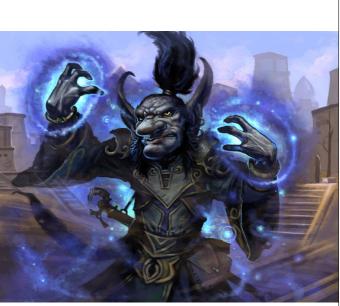


Name: Mogritz Korribin Race: Goblins Appearance:

ST	8*	[0]	HP	8	[<mark>0</mark>]	Basic Speed	5		[-	10]	
DX	11†	[0]	Will	14	[0]	Basic Move	5		[0]	
IQ	14†	[60]	Per	12	[-10]	BL	13	b	(OT (
нт	11	[10]	FP	11	[0]	Thr 1c	I-3	Sw	<u>(ST×S</u> 1d-		
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* Inclu	des: -2 froi	n 'Raci	ial ST Pe	enalty'	 	† Includ	les: +1	from 'Go	blins (E	Banes	torm)'		
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Touc			12		h Chec		11						
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Basi	C Is 2 second	ls to co	26 lb		104 lb	‡ Doubl	56 lb		95 lb		650	D	Description: Mag
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		٦	ТЕМР	LATE	S AND	D MET	A-TR	AITS					Magery advanta
Nam	e										P	ts	the Magery mod Using the Mager
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	ption: Gob fascinates												Patrons (Ma Description: A p
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	ivoly gobli	ey trave						wn. The	narte o				starting wealth for at least twice the
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hift	ADVANTAGES (continued) Name	Pts								
ghtly 50 lb	Magery 0 {p. B66}	[5]								
Pts 191	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.	,								
<u>-20]</u> 9]	Patrons (Master Adolphe; 6 or less, *1/2) {p. B72} 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									
-10]	Signature Gear 4 (Old Gnarled Staff) {p. B85}	[4]								
	PERKS									
	Name	Pts								
	Name Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53,	Pts								
JS	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14}	Pts [1]								
ing or	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name	[1] Pts								
ing or	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137}	[1] Pts [-15]								
ing or	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138}	Pts [-15 [-10								
ng or Pts	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group)	[1] Pts [-15]								
ing or	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138}	[1] Pts [-15] [-10]								
Pts 0]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group)	[1] Pts [-15] [-10]								
ng or Pts	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153}	[1] Pts [-15] [-10]								
Pts 0]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS	Pts [-15] [-10] [-5]								
Pts 0] Pts	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name	Pts 15 10 5 Pts								
Pts 0] Pts 0]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name _Unused Quirk 2 {p. B163}	[1] Pts [-15] [-10] [-5] Pts [-1]								
Pts 0] Pts 0] Pts	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Mame Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name	[1] Pts [-15] [-10] [-5] Pts [-1] [-1]								
Pts 0] Pts 0]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} _Unused Quirk 4 {p. B163}	[1 Pts [[-15 [-10 [-5 Pts [[-1 [-1								
Pts 0] Pts 0] Pts 10]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Mame Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name	[1] Pts [-15] [-5] Pts [-1 [-1] [-1] [-1] [-1]								
Pts 0] Pts 0] Pts	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name	[1] Pts [-15] [-5] Pts [-1] [-1] [-1] [-1] [-1]								
Pts 0] Pts 0] Pts 10]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name _Unused Quirk 2 {p. B163} _Unused Quirk 2 {p. B163} _Unused Quirk 4 {p. B163} _Unused Quirk 5 {p. B163} Slightly Confused {p. B163}	[1] Pts [-15] [-10] [-5] Pts [-1] [-1] [-1] [-1] [-1]								
Pts 0] Pts 0] Pts 10]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Mame Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name	[1] Pts [-15] [-10] [-5] Pts [-1] [-1] [-1] [-1] [-1] Pts								
Pts 0] Pts 0] Pts 10]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Mame Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name	[1] Pts [-15] [-10 [-5] Pts [-1 [-1 [-1 [-1] [-1] [-1] [-1] [-1] [-1] Pts								
Pts 0] Pts 0] Pts 10]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Name Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} SKILLS DX based Level Relative Innate Attack (Projectile) {p. B201} Parry: 9 Riding (Equines) {p. B217} DX -1 Staff {p. B208}	[1] Pts [-15] [-10] [-5] Pts [-1] [-1]								
Pts 0] Pts 0] Pts 10]	Weapon Bond (Old Gnarled Staff) {p. F132, HT250, MA53, PU2:9, DF1:14} DISADVANTAGES Mame Greed (12 or less, *1) {p. B137} Honesty (12 or less, *1) {p. B138} Sense of Duty (Adventuring Companions; Small Group) {p. B153} QUIRKS Name	[1] Pts [-15] [-10] [-5] Pts [-1] [-1]								

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)'	Ċ	Includes: +1 from Conditional: +1 from id Kit'	'Healer'; n 'First							

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

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
Skill used: Innate Attack (Projectile)											
Ice Sphere	13	~1d cr	2	40 yd / 80 yd	-	-	-	-	-	-	~1-3en
Skill used: Innate Attack (Projectile)											

SLAM TABLE								SIZ	E AND SPEE	D/RANGE T	ABLE		
		1–3			4-1	6		Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
		1d-3			1d-	2		0	0	2 yd	-8	+8	50 yd
PAF		PARRY	BLO	<u>c</u> v	DODGE		HER	i -1	+1	3 yd	-9	+9	70 yd
PAP		PARRI	BLU	UN	DODGE		TER	-2	+2	5 yd	-10	+10	100 yd
1	1	8	6		7/8			-3	+3	7 yd	-11	+11	150 yd
Sta	aff	DX	D	e e	Light			-4	+4	10 yd	-12	+12	200 yd
				i.				-5	+5	15 yd	-13	+13	300 yd
Eyes DR: 2*		Skull DR: 2*		Lo			#	-6	+6	20 yd	-14	+14	500 yd
DB: 0		DB: 0		Eye				-7	+7	30 yd	-15	+15	700 yd
Neck		Face		Ne				See also: Size	and Speed/F	R <i>ange Table</i> , p. B5	50.		
DR: 2* DB: 0	X	DR: 2* DB: 0		Ski				HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
UB: U		DB: U		Fac						-4 -8 -9 -10 -11 -12		-24 -25 -26 -27	
Torso				Tor				321	-5 -6 -7	-13 -14 -15	-21 -22 -23	-29 -30 -31	-37 -38 -39
DR: 2* DB: 0		Arr		Gro						ve with each other		suffered from I	P loss.
00.0			:: 2* :: 0	Arn						and Move/2 (round IT roll at -1/full mult			iousness at the
	1		lands	Hai						our next turn and ar			
	11		R: 2*	Leg					Nothing.				
)B: 0					-1×HP or le	ss: Make a H 0.	IT roll vs. death imr	nediately and to	r every tuli mu	tiple of HP below
)	X				nus DR: 0			-5×HP or le	ss: Immediat	e death.			
1	0			Bo	nus DB: <mark>0</mark>			FP	0 FP	FP loss effects	are cumulative	with each othe	er and any effects
$-\langle 0 \rangle$		Groi DR:		No	tes:			1110987		suffered from	HP loss.		
$\langle 0 \rangle^{\bullet} \langle$	0	DB:							-5 -6 -7 -8	less than 1/3			2 (round up); ST sed quantities,
	0							1	-10		such as HP	and damage.	
		Legs DR: 2*								0 FP or le	ss: Make a Will		
		DB: 0											Do Nothing, on a nediate HT roll
		Feet									vs. heart att	ack; every poi	nt of FP loss
	13	DR: 2*								-1 - FP or le	causes an e ss: Immediate u	qual loss of H	
	and a	DB: 0									longer lose	FP, further FP	costs are lost
		HUMANOI	ніті					1			from your H	P instead.	
Roll	Locatio		Mod.	Roll	Location		Mod.						
3–4	Skull		f)/-5(b)		Vitals [†]	-	-3	1					
5	Face		f)/-7(b)	-	Eye‡		-9	1					
6–7	Right L		-2	-	Ear		-7	1					
8	Right A		-2	-	Nose		-7	1					
9–10	Chest*		-	-	Jaw		-6	1					
11	Abdom	en*	-1	-	Spine§		-8						
12	Left Arı	m	-2	-	Limb Vein		-5						
13–14	Left Le	g	-2	-	Neck Veir		-8						
15	Hand		-4	-	Arm/Leg J		-5						
16	Foot		-4	-	Hand/Foo	t Joint*	-7						
	3 Neck		-5	-	Groin		-3						
		shing, impaling, or											
		y crushing, impalii y impaling, piercin				y allacks							
§ Only ta	argetable b	y crushing, cutting	, impaling,	piercing	, and tight-bean		icks						
		y cutting, impaling											
		y crushing, cutting					lew Hit						

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 GRIM	OIRE			
Air	Skill	Magery		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
Communication &								
Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg 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
Healing	Skill	Magery		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	Не	3 M91, B248
Minor Healing	15 [1]	1	Regular	1 sec.	Perm.	1 to 3	Не	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
Protection & Warning	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
Water	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		
Qty	« Combat »	Cost	Weight
1	Belt {p. B289}	25	8 oz
1	Leather Armor Suit {p. L18}	340	19.5 lb
	Description: TL:1 LC: DR:2* Locations: all Notes: This is a GURPS Lite. It includes an article of light, common clothing		
	padding, if this is usual for the armor. The statistics alread		
	have to buy clothing or padding seperately, or account for		
_	Location: all	1010	4 II-
1	Old Gnarled Staff/TL0 (Powerstone	1910	4 lb
	10) {p. LT69}		DVC
	Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 S Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST		
	Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST		
	Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 of	or Reach:2 Par	ry:0 ST:9
	Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Swo Notes:	rd-4]	
	Usernotes: Family Heirloom		
1	Ordinary Clothes {p. B266}	120	2 lb
	Description: One complete outfit, ranging in quality from ca	astoff rags to d	
	fashions, depending on Status. At minimum: undergarment	ts, plus a tunic	, blouse, or
	shirt with hose, skirt, or trousers - or a long tunic, robe or c	Iress - and sui	table
	footwear. 20% of cost of living; 2lbs. Totals:	2395	26 lb
_			
Qty	Everything	Cost	Weight
1	Backpack, Small {p. B288}	707	41.84 lb
_	Description: TL:1 Notes: Holds 40 lbs. of gear.		
1	Sleeping Bag {p. B288}	25	7 lb
10	Description: TL:6 Notes: For normal conditions. Traveler's Rations {p. B288}	20	5 lb
10	Description: TL:0 Notes: One meal of dried meat, chee		5 10
2	Wineskin (4 liters of Water)	20	16.5 lb
-	{p. B288}	20	10.010
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Personal Basics {p. B288}	5	1 lb
· •	Description: TL:0 Notes: Minimum gear for camping: -2	0	
	it. Includes utensils, tinderbox or flint and steel, towel, e		
1	Purse {p. B288}	457	3.9 oz
	Description: TL:0 Notes: Holds 3 lbs.		0.01
7	Coin: Copper Farthing {p. BS44}	/	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}	10	3 lb
-	Description: TL:1 Notes: Supports 300lbs.	0	
1	Wand of Seek Plant (10 uses/15	0	—
	skill)		
1	Fresh hemp bloom (200g)	0	1.6 oz
	Usernotes: It's not quite ready to smoke but from the sr best quality. Straight from the Jesuits Herb Garden	nell of it, it mus	st be of the
1	Scribe's Kit {p. B288}	50	2 lb
· •	Description: TL:3 Notes: Quills, inkbottles, penknife, pa		210
1	First Aid Kit {p. B289}	60	4 lb
	Description: TL:Var. Notes: A complete kit for treating v	vounds, with b	andages,
	ointments, etc. +1 to First Aid skill.		
1	Bandages {p. B289}	10	2 lb
	Description: TL:Var. Notes: Bandages for half-dozed cloth, adhesive dressings, or sprat-on "plastiskin," c		
	includes IV drip, needle, and plasma. Basic equipm		
1	Belt {p. B289}	25	8 oz
1	Leather Armor Suit {p. L18}	340	19.5 lb
	Description: TL:1 LC: DR:2* Locations: all Notes: This is a		nor from
	GURPS Lite. It includes an article of light, common clothin		
	padding, if this is usual for the armor. The statistics alread		
	have to buy clothing or padding seperately, or account for Location: all	its Diff and we	igin.
1	Old Gnarled Staff/TL0 (Powerstone	1910	4 lb
-	10) {p. LT69}		
	Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 S	ST:7 Skill:Staff	, DX-5,
	Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST	:7 Skill:Staff, E	0X-5,
	Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST		
	Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 of Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Swo		ry:0 51:9
	Notes:	10-11	
	Usernotes: Family Heirloom		
1	Ordinary Clothes {p. B266}	120	2 lb
			a al a m a r
	Description: One complete outfit, ranging in quality from ca		
	fashions, depending on Status. At minimum: undergarmen	ts, plus a tunic	, blouse, or
		ts, plus a tunic	, blouse, or

1	SCRATCH PAD

Mogritz Korribin

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [50 1
Advantages, Perks	791
Disadvantages, Quirks	-35 1
Skills, Techniques	44]
Spells [33]
Total Points Spent:	171
Unspent Points:	3
CAMPAIGN LOG	
Points: (logged) 24+ (other) 0= (total) 24	
Points: (logged) 24 $+$ (other) 0 $=$ (total) 24	
	Juli 2011
<enter here="" notes=""></enter>	
07.04.2011: 10 pts	
Rätsel von Ghar	
<enter here="" notes=""></enter>	
07.02.2011: 8 pts	
Weg nach Azer	
<pre><enter here="" notes=""></enter></pre>	
07.01.2011: 6 pts	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
13.06.2011: 0 pts	
DESCRIPTION	_
Die zwei wichtigsten Dinge die Ihr entscheiden müsst s	ind:
Die zwei wichugsten Dinge die mit einscheiden musst s	mu.
o Wer bin ich?	
Mogritz - Goblin Healer	
6	
o Welche Rolle soll Euer Charakter (also IHR!) in dies	em
Abenteuer spielen?	
Healer	
1.000.001	
Stellt Euch folgende Fragen und schreibt Euch die Ant	worten
dazu auf:	
. We small Even Charalter ashered and see smaller of	
o Wo wurde Euer Charakter geboren und wo wuchs er	aur
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 occasion	ns
o Welche Ausbildung hat der Charakter?	
Merchant / healer	
o War er ein Lehrling, ein Student oder hat er sich se	ine
Fähigkeiten selbst beigebracht? Megalos	
o Was ist seine derzeitige Stelle? Healer for the poor	and
destitute	
o Welche anderen Jobs hat er vorher ausgeübt? merc	hant 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 Lebe	ens?
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)? sm	nallish
	amon
& green	
o Wie gross, schwer, alt ist der Charakter? 140cm / 5	50kg
o Wie lautet der Vor- und Nachname Eures Charakters	
Mogritz Korribin	

Mogritz Korribin