



CHARACTER SHEET

Name: Mogritz Korribin  
 Race: Goblins  
 Appearance:

Player: Samuel Ritschard  
 Ht: 1.50m Wt: 50kg Age:

Spent: 171  
 Unspent: 3

ST 8*	[ 0]	HP 8	[ 0]	Basic Speed 5	[ -10]
DX 11†	[ 0]	Will 14	[ 0]	Basic Move 5	[ 0]
IQ 14†	[ 60]	Per 12	[ -10]	BL 13 lb	(ST×ST)/5
HT 11	[ 10]	FP 11	[ 0]	Thr 1d-3	Sw 1d-2
TL 3	[ 0]			SM +0	

\* Includes: -2 from 'Racial ST Penalty' † Includes: +1 from 'Goblins (Banestorm)'

Vision 12	Fright Check 14	High Jump 1.67 ft
Hearing 12	Consciousness 11	Money 0*
Touch 12	Death Check 11	
Taste/Smell 12	Broad Jump 2.33 yd	

\* Includes: +1910 from 'Old Gnarled Staff (Powerstone 10)', +2000 from 'Money', -1808 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	13 lb	26 lb	39 lb	78 lb	130 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	26 lb	104 lb	156 lb	195 lb	650 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.

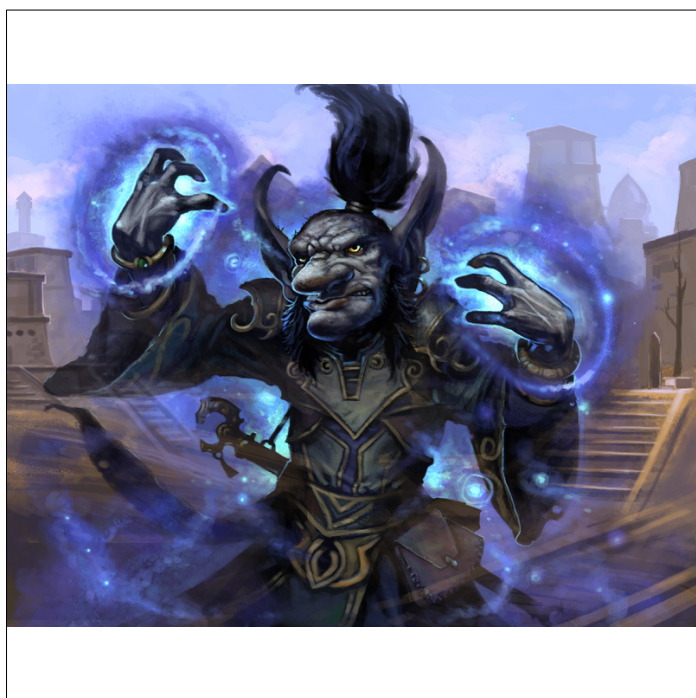
TEMPLATES AND META-TRAITS	
Name	Pts
Goblins (Banestorm) {p. BS192}	[ 19]
Description: Goblins have green skin, pointed ears, and small, sharp, white teeth. Magic fascinates many goblins, and they respect mages. There are few mighty goblin wizards, but the race produces a remarkable number of hedge magicians and dabblers. They are great traders and merchants. They travel everywhere, trading where they travel, and wherever they go, a few settle down. There are no exclusively goblin nations in Ytarria, but they are the majority in several parts of Megalos, particularly in the Duchy of Yibyork. They are small and slender; height is normal for their ST, but weight is 10 pounds less.	
Racial ST Penalty -2 (Size, +0%)	[ -20]
Night Vision 9 {p. B71}	[ 9]
Impulsiveness (12 or less, *1) {p. B139}	[ -10]

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from 'Sense of Duty (Adventuring Companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Healer', +1 from 'Merchant' when buying or selling, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved	

CULTURAL FAMILIARITIES			
Name			Pts
Megalos (Native) {p. B23}			[ 0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0]

ADVANTAGES	
Name	Pts
Healer 1 {p. B90}	[ 10]
Description: Diagnosis, Esoteric Medicine, First Aid, Pharmacy, Physician, Physiology, Psychology, Surgery, Veterinary	
Magery 3 {p. B66, BS183}	[ 30]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	



ADVANTAGES (continued)		
Name		Pts
Magery 0 {p. B66}		[ 5]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.		
Patrons (Master Adolphe; 6 or less, *1/2) {p. B72}		[ 10]
Description: A powerful individual (usually built on at least 150% of the PC's starting points) or a fairly powerful organization (assets of at least 1,000 times starting wealth for the world): 10 POINTS An extremely powerful individual (built on at least twice the PC's starting points) or a powerful organization (assets of at least 10,000 times starting wealth): 15 POINTS An ultra-powerful individual (based on as many points as the GM wants!) or a very powerful organization (assets of at least 100,000 times starting wealth): 20 POINTS An extremely powerful organization (assets of at least 1 million times starting wealth): 25 POINTS A national government or giant multinational organization (net worth incalculable), or a true god who appears personally to intervene on your behalf: 30 POINTS		
Signature Gear 4 (Old Gnarled Staff) {p. B85}		[ 4]

PERKS	
Name	Pts
Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14}	[ 1]

DISADVANTAGES	
Name	Pts
Greed (12 or less, *1) {p. B137}	[ -15]
Honesty (12 or less, *1) {p. B138}	[ -10]
Sense of Duty (Adventuring Companions; Small Group) {p. B153}	[ -5]

QUIRKS	
Name	Pts
Unused Quirk 2 {p. B163}	[ -1]
Unused Quirk 3 {p. B163}	[ -1]
Unused Quirk 4 {p. B163}	[ -1]
Unused Quirk 5 {p. B163}	[ -1]
Slightly Confused {p. B163}	[ -1]

SKILLS			
DX based	Level	Relative	Pts
Innate Attack (Projectile) {p. B201}	13	DX+2	[ 4]
Parry: 9			
Riding (Equines) {p. B217}	10	DX-1	[ 1]
Staff {p. B208}	13*	DX+2	[ 8]
Parry: 11			
Throwing {p. B226}	11	DX+0	[ 2]

SKILLS (continued)			
IQ based	Level	Relative	Pts
Alchemy/TL3 {p. 174, M210}	13	IQ-1	[ 4 ]
Area Knowledge (Yibyorak) {p. B176}	14	IQ+0	[ 1 ]
Diagnosis/TL3 (Human) {p. B187}	13†	IQ-1	[ 1 ]
Diplomacy {p. B187}	13	IQ-1	[ 2 ]
First Aid/TL3 (Human) {p. B195}	15‡	IQ+1	[ 1 ]
Herb Lore/TL3 {p. B199, M211}	13	IQ-1	[ 4 ]
Holdout {p. B200}	13	IQ-1	[ 1 ]
Hypnotism (Human) {p. B201}	12	IQ-2	[ 1 ]
Merchant {p. B209}	14	IQ+0	[ 2 ]
Naturalist (Yrth) {p. B211}	13	IQ-1	[ 2 ]
Pharmacy/TL3 (Herbal) {p. B213}	13†	IQ-1	[ 1 ]
Physician/TL3 (Human) {p. B213}	13†	IQ-1	[ 1 ]
Physiology/TL3 (Human) {p. B213}	13†	IQ-1	[ 1 ]
Poisons/TL3 {p. B214}	12	IQ-2	[ 1 ]
Psychology (Human) {p. B216}	13†	IQ-1	[ 1 ]
Research/TL3 {p. B217}	14	IQ+0	[ 2 ]
Savoir-Faire (Magical) {p. B218, F137}	14	IQ+0	[ 1 ]
Surgery/TL3 (Human) {p. B223}	12†	IQ-2	[ 1 ]
Veterinary/TL3 {p. B228}	13†	IQ-1	[ 1 ]
* Conditional: +1 from 'Weapon Bond (Old Gnarled Staff)'	† Includes: +1 from 'Healer'	‡ Includes: +1 from 'Healer'; Conditional: +1 from 'First Aid Kit'	

		MELEE ATTACKS						
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	Skill used: DX	11	-	1d-4 cr	C	-	-	
Kick	Skill used: DX-2	9	-	1d-3 cr	C,1	-	-	
Punch	Skill used: DX	11	8	1d-4 cr	C	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Old Gnarled Staff (Powerstone 10): Staff Swing	Skill used: Staff+1 Usernotes: Family Heirloom	14	12	1d cr	1, 2	7↑	4	
Old Gnarled Staff (Powerstone 10): Staff Thrust	Skill used: Staff+1 Usernotes: Family Heirloom	14	12	1d-1 cr	1, 2	7↑	4	

**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.

**RANGED ATTACKS**

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Ice Dagger	13	~1d-1 imp	3	30 yd / 60 yd	-	-	-	-	-	-	~1-3en
Ice Sphere	13	~1d cr	2	40 yd / 80 yd	-	-	-	-	-	-	~1-3en

**SLAM TABLE**

1-3 1d-3	4-6 1d-2
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PARRY	PARRY	BLOCK	DODGE	OTHER
11	8	6	7/8	
Staff	DX	DX	Light	

**Loc. HP #**

- Eyes: DR: 2\*, DB: 0
- Skull: DR: 2\*, DB: 0
- Face: DR: 2\*, DB: 0
- Neck: DR: 2\*, DB: 0
- Torso: DR: 2\*, DB: 0
- Arms: DR: 2\*, DB: 0
- Hands: DR: 2\*, DB: 0
- Legs: DR: 2\*, DB: 0
- Feet: DR: 2\*, DB: 0
- Groin: DR: 2\*, DB: 0

**HP**

- Eyes: 1
- Neck: -
- Skull: -
- Face: -
- Torso: -
- Groin: -
- Arms: 5
- Hands: 3
- Legs: 5
- Feet: 3

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

**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.

**HP** 0 HP -1xHP -2xHP -3xHP -4xHP

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 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.

**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.

SPELL GRIMOIRE								
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Body of Air	15 [1]	0	Regular/R-HT	5 sec.	1 min.	4/1	Ai	3 M24
Create Air	15 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1 M23, B243
No-Smell	15 [1]	0	Regular	1 sec.	1 hr.	2/2	Ai	1 M24, B243
Purify Air	15 [1]	0	Area	1 sec.	Instant	1	Ai	– M23, B243
Shape Air	15 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2 M24, B243
<b>Communication &amp; Empathy</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Sense Emotion	15 [1]	0	Regular	1 sec.	Instant	2	CE	1 M45, B245
Sense Foes	15 [1]	0	Inform./Area	1 sec.	Instant	2#	CE	– M44, B245
<b>Healing</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Awaken	15 [1]	1	Area	1 sec.	Instant	1	He	2 M90, B248
Cure Disease	15 [1]	1	Regular	10 min.	Instant	4	He	5 M91, F170
Detect Poison	15 [1]	0	Area/Information	2 sec.	Instant	2	PW, He	1 M166
Lend Energy	15 [1]	1	Regular	1 sec.	Perm.	Varies	He	– M89, B248
Lend Vitality	15 [1]	1	Regular	1 sec.	1 hr.	1 per HP loaned	He	1 M89, B248
Major Healing	15 [2]	1	Regular	1 sec.	Perm.	1 to 4	He	3 M91, B248
Minor Healing	15 [1]	1	Regular	1 sec.	Perm.	1 to 3	He	2 M91, B248
Neutralize Poison	15 [1]	3	Regular	30 sec.	Perm.	5	He	1 M92
Recover Energy	15 [1]	1	Special	Special	Special	none	He	1 M89, B248
Regeneration	15 [2]	2	Regular	Special#	Perm.	20	He	5 M93
Relieve Sickness	15 [1]	1	Regular/R-spell	10 sec.	10 min.	2	He	2 M90
Remove Contagion	15 [1]	1	Area	2 sec.	Instant	3	He	2 M90
Restoration	15 [2]	1	Regular	1 min.#	Perm.	15	He	4 M93
<b>Protection &amp; Warning</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Armor	15 [1]	2	Regular	1 sec.	1 min.	Varies	PW	1 M167, B253
Detect Poison	15 [1]	0	Area/Information	2 sec.	Instant	2	PW, He	1 M166
Sense Danger	15 [1]	0	Information	1 sec.	Instant	3	PW	– M166
Shield	15 [1]	2	Regular	1 sec.	1 min.	Varies	PW	– M167, B252
Watchdog	15 [1]	0	Area	10 sec.	10 hrs.	1/1	PW	1 M167
<b>Water</b>								
	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq Page
Create Water	15 [1]	0	Regular	1 sec.	Perm.	2/gal.	Wa	2 M184, B253
Ice Dagger	15 [1]	0	Missile	1 to 3 sec.	Instant	1 to Magery#	Wa	5 M188
Ice Sphere	15 [1]	0	Missile	1 to 3 sec.	Instant	1 to Magery#	Wa	4 M186
Purify Water	15 [1]	0	Special	5-10 sec./gal.#	Perm.	1/gal.	Wa	1 M184, B253
Seek Water	15 [1]	0	Information	1 sec.	Instant	2	Wa	– M184, B253
Shape Water	15 [1]	0	Regular	2 sec.	1 min.	1/1#	Wa	3 M185, B253

LOAD-OUTS				SCRATCH PAD			
Qty	« Combat »	Cost	Weight				
1	Belt {p. B289}	25	8 oz				
1	Leather Armor Suit {p. L18} Description: TL:1 LC:- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding seperately, or account for its DR and weight. Location: all	340	19.5 lb				
1	Old Gnarled Staff/TL0 (Powerstone 10) {p. LT69} Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Notes:      Usenotes: Family Heirloom	1910	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.	120	2 lb				
<b>Totals:</b>		<b>2395</b>	<b>26 lb</b>				
Qty	Everything	Cost	Weight				
1	Backpack, Small {p. B288} Description: TL:1 Notes: Holds 40 lbs. of gear.	707	41.84 lb				
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb				
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb				
2	Wineskin (4 liters of Water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb				
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb				
1	Purse {p. B288} Description: TL:0 Notes: Holds 3 lbs.	457	3.9 oz				
7	Coin: Copper Farthing {p. BS44}	7	2.24 oz				
2	Coin: Gold Mark {p. BS44}	400	1.02 oz				
10	Coin: Silver Penny {p. BS44}	40	10.24 dr				
2	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	10	3 lb				
1	Wand of Seek Plant (10 uses/15 skill)	0	-				
1	Fresh hemp bloom (200g) Usenotes: It's not quite ready to smoke but from the smell of it, it must be of the best quality. Straight from the Jesuits Herb Garden	0	1.6 oz				
1	Scribe's Kit {p. B288} Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb				
1	First Aid Kit {p. B289} Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	60	4 lb				
1	Bandages {p. B289} Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	10	2 lb				
1	Belt {p. B289}	25	8 oz				
1	Leather Armor Suit {p. L18} Description: TL:1 LC:- DR:2* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding seperately, or account for its DR and weight. Location: all	340	19.5 lb				
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<b>Totals:</b>		<b>3102</b>	<b>67.84 lb</b>				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	50
Advantages, Perks	79
Disadvantages, Quirks	-35
Skills, Techniques	44
Spells	33
<b>Total Points Spent:</b>	<b>171</b>
<b>Unspent Points:</b>	<b>3</b>

CAMPAIGN LOG		
<b>Points:</b> (logged) 24	+ (other) 0	= (total) 24
<b>Patron: Master Adolphe</b>		<b>4. Juli 2011</b>
<enter notes here>		
<i>07.04.2011: 10 pts</i>		
<b>Rätsel von Ghar</b>		
<enter notes here>		
<i>07.02.2011: 8 pts</i>		
<b>Weg nach Azer</b>		
<enter notes here>		
<i>07.01.2011: 6 pts</i>		
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4		
<i>13.06.2011: 0 pts</i>		

DESCRIPTION
Die zwei wichtigsten Dinge die Ihr entscheiden müsst sind:
o Wer bin ich? Mogritz - Goblin Healer
o Welche Rolle soll Euer Charakter (also IHR!) in diesem Abenteuer spielen? Healer
Stellt Euch folgende Fragen und schreibt Euch die Antworten dazu auf:
o Wo wurde Euer Charakter geboren und wo wuchs er auf? Yibyorak
o Wo lebt er heute? - megalos
o Hat er Geschwister, ist er verheiratet? - nein
o Kinder?- -nein
o Wer waren die Eltern des Charakters, kennt er sie überhaupt? Goblin merchants / contact on rare occasions
o Welche Ausbildung hat der Charakter? Merchant / healer
o War er ein Lehrling, ein Student oder hat er sich seine Fähigkeiten selbst beigebracht? Megalos
o Was ist seine derzeitige Stelle? Healer for the poor and destitute
o Welche anderen Jobs hat er vorher ausgeübt? merchant in Yibyorak, danach heraler in Megalos
o Welcher sozialen Schicht gehört er an? mittel
o Wie reich ist er? mittel
o Wer sind seine Freunde? -
o Wer seine Feinde? -
o Wer sind seine Arbeitskollegen? -
o Welches waren die wichtigsten Momente seines Lebens? verlassen von Yibyorak
o Was hat er gerne, was hasst er?
o Hat er irgendwelche Hobbies und Interessen?
o Wie ist sein Glaube?
o Welche moralischen Werte vertritt er?
o Was ist seine Motivation?
o Welche Pläne hat er für die Zukunft?
o Wie sieht Euer Charakter aus (In Wort und Bild)? smallish & green
o Wie gross, schwer, alt ist der Charakter? 140cm / 50kg
o Wie lautet der Vor- und Nachname Eures Charakters? Mogritz Korribin