts Cat-Folk (Native) {p. B23} [0] Non-native Pts Human {p. B23} [1] LANGUAGES Native Native [0] <td>Cat-Folk (E Features: Tail: armor Description: Ca</td> <td>Dungeon F neither a man at-folk are the i</td> <td>antasy) ipulator no most comm</td> <td>{p. DF3 r enough</td> <td>MET 3:5}</td> <td>A-TR</td> <td>AITS</td> <td></td> <td></td> <td>Pts [40</td>	Cat-Folk (E Features: Tail: armor Description: Ca	Dungeon F neither a man at-folk are the i	antasy) ipulator no most comm	{p. DF3 r enough	MET 3:5}	A-TR	AITS			Pts [40
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. 0 REACTION MODIFIERS Appearance: +0 Status: +0 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 Native Spoken Native 0 Non-native Spoken	Cat-Folk (E Features: Tail: armor Description: Ca Racial S	Dungeon Fineither a man at-folk are the T Penalty	antasy) ipulator no most comm	{p. DF3 r enough	MET 3:5}	A-TR	AITS			Pts [40 [-10
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 Descriptor: You're called "archer," "stalker," and "tracker," and you've filled all three roles in the past. [0 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 Native Spoken Native Qoken Non-native Spoken	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p	Dungeon Fineither a man at-folk are the in T Penalty b. B41}	antasy) ipulator no most comm	{p. DF3 r enough	MET 3:5}	A-TR	AITS			Pts [40 [-10
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. 0 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 Native Spoken Native 0	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D)	Dungeon Fineither a man at-folk are the r T Penalty D. B41}	antasy) ^{ipulator} no most comm -1 (Size	{p. DF3 r enough non ofte so , +0%)	MET 3:5}	A-TR	AITS			Pts [40 [-10 [10
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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. 0 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 Native Spoken Written Non-native Spoken Written Non-native Spoken Written	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat	Dungeon Fr neither a man at-folk are the T Penalty D. B41} Sharp Claw Reflexes {	antasy) ipulator no most comm -1 (Size /s) {p. B p. B43}	{p. DF3 r enough non ofte so , +0%)	MET 3:5}	A-TR	AITS			Pts [40 [-10 [10 [5 [15
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. [0 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 Native) {p. B24} Native 0 Non-native Spoken Written Pts Catish (Native) {p. B24} Native 0 Non-native Spoken Written Pts	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis	Dungeon F- neither a man at-folk are the i T Penalty - 5. B41} 5) Sharp Claw Reflexes { sion 5 {p. E	antasy) ipulator no most comm -1 (Size /s) {p. B p. B43} 371}	{p. DF3 r enough non ofte so , +0%)	MET 3:5}	A-TR	AITS			Pts [40 [-10 [10 [5 [15 [5
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. [0 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 Native Spoken Written Native Spoken Written	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S	Dungeon F- neither a man at-folk are the i T Penalty - 5. B41} 5. Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B8	antasy) ipulator no most comm -1 (Size /s) {p. B p. B43} 371} 39}	{p. DF3 r enough non ofte so , +0%)	MET 3:5}	A-TR	AITS			Pts [40 [-10 [10 [5 [15 [5
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. [0 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 Native Spoken Written Non-native Spoken Written Non-native Spoken Written	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S	Dungeon F neither a man at-folk are the r T Penalty b. B41} 0 Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B8 Sharp Teetl	antasy) ipulator no most comm -1 (Size /s) {p. B p. B43} 371} 39}	{p. DF3 r enough non ofte so , +0%)	MET 3:5}	A-TR	AITS			Pts [40 [-10 [10 [5 [15 [5
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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. 0 REACTION MODIFIERS Appearance: +0 5 Status: +0 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 Native Spoken Written Pts Catish (Native) {p. B24} Native 0 Non-native Spoken Written Native Spoken Written Pts	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsion	Dungeon F, neither a man at-folk are the d T Penalty D. B41} Sharp Claw Reflexes { Sion 5 {p. E ST 2 {p. Bf sharp Teett B100} eness (12	antasy) ipulator no most comm -1 (Size //s) {p. B p. B43} 371} 39} n) {p. B9 or less,	{p. DF3 r enough non ofte so , +0%) 42}	MET 3:5} of a pro	Delem to	AITS			Pts [40 [-10 [10 [55 [15 [55 [10 [11 [11 [-10
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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} Mon-native Pts Human {p. B23} [LANGUAGES Native Spoken Written Pts Catish (Native) {p. B24} Native 0 Non-native Spoken Written Pts	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsivy Laziness Phobia (Scout (Dur Description: You	Dungeon F. neither a man at-folk are the T Penalty D. B41} Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B4 Sharp Teeth 8100} eness (12 s {p. B142} Entering V ngeon Fant ou're called "ar he past.	antasy) ipulator no most comm -1 (Size rs) {p. B p. B43} 371} 39} n) {p. B9 or less, vater; 1 tasy) {p. coher, " "sta	<pre>{p. DF3 r enough non ofte sc , +0%) 42} 42} 41} *1) {p. 5 or less DF1:10 [ker," and</pre>	MET 3:5} of a pro- o-callec B139 S, *0. 2} "tracke	A-TR bblem te d beast } 5) {p. r," and	b interference men. B148 you've	ere with		Pts [40 [-10 [10 [55 [15 [55 [10 [11 [-10 [-10 [-2
* 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 Pts Native Spoken Written Pts Catish (Native) {p. B24} Native 0 Non-native Spoken Written Pts	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsivi Laziness Phobia (Scout (Dur Description: Yo three roles in the Appearance	Dungeon F. neither a man at-folk are the T Penalty D. B41} Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B4 Sharp Teeth 8100} eness (12 s {p. B142} Entering V ngeon Fant ou're called "ar he past.	antasy) ipulator no most comm -1 (Size rs) {p. B p. B43} 371} 39} n) {p. B9 or less, vater; 1 tasy) {p. coher, " "sta	<pre>{p. DF3 r enough non ofte sc , +0%) 42} 42} 41} *1) {p. 5 or less DF1:10 [ker," and</pre>	MET 3:5} of a pro- o-callec B139 S, *0. 2} "tracke	A-TR bblem te d beast } 5) {p. r," and	b interference men. B148 you've	ere with		Pts [40 [-10 [10 [55 [15 [55 [10 [11 [-10 [-10 [-2
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Human {p. B23} [1] LANGUAGES Vritten Pts Catish (Native) {p. B24} Native Native 0 Non-native Spoken Written Pts	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsivy Laziness Phobia (Scout (Dur Description: You three roles in the Appearanc Status: +0 Other: +0 Conditiona individuals, (Adventurin from 'Paran	Dungeon F. neither a man at-folk are the T Penalty - D. B41} Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B4 sharp Teeth alto} eness (12 s {p. B142} Entering V rgeon Fant ou're called "ar he past. e: +0	antasy) ipulator no most comm -1 (Size rs) {p. B p. B43} 371} 39} n) {p. B9 or less, vater; 1{ tasy) {p. cher," "sta REAC1 tdoorsman confidence)' when in (ULTUR	<pre>{p. DF3 r enough of non ofte sc , +0%) 42} *1) {p. 5 or less DF1:1(lker," and FION M ", +2 from when exp dangerous</pre>	MET MET 3:5} 3:5} 3:5 	A-TR bblem to d beast d beast 5) {p. 5) {p. 7," and 7 7 7 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8	B148 binterfer men. B148 you've binterfer bint	ere with	g or n	Pts [40 [-10 [10 [5 [15 [5 [15 [10 [-10 [-10 [-10 [-10 [-2 [0
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Non-native Spoken Written Pts	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsive Laziness Phobia (Scout (Dur Description: Yo three roles in the Appearanc Status: +0 Other: +0° * Conditiona individuals, (Adventur from 'Paran Native Cat-Folk (N Non-native Human {p.	Dungeon F. neither a man at-folk are the r T Penalty : D. B41} Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B4 sharp Teeth sharp Teeth sharp Teeth sharp Teeth sharp Claw eness (12 s {p. B142} Entering V recalled "ar ne past. e: +0 al: +2 from 'Over g companions oia' C Native) {p. I	antasy) ipulator no most comm -1 (Size /s) {p. B p. B43} 371} 39} or less, /ater; 1 iasy) {p. BS or less, /ater; 1 iasy) {p. Cher," "sta REAC1 Itdoorsman confidence')' when in or ULTUR B23}	<pre>{p. DF3 r enough (</pre>	MET 3:5} of a pro- of a pro- of a pro- s-callec B1399 B1399 B1399 B1399 S, *0.0 P "tracke ODIF 'Overco- s situati MILIA AGES	A-TR bblem to d beast d beast 5) {p. 5) {p. 5) {p. 5) {p. 7," and 6) {p. 6) {p. 6) {p. 7} {p. 7} {p.	B148 you've b cce' whe ss, +2 fr ES	ere with filled al en youn om 'See	g or n	Pts [40 [-10 [10 [5 [15 [5 [15 [-5 [10 [-10 [-10 [-10 [-2 [0
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Common {p. B24} Broken [2]	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsive Laziness Phobia (Scout (Dur Description: Yoc three roles in the Appearanc Status: +0 Other: +0 * Conditiona individuals, (Adventurin from 'Paran Native Cat-Folk (Native Catish (Native)	Dungeon F, neither a man at-folk are the I T Penalty D. B41} Sharp Claw Reflexes { Sion 5 {p. E Sion 5 {p. E ST 2 {p. B4 Sion 5 {p. E ST 2 {p. B4 Barbarbarbarbarbarbarbarbarbarbarbarbarba	antasy) ipulator no most comm -1 (Size rs) {p. B p. B43} 371 39 or less, vater; 1 casy) {p. BC or less, vater; 1 casy) {p. Cher," "sta REACT rtdoorsman confidence')' when in o ULTUR B23}	<pre>{p. DF3 r enough (</pre>	MET S:5} of a pro- of a pro- of a pro- s:100 B139 B139 B139 S; *0.0 Pro- s; *0.0 Pro-	A-TR bblem to d beast d beast f) f) f) f) f) f) f) f) f) f) f) f) f)	B148 you've b cce' whether so, +2 fit so, +2	ere with and an	g or n	Pts [40 [-10 [10 [15 [15 [15 [15 [15 [10 [-10 [-10 [-10 [-2 [0 Pts [0 Pts [1 Pts [0
	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsive Laziness Phobia (Scout (Dur Description: Yc three roles in th Appearanc Status: +0 Other: +0° Chere roles in th Appearanc Status: +0 Other: +0° Chere roles in th Conditiona individuals, (Adventure form 'Paran Native Cat-Folk (N Non-native Catish (Native	Dungeon F, neither a man at-folk are the I T Penalty 5 D. B41} Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B4 Sharp Teeth B100} eness (12 s {p. B142} Entering W ngeon Fant ou're called "ar he past. e: +0 al: +2 from 'Ou -2 from 'Overc g companions oia' C Native) {p. B2 B23} tive) {p. B2 B	antasy) ipulator no most comm -1 (Size rs) {p. B p. B43} 371 39 or less, vater; 1 casy) {p. BC or less, vater; 1 casy) {p. Cher," "sta REACT rtdoorsman confidence')' when in o ULTUR B23}	<pre>{p. DF3 r enough (</pre>	MET 3:5} of a pro- of a pro- of a pro- s-callec B139 B139 B139 S, *0. 'Overco- situation Voverco- situation AGES Spok Natin Spok	A-TR bblem to d beast d beast f) f) f) f) f) f) f) f) f) f) f) f) f)	B148 you've bice' whether some comparison of the second some compa	ere with and an	g or n	Pts [40 [-10 [10 [15 [15 [15 [15 [15 [10 [-10 [-10 [-10 [-2 [0 Pts [0 Pts [1 Pts [0
	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Teeth (S Fur {p. B Impulsive Laziness Phobia (Scout (Dur Description: Yoc three roles in the Appearanc Status: +0 Other: +0 * Conditiona individuals, (Adventurin from 'Paran Native Cat-Folk (Native Catish (Native)	Dungeon F, neither a man at-folk are the I T Penalty D. B41} Sharp Claw Reflexes { Sion 5 {p. E Sion 5 {p. E ST 2 {p. B4 Sion 5 {p. E ST 2 {p. B4 Barbarbarbarbarbarbarbarbarbarbarbarbarba	antasy) ipulator no most comm -1 (Size rs) {p. B p. B43} 371 39 or less, vater; 1 casy) {p. BC or less, vater; 1 casy) {p. Cher," "sta REACT rtdoorsman confidence')' when in o ULTUR B23}	<pre>{p. DF3 r enough (</pre>	MET S:5} of a pro- of a pro- of a pro- s:100 B139 B139 B139 S; *0.0 Pro- s; *0.0 Pro- Pro	A-TR bblem to d beast d beast f) f) f) f) f) f) f) f) f) f) f) f) f)	B148 you've b cce' whether so, +2 fit so, +2	ere with and an	g or n	Pts [40 [-10 [10 [15 [15 [15 [15 [15 [10 [-10 [-10 [-10 [-2 [0 Pts [0 Pts [1 Pts [0
	Cat-Folk (E Features: Tail: armor Description: Ca Racial S Catfall {p Roll: 15 (D) Claws (S Combat Night Vis Striking S Treth (S Fur {p. B Impulsivy Laziness Phobia (Scout (Dur Description: Yo three roles in th Appearanc Status: +0 Other: +0* * Conditiona individuals, (Adventurin from 'Paran Native Cat-Folk (N Non-native Catish (Native)	Dungeon F, neither a man at-folk are the I T Penalty 5 D. B41} Sharp Claw Reflexes { sion 5 {p. E ST 2 {p. B4 Sharp Teeth B100} eness (12 s {p. B142} Entering W ngeon Fant ou're called "ar he past. e: +0 al: +2 from 'Ou -2 from 'Overc g companions oia' C Native) {p. B2 B23} tive) {p. B2 B	antasy) ipulator no most comm -1 (Size rs) {p. B p. B43} 371 39 or less, vater; 1 casy) {p. BC or less, vater; 1 casy) {p. Cher," "sta REACT rtdoorsman confidence')' when in o ULTUR B23}	<pre>{p. DF3 r enough (</pre>	MET 3:5} of a pro- of a pro- of a pro- s-callec B139 B139 B139 Stracke ODIF 'Overco- serienco- se	A-TR bblem to d beast d beast f) f) f) f) f) f) f) f) f) f) f) f) f)	B148 you've bice' whether some comparison of the second some compa	ere with and an	g or n	Pts [40 [-10 [10 [5 [15 [5 [15 [-10 [-10 [-10 [-10 [-10 [-2 [0 Pts [0 Pts [1 Pts [0 Pts [0 Pts [1



ADVANTAGES	
Name	Pts
Heroic Archer {p. DF1:14}	[20]
Outdoorsman 2 {p. B90}	[20]
Description: Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival,	1
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}	i -1i
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Prejudiced against Gargoyles {p. B163}	i -1i

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 Proodeward (n. P200)	18	DX+3	[10]
Broadsword {p. B208} Parry: 13	18	DX+3	[12]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	16*	DX+1	11
Fast-Draw (Sword) {p. B194}	16*	DX+1	11
Garrote {p. B197}	15	DX+0	i 1i
Jumping {p. B203}	15	DX+0	i 11
Knot-Tying {p. B203}	15	DX+0	11
Riding (Equines) {p. B217}	14	DX-1	11
Stealth {p. B222}	14	DX-1	i 11
Throwing {p. B226}	14	DX-1	i 1i
Wrestling {p. B228}	14	DX-1	i 11
Parry: 11			
HT based	Level	Relative	Pts
HT based Hiking {p. B20}	12	HT+0	[2]
HT based			
HT based Hiking {p. B20} Running {p. B218} IQ based	12	HT+0 HT-1 Relative	[2]
HT based Hiking {p. B20} Running {p. B218} IQ based dCamouflage {p. B183}	12 11 Level 15†	HT+0 HT-1 Relative IQ+4	[2] [1] Pts [2]
HT based Hiking {p. B20} Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183}	12 11 Level	HT+0 HT-1 Relative IQ+4 IQ+1	[2] [1] Pts [2] [4]
HT based Hiking {p. B20} Running {p. B218} IQ based dCamouflage {p. B183}	12 11 Level 15† 12 11	HT+0 HT-1 Relative IQ+4	[2] [1] Pts [2] [4] [1]
HT based Hiking {p. B20} Running {p. B218} IQ based dCamouflage {p. B183} Cartography/TL3 {p. B183} First Aid/TL3 (Cat-Folk) {p. B195} Gesture {p. B198}	12 11 Level 15† 12	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1	[2] [1] Pts [2] [4] [1] [2]
HT based Hiking {p. B20} 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}	12 11 Level 15† 12 11 12 12 12†	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0	[2] [1] Pts [2] [4] [1]
HT based Hiking {p. B20} 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}	12 11 Level 15 [†] 12 11 12	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1	[2] [1] Pts [2] [4] [1] [2] [2] [1]
HT based Hiking {p. B20} 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}	12 11 Level 15† 12 11 12 12† 12† 10	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ-1	[2] Pts [2] [4] [1] [2] [2] [1] [1] [1]
HT based Hiking {p. B20} 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}	12 11 Level 15† 12 11 12 12† 12† 12† 10 12	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1	[2] [1] Pts [2] [4] [1] [2] [2] [1]
HT based Hiking {p. B20} 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}	12 11 Level 15† 12 11 12 12† 12† 10	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ-1	[2] Pts [2] [4] [1] [2] [2] [1] [1] [1]
HT based Hiking {p. B20} 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}	12 11 Level 15† 12 11 12 12† 12† 12† 10 12	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	[2] Pts [2] [4] [1] [2] [2] [1] [4] [4]
HT based Hiking {p. B20} 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}	12 11 Level 15† 12 11 12 12† 12† 10 12 12 12	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+0 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	[2] [1] Pts [2] [4] [1] [2] [2] [2] [1] [4] [4]
HT based Hiking {p. B20} 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}	12 11 Level 15† 12 11 12 12† 12† 10 12 12 12 12 Level	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 Relative Per+0 Per-1	[2] [1] Pts [[4] [1] [2] [1] [1] [4] [4] [4] Pts
HT based Hiking {p. B20} 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}	12 11 15† 12 11 12 12† 12† 12† 12 12 12 12 12 12 12 12 15 14 16†	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 Relative Per+0 Per-1 Per+1	[2] [1] Pts [[4] [2] [1] [2] [1] [4] [4] [4] Pts [[2] [1]
HT based Hiking {p. B20} 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}	12 11 15† 12 11 12 12† 12† 12† 12 12 12 12 12 12 12 12 12 15 14 16†	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1	[2] [1] Pts [2] [4] [2] [2] [2] [1] [1] [4] [4] Pts [2] [1] [1] [1]
HT based Hiking {p. B20} 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}	12 11 15† 12 11 12 12† 12† 12† 12 12 12 12 12 12 12 12 15 14 16†	HT+0 HT-1 Relative IQ+4 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 Relative Per+0 Per-1 Per+1	[2] [1] Pts [[4] [2] [1] [2] [1] [4] [4] [4] Pts [[2] [1]

MELEE ATTACKS							
Name	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		_	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Arrow (Icy, Bodkin)	-	+2 ice	_	-	-	-	-	-	_	-	
Arrow (Icy, Bodkin)	-	+2 ice	_	-	-	-	-	-	-	-	
Composite Bow (Elven, Accuracy,	20	1d+7 imp	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Puissance): Primary											
Composite Bow (Elven, Accuracy,	20	1d+7(2) pi	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Puissance): Bodkin Point											

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					SIZE AND SPEED/RANGE TABLE						
1–2		3–4		5–8	Spd/R	ng Size	Measure	Spd/Rr	ng Size	Measure	
1d-3		1d-2		1d-1	0	0	2 yd	-8	+8	50 yd	
PARRY	PARRY	BLOCK	DODGE	OTHER	-1	+1	3 yd	-9		70 yd	
				OTTIEN	-2	+2	5 yd	-10		100 yd	
13*	11*	9*	10/11*		-3	+3	7 yd	-11		150 yd	
Broadsword	DX	DX	Light		-4	+4	10 yd	-12		200 yd	
Eyes	Skull		. HP	#	-5	+5	15 yd	-13		300 yd	
DR: 0	DR: 4/2*+2	Loc		#	-6	+6	20 yd	-14		500 yd	
DB: 0	DB: 0	Eye			-7	+7	30 yd	-15	+15	700 yd	
Neck	Face	Sku			See also:	Size and Speed	<i>Range Table</i> , p. B55	0.			
DR: 4/2* DB: 0	DR: 0 DB: 0					HUI	MANOID HIT L	OCATIC	N TABLE		
			-		Roll	Location	Mod.	Roll	Location	Mod.	
Torso DR: 4/2*					3–4	Skull	-7(f)/-5(b)	-	Vitals [†]	-3	
DB: 0	- Am	: 4/2* Arm				Face	-5(f)/-7(b)		Eye‡	-9	
	DB					Right Leg	-2		Ear	-7	
H		ands Log				Right Arm	-2		Nose	-7	
		R: 2* Eeg B: 0 Fee				Chest*	_		Jaw	-6	
		0.0	nus DR: 0			Abdomen*	-1		Spine§	-8	
15			ius DR: 0 ius DB: 0			Left Arm	-2		Limb Vein/Artery		
100	Groi					Left Leg	-2		Neck Vein/Artery		
		4/2* Not	es:		-	Hand	-4		Arm/Leg Joint**	-5	
	DB:				-	Foot	-4		Hand/Foot Joint*		
					17–18		-5		Groin	-3	
	Legs DR: 4/2* DB: 0 Feet DR: 2* DB: 0 n 'Combat Reflexes				† Only tar ‡ Only tar § Only tar ¶ Only tar ** Only tar See also:	getable by crush getable by impal getable by crush getable by cuttin rgetable by crush <i>Hit Location</i> , p. E	ing, impaling, piercir ing, piercing, and tig ing, cutting, impaling g, impaling, piercing ning, cutting, piercing	ng, and tight ht-beam bur , piercing, a , and tight-b , and tight-t umanoid Hit	1d: 1 is a vitals hit inst -beam burning attacks ming attacks and tight-beam burning eam burning attacks beam burning attacks <i>Location Table</i> , p. B55	attacks	

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP			
12111098	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			
76543	-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 effect	HP loss effects are cumulative with each other and any effects suffered from FP loss.							

Iess 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

-5×HP or less: Immediate death.

FP 0 FP 12111098 0-1-2-3-4 76543 -5-6-7-8-9 21 -0-11	 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 unconsciousnes; you can no longer lose FP, further FP costs are lost from your HP instead.

	LOAD-OUTS	_				LOAD-OUTS (continued)	-	
Qty 1	« Combat » Combat	Cost 62709	Weight 48.9 lb	Qty 1	Rucksack Quick-Release	se Backpack {p. DF1:25}	Cost 8039	Weight 38.96 lb
	Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you	ssigned to it a	s "Children."	2		(per 10 yards) {p. B288}	10	3 lb
	together under the parent item if you wish. To make an iter	n a "child" righ	nt click on it	1	Description: T Canteen {	L:1 Notes: Supports 300lbs.	10	3 lb
	and select "Make Child of " The child items will be hidder the child items by right clicking on the parent and selecting				Description: N	otes: Canteen. Miniature wooden barrel		
	Once displayed the children will be shown in a "tree" formation	at under the pa	arent. Any	28		i 1 quart of liquid (2 lbs. if water). rool (Utility) {p. DF1:28}	560	14 lk
	item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically de			20		eneric blade venom made from giant ce		
1	Belt	0	-		whatever else	is in season. Often used on whole quive victim must make an immediate HT roll	ers of arrows be	ecause it's
1	Description: Parent Item Armor	20339	29.5 lb	1		sheets {p. DF1:24}	20	1 lk
1	Description: Parent Item	20009	29.0 10		Description: N	otes: Paper, 20 Sheets. Heavy papyrus	or similar, suita	ble for maps
1	Boots {p. B284}	80	3 lb	1	or magical wri	tings. it {p. B288}	50	2 lb
	Description: TL:2 LC: DR:2* Locations: feet Notes under clothing.	: [1] Concealat	ole as or		Description: T	L:3 Notes: Quills, inkbottles, penknife, p		
	Notes: [1]			1	Pouch {p.		2249	2.56 oz
1	Location: feet Leather Gloves {p. B284}	30	_	2	Platinun	otes: Holds 3 lbs. of small items (coins, n Franc	2000	5.12 d
	Description: TL:1 LC: DR:2* Locations: hands			3	Silver P		30	7.68 d
1	<u>Location: hands</u> Mail Sleeves (Superlight)	2545	4.5 lb	9	Copper	Farthing	9	1.44 oz
	{p. B283}	2040	4.5 10	2	Gold Ma		200	5.12 d
	Description: TL:2 LC:3 DR:4/2* Locations: arms Not	es: [3] Split DF	R: use the	1		{p. DF1:24} otes: Cloth bandages for half-dozen wo	10 Junda Basis agu	1 lk
	lower DR against crushing attacks. Notes: [3]				First Aid skill.	oles. Cloth bandages for hair-dozen wo	unus. Dasic equ	
	Location: arms			3		{p. DF1:25}	150	4.8 oz
1	Mail Leggings (Superlight) {p. B283}	5390	7.5 lb	5	Strength F	asic equipment for Lockpicking skill.	1250	2.5 lk
	(p. D203) Description: TL:2 LC:3 DR:4/2* Locations: legs Note	es: [3] Split DB	: use the	Ŭ	Usernotes: Ad	ds 1d to DX. The subject also	1200	2.0 10
	lower DR against crushing attacks.					e, as per Bravery spell e duration of 1h		
	Notes: [3] Location: legs			25		, Bodkin) {p. B275}	625	2.5 lk
1	Mail Hauberk (Superlight)	10820	12.5 lb	05	Notes:	Dedkin) (n. DOZE)		0.5.1
	{p. B283}	in Noton (01.0		25	Notes:	e, Bodkin) {p. B275}	0	2.5 lk
	Description: TL:2 LC:3 DR:4/2* Locations: torso, gro the lower DR against crushing attacks.	om Notes: [3] a	spiit DR: use	5		nd Carrying (Drinkable)	1500	2.5 lk
	Notes: [3] Location: torso, groin					e subject's encumbrance levels		
1	Mail Coif (Superlight) {p. B284}	1474	2 lb			by 4 – so, if his extraheavy is normally 200,		
	Description: TL:2 LC:3 DR:4/2* Locations: skull, net	k Notes: [3] S				0! Encumbrance effects		
	the lower DR against crushing attacks. Notes: [3]				are not affecte	vith spells (e.g., Teleport) ed. It works on animals,		
<u> </u>	Location: skull, neck				and can be us carry more.	ed to let a load-beast		
1	Ordinary Clothes {p. B266} Description: One complete outfit, ranging in quality from	0 Castoff rage t	2 lb		Duration: 1d+	1 hours.		
	fashions, depending on Status. At minimum: undergarn	nents, plus a tu	unic, blouse,		Form: Any. Cost: \$300			
	or shirt with hose, skirt, or trousers - or a long tunic, rol footwear. 20% of cost of living; 2lbs.	be or dress - a	nd suitable	1	Luck Potic	n (Drinkable)	1300	8 02
1	Delvers Webbing {p. DF1:25}	160	9.4 lb		Usernotes: Th (p. B66).	e subject has the Luck advantage		
	Description: Notes: Belt and suspenders with pouches gadgets, knives, etc. Readying a carried item takes jus				Duration: 2d g			
	and is a free action with a suitable Fast-Draw roll. Give	s +1 to DX and			Form: Any for Cost: \$1,300	n.		
14	rolls to reach these items. Rumored to be the work of b Arrow (Meteoric) {p. B275}	rownies!	1.4 lb			Totals:	8039	38.96 lk
25	Arrow (Icy, Bodkin) {p. B275}	0	2.5 lb	Qty	Wagon		Cost	Weigh
	Notes:	0		1	Wagon		3235	113 lk
25	Arrow (Fire, Bodkin) {p. B275}	0	2.5 lb			CA a "Parent" item can have other traits an organizational structure, allowing you		
1	Notes: Potion Belt {p. DF1:25}	2160	4 lb		together under th	e parent item if you wish. To make an ite	em a "child" righ	nt click on it
	Description: Notes: Belt with four slots, each of which o	an carry one 'g	grenade'			Child of" The child items will be hidde right clicking on the parent and selectin		
	bottle or two potion vials. Wearer can reach them with Padding removes risk of accidental breakage and gives				Once displayed the	ne children will be shown in a "tree" form	nat under the pa	arent. Any
	deliberate attacks.					ned as a parent by right clicking on it a for convenience, as it is automatically de		
2	Major Healing Potion (Drinkable)	700	1 lb	10	Traps, Mir	ii-trap {p. DF1:25}	800	25 lk
	{p. DF1:29} Description: Heals 2d HP.				Description: S	pring-loaded leg-hold traps. Roll vs. Tra victim must break free from trap's ST to	ups to set. If cha	ined or
2	Battle Potion (Drinkable)	700	1 lb	10		n trap {p. DF1:25}	1800	60 lk
	Usernotes: Adds 1d to DX. The subject also				Description: S	pring-loaded leg-hold traps. Roll vs. Tra		ained or
	becomes Brave, as per Bravery spell (p. 134), for the duration of 1h			100		victim must break free from trap's ST to dkin) {p. B275}	move away; 1d 200	<u>+1 cr, ST 12</u> 10 lk
2	Major Paut (Drinkable)	700	1 lb	100	Arrow (DO	/ 1 /	200	10 lk
	{p. DF1:29}			1		kable) {p. DF1:29}	135	8 02
1	Description: Restores 8 FP depleted for magic. Composite Bow (Elven, Accuracy,	40050	4 lb		Description: R	estores 4 FP depleted for magic.		
· •	Puissance) {p. B275}	40000		1	Sack {p. D	<pre>IF1:24} otes: Holds 40 lbs. of loot. Requires two</pre>	30 bands or a pol	3 lb
	Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST				5			
	Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow crossbow is \$2. A dart for a blowpipe, or a lead pellet for			1		icket {p. B283}	50	4 lk
	Sling stones are free.		0		under clothing	L:1 LC: DR:1* Locations: arms, torso N	votes: [1] Conce	aladie as ol
	Notes: [3][3]	62709	48.9 lb		Notes: [1]			
	I otale:	02.00		1	Location: arms	s, torso elm {p. B284}	20	8 02
Otv	Totals:	Cost	Waiaht					5 52
	Rucksack	Cost 8039	Weight		Description: T	L:1 LC:4 DR:2 Locations: skull, face		
	Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a f	8039	38.96 lb			L:1 LC:4 DR:2 Locations: skull, face	_	112 14
	Rucksack Quick-Release Backpack {p. DF1:25}	8039	38.96 lb		Description: T	L:1 LC:4 DR:2 Locations: skull, face	3235	113

SCRATCH	I PAD	
NOTE Will Double Shot lernen (Siehe D		
	n'i i i owerups)	Dia
POINTS SUMMARY Basic Attributes, Secondary Charact	eristics [Pts 179]
Advantages, Perks	[103]
Disadvantages, Quirks		-55]
Skills, Techniques	Total Dainta Creante	70]
	Total Points Spent: Unspent Points:	297 -1
CAMPAIG		
Points: (logged) 46 + (other)	0 = (total) 46	
<pre><enter caption="" here=""> <enter here="" notes=""></enter></enter></pre>		
28.11.2011: 9 pts <enter caption="" here=""></enter>		
<pre><enter capiton="" nere=""></enter></pre>		
28.11.2011: 13 pts		
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		
Initial Character Creation		
Character created using GURPS C	haracter Assistant 4	
Character created using GURPS C Blut & Schätze vs. Forgotten Realm		
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