

Name: Gudd von Bretsch Race: Human

Appearance:

Player: Stefan Leuenberger Ht: 1.90m Wt: 200 lbs Age: 18 Spent: 250 Unspent: 0

CHARACTER SHEET

ST	18*	[40]	HP	18	[0]	Basic Speed 6	[-15]
DX	14	[80]	Will	10	[0]	Basic Move 6	[0]
IQ	10	[0]	Per	10	[0]	BL 65 lk) (ST×ST)/5
нт	13	[30]	FP	13	[0]		Sw 3d
TL	3					[0]	SM +0	
* Inclu	des: +4 fro	om 'Extra	a ST'						

Vision	10	Fright Check	12*	High Jump	2.17 ft			
Hearing	10	Consciousness	3 13	Money	45			
Touch	10	Death Check	13					
Taste/Smell	10	Broad Jump	3 yd					
* Includes: +2 from 'Combat Reflexes'								

ENCUMBRANCE TABLE									
Name	« None »	Light	Med	Hvy	X-Hvy				
Lifting	×1	×2	×3	×6	×10				
Basic	65 lb	130 lb	195 lb	390 lb	650 lb				
Movement	×1	×0.8	×0.6	×0.4	×0.2				
Ground	6 yd	4 yd	3 yd	2 yd	1 yd				
Water	1 yd	1 yd	1 yd	1 yd	1 yd				
Jump	6 yd	4 yd	3 yd	2 yd	1 yd				
		-1	-2	-3	-4				
Dodge	10	9	8	7	6				

LIFTING FEATS									
1-Hand 2-Hand Shove / Carry on Shift									
Name	Lift*	Lift†	Over [‡]	Back§	Slightly				
Basic	130 lb	520 lb	780 lb	975 lb	1.62 tn				
* Takes 2 seconds to complete									

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Born War-Leader', +2 from 'Sense of Duty (Adventuring
companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is

LANGUAGES								
Name	Spoken	Written	Pts					
Common (Native) (p. B24)	Native	Native	[0]					

TEMPLATES AND META-TRAITS		
Name		Pts
Knight (Dungeon Fantasy) (p. DF1:8)	[0]
Description: Officially, you might not be a knight, but you're more dedicated than	_	
some for living in a castle		

ADVANTAGES		
Name	Pts	;
Born War-Leader 2 {p. B89, BS184} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	1	0]
Combat Reflexes (p. B43)	- 1	5]
Extra ST 4 (Affects ST, +0%) {p. B14} Description: The Extra ST advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	4	0]
High Pain Threshold {p. B59} Roll to ignore pain: 13 (Will+3)	1	0]
Weapon Master (Broadsword) (one specific weapon) {p. B99}	2	0]

DISADVANTAGES						
Name	Pts					
Bloodlust (12 or less, *1) {p. B125}	[-10]					
Honesty (12 or less, *1) {p. B138}	[-10]					
Sense of Duty (Adventuring companions) {p. B153}	[-5]					
Vow (Never refuse a challenge to combat) (n. B160)	[-10]					

QUIRKS		
Name		Pts
Chauvinistic (p. B164)	[-1]
Code of Honor (p. B164)	[-1]
Likes Spirits (Drink) (p. B164)	[-1]
Proud {p. B164}	[-1]
Trademark (p. B164)	[-1]

Gudd von Bretsch Human

SKILLS									
Name	Level	Relative	Р	ts					
Armoury/TL3 (Body Armor) {p. B178}	11	IQ+1	[4]					
Brawling (p. B182)	15	DX+1	Ī	2]					
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}	21	DX+7	[28]					
Parry: 14	4.4	LIT 4	-	0.1					
Carousing {p. B183}	14	HT+1	<u> </u>	2]					
Climbing {p. B183}	13	DX-1		1]					
Connoisseur (Weapons) {p. B185}	11	IQ+1	[4]					
Fast-Draw (Axe) {p. B194}	15*	DX+1	_[1]					
Intimidation {p. B202}	9	Will-1	_[1]					
Knife (p. B208)	14	DX+0	[1]					
Parry: 10									
Leadership {p. B204}	11†	IQ+1	[1]					
Scrounging {p. B218}	10	Per+0	[1]					
Shield (Shield) {p. B220}	16	DX+2	[4]					
Block: 12									
Strategy (Land) {p. B222}	11†	IQ+1	_[2]					
Tactics {p. B224}	11†	IQ+1	[2]					
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[2] 4]					
Wrestling {p. B228}	14	DX+0	[2]					
Parry: 11									
* Includes: +1 from 'Combat Reflexes' † Include	es: +2 from	'Born War-Lea	der'						

Gudd von Bretsch Human

		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	15	11	1d+1 cr	С	_	_	_	
Skill used: Brawling								
Brawling: Bite	15	_	1d+1 cr	C	_	-		
Skill used: Brawling			_	. L				
Brawling: Kick	13	_	1d+2 cr	C,1				
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Medium Shield: Bash	16	_	1d+2 cr	1	_	15	4	[2,3,4]
Skill used: Shield (Shield)								
Medium Shield: Rush	16		slam+2 cr	1		15	4	[2,3,4]
Skill used: Shield (Shield)								
Thrusting Broadsword: Swing	21	14	3d+7 cut	1	10	3	4	
Skill used: Broadsword								
Thrusting Broadsword: Thrust	21	14	1d+6 imp	11	10	3	4	
Skill used: Broadsword			•					

1d-3	1d-2	2	-	1d-1 1d	
PARRY	PARRY	BLC	СК	DODGI	E OTHER
11*	11*	11* 12*		10 *	
Wrestling	DX	Shield ((Shield)	None	
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 2 DB: 0	Groin DR: DB: DB: DB: 0 Feet DR: 2* DB: 0	: 1* : 0 lands R: 2* B: 0	Во	es 2 ck — ull — ee — so — nin — ns 10 nds 7 ss 10	
* Includes: +1 from 'Combat Reflexes'					

SLAM TABLE

3-5

2

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
18 17 16 15 14	0 -1 -2 -3 -4	-18 -19 -20 -21 -22	-36 -37 -38 -39 -40	-54 -55 -56 -57 -58	-72 -73 -74 -75 -76
13 12 11 10 9	-5 -6 -7 -8 -9	-23 -24 -25 -26 -27	-41 -42 -43 -44 -45	-59 -60 -61 -62 -63	-77 -78 -79 -80 -81
8 7 6 5 4	-10 -11 -12 -13 -14	-28 -29 -30 -31 -32	-46 -47 -48 -49 -50	-64 -65 -66 -67 -68	-82 -83 -84 -85 -86
3 2 1	-15 -16 -17	-33 -34 -35	-51 -52 -53	-69 -70 -71	-87 -88 -89

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 immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

-5×HP or less: Immediate death

FP	0 FP
	0 -1 -2 -3 -4
8 7 6 5 4	
3 2 1	-10 -11 -12

 $\ensuremath{\mathsf{FP}}$ 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.

Gudd von Bretsch Human

	LOAD-OUTS		
Qty	Combat	Cost	Weight
1	Boots {p. B284} Description: TL:2 LC: DR:2* Locations: feet Notes: [1] Con-	80 cealable as	3 lb or under
	clothing. Notes: [1]		
1	Cloth Slooves (p. P292)	20	2 lb
'	Cloth Sleeves {p. B283} Description: TL:1 LC: DR:1* Locations: arms Notes: [1] Co.		
	clothing.	ilicealable as	or under
	Notes: [1]		
	Location: arms	400	40.11
1	Leather Armor (p. B283)	100	10 lb
	Description: TL:1 LC:4 DR:2 Locations: torso, groin		
1	Leather Gloves {p. B284}	30	
'	Description: TL:1 LC: DR:2* Locations: hands	30	_
	Location: hands		
1	Leather Helm {p. B284}	20	8 oz
	Description: TL:1 LC:4 DR:2 Locations: skull, face		
	Location: skull, face		
1	Leather Leggings (p. B283)	40	2 lb
	Description: TL:1 LC: DR:1* Locations: legs Notes: [1] Conclothing.	icealable as	or under
	Notes: [1]		
	Location: legs		
1	Medium Shield (p. B273, B287)	60	15 lb
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No S		
	Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively v the Melee Weapon Table p. B273) or shield rush (see Slam,		
	can give your small, medium, or large shield a spike to incre		
	and 5 lbs. Also available as a buckler. You can ready a buck		
	it as a free action, just like a weapon - but it always occupies		
	not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomm		
	+3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexi		
	weight but otherwise identical statistics. Shield composition		
	Notes: [2,3,4]		0."
1	Ordinary Clothes {p. B266}	0	2 lb
	Description: One complete outfit, ranging in quality from cas fashions, depending on Status. At minimum: undergarments		
	shirt with hose, skirt, or trousers - or a long tunic, robe or dre		
	footwear. 20% of cost of living; 2lbs.		
1	Thrusting Broadsword (Weapon	600	3 lb
	Master Damage Bonus, +0) {p. B271}		
	Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1	Parry:0 ST:	10
	Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Pari Skill:Broadsword]	ry:0 S1:10	
	Totals:	950	37.5 lb
	SCRATCH PAD		

Skill:Broadsword]			
	Totals:	950	37.5 lb
005			
SCH	RATCH PAD		

CAMPAIGN LOG				
Points: (logged) 0	+ (other) 0	= (total) 0		
Initial Character Crea	tion			
12 10 2012: 0 ptc				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	135]
Advantages, Perks	95]
Disadvantages, Quirks	-40]
Skills, Techniques	60]
Total Points Spent:	250
Unspent Points:	0

Gudd von Bretsch Human



DESCRIPTION

Gudd von Bretsch

Gudd wurde als einfacher Bauernjunge geboren und arbeitete bis zu seinem 9. Lebensjahr auf der Farm seiner Eltern. Dann wurde er verdingt an einen Ritter, er wurde dessen Knappe und versucht sich nun, da er 18 Jahre Alt geworden ist, sich selbst seine Sporen abzuverdienen.

Sein wertvollster Besitz ist sein Schwert welches er hütet wie seinen Augapfel und mit ins Bett nimmt.

NOTES

250 CP nach Template5 Quirks4 CP in Broadsword1 CP in Carousing