



CHARACTER SHEET

Name: Chilblane
 Race: Cat-Folk
 Appearance: Ausfüllen

Player: Philipp Koschmann
 Spent: 297
 Ht: Ausfülle Wt: Ausfüllen Age: Ausfülle Unspent: -1

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', +65983 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]
Prejudiced against Gargoyles {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							
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 (lcy, Bodkin)	-	+2 ice	-	-	-	-	-	-	-	-	
Arrow (lcy, Bodkin)	-	+2 ice	-	-	-	-	-	-	-	-	
Composite Bow (Elven, Accuracy, Puissance): Primary	20	1d+7 imp	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Composite Bow (Elven, Accuracy, Puissance): Bodkin Point	20	1d+7(2) pi	3	320 yd / 400 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*	10/11*	
Broadsword	DX	DX	Light	

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	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.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Combat 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.	62709	48.9 lb
1	Belt Description: Parent Item	0	-
1	Armor Description: Parent Item	20339	29.5 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 Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Mail Sleeves (Superlight) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms	2545	4.5 lb
1	Mail Leggings (Superlight) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: legs	5390	7.5 lb
1	Mail Hauberk (Superlight) {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: torso, groin Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: torso, groin	10820	12.5 lb
1	Mail Coif (Superlight) {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	1474	2 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
1	Delves Webbing {p. DF1:25} Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readyng a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!	160	9.4 lb
14	Arrow (Meteoric) {p. B275}	0	1.4 lb
25	Arrow (Icy, Bodkin) {p. B275} Notes:	0	2.5 lb
25	Arrow (Fire, Bodkin) {p. B275} Notes:	0	2.5 lb
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	2160	4 lb
2	Major Healing Potion (Drinkable) {p. DF1:29} Description: Heals 2d HP.	700	1 lb
2	Battle Potion (Drinkable) Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	700	1 lb
2	Major Paut (Drinkable) {p. DF1:29} Description: Restores 8 FP depleted for magic.	700	1 lb
1	Composite Bow (Elven, Accuracy, Puissance) {p. B275} Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10+ 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]	40050	4 lb
Totals:		62709	48.9 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).	8039	38.96 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

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	8039	38.96 lb
2	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	10	3 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
28	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.	560	14 lb
1	Paper, 17 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.)	2249	2.56 oz
2	Platinum Franc	2000	5.12 dr
3	Silver Penny	30	7.68 dr
9	Copper Farthing	9	1.44 oz
2	Gold Mark	200	5.12 dr
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
3	Lockpicks {p. DF1:25} Description: Basic equipment for Lockpicking skill.	150	4.8 oz
5	Strength Potion Usernotes: Adds 1d to DX. The subject also becomes Brave, as per Bravery spell (p. 134), for the duration of 1h	1250	2.5 lb
25	Arrow (Icy, Bodkin) {p. B275} Notes:	625	2.5 lb
25	Arrow (Fire, Bodkin) {p. B275} Notes:	0	2.5 lb
5	Feitching and Carrying (Drinkable) Usernotes: The subject's encumbrance levels are multiplied by 4 - so, if his extraheavy encumbrance is normally 200, it becomes 800! Encumbrance effects having to do with spells (e.g., Teleport) are not affected. It works on animals, and can be used to let a load-beast carry more. Duration: 1d+1 hours. Form: Any. Cost: \$300	1500	2.5 lb
1	Luck Potion (Drinkable) Usernotes: The subject has the Luck advantage (p. B66). Duration: 2d game-hours. Form: Any form. Cost: \$1,300	1300	8 oz
Totals:		8039	38.96 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.	3235	113 lb
10	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.	800	25 lb
10	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.	1800	60 lb
100	Arrow (Bodkin) {p. B275}	200	10 lb
100	Arrow {p. B275}	200	10 lb
1	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	135	8 oz
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
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
Totals:		3235	113 lb

