HELDEN

Name: Gudd von Bretsch **Player:** NPC **Spent:** 275
Race: Human **Ht:** 1.97 **Wt:** 300 lbs **Age:** 24 **Unspent:** 0
Appearance: Gross, blond, blauäugige und gebaut wie ein Schrank. Er stammt aus einer Rittersfamilie und zog auf Abenteuer weil er sonst in ein Kloster gemusst hätte. Er trinkt gerne und liebt die Weiber...

CHARACTER SHEET

ST 18	[80]	**HP** 20	[4]	Basic Speed 7	[0]
DX 14	[80]	**Will** 10	[0]	Basic Move 7	[0]
IQ 10	[0]	**Per** 10	[0]	**BL** 65 lb (ST×ST)/5	
HT 14	[40]	**FP** 14	[0]	Thr 1d+2 Sw 3d	
TL 3			[0]	**SM** +0	

Vision	10	Fright Check	12*	High Jump	2.67 ft
Hearing	10	Consciousness	14	Money	0†
Touch	10	Death Check	14		
Taste/Smell	10	Broad Jump	3.67 yd		

* Includes: +2 from 'Combat Reflexes'   † Includes: +500 from 'Money'

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	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
	—	-1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	130 lb	520 lb	780 lb	975 lb	1.62 tn

* Takes 2 seconds to complete   ‡ Double with a running start
† Takes 4 seconds to complete   § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Compulsive Gambling', +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 involved, +1 from 'Born War-Leader' when Military officers, tribal war-leaders, soldiers and other professional warriors

LANGUAGES

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

ADVANTAGES

Name	Pts
Born War-Leader 1 {p. BS184, DF1:14, MH1:25, PU3:12}	[5]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy and Tactics	
Combat Reflexes {p. B43}	[15]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Weapon Master *(Flail)* **(one specific weapon)** {p. B99}	[20]

PERKS

Name	Pts
Quick-Sheathe *(Flail)* {p. MA51, MA51,HT249,PU2:7}	[1]
Sacrificial Parry *(Flail)* {p. PU2:7}	[1]
Shield-Wall Training {p. MA51, PU2:7}	[1]
Trademark Move *(Rapid Strikes first to the leg with 1 deceptive (15) followed by a deceptive headbanger (14))* {p. PU2:8}	[1]

DISADVANTAGES

Name	Pts
Compulsive Carousing (6 or less, *2) {p. B128}	[-10]
Compulsive Gambling (12 or less, *1) {p. B128}	[-5]
Honesty (15 or less, *0.5) {p. B138}	[-5]
Laziness {p. B142}	[-10]
Lecherousness (12 or less, *1) {p. B142}	[-15]
Sense of Duty *(Adventuring companions)* {p. B153}	[-5]

QUIRKS

Name	Pts
Chauvinistic {p. B164}	[-1]
Likes expensive Wines {p. B163}	[-1]
Nosy {p. B164}	[-1]
Obsession *(Must visit brothel...)* {p. B164}	[-1]
Trademark: Plays with his knife a lot {p. B163}	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX+0	4]
Camouflage {p. B183}	10	IQ+0	1]
Carousing {p. B183}	14	HT+0	1]
Climbing {p. B183}	13	DX-1	1]
Connoisseur (Armor) {p. B185}	10	IQ+0	2]
Connoisseur (Weapons) {p. B185}	10	IQ+0	2]
Fast-Draw (Charm) {p. B194}	15*	DX+1	1]
Fast-Draw (Flail) {p. B194}	15*	DX+1	1]
Fast-Draw (Knife) {p. B194}	15*	DX+1	1]
Fast-Draw (Potion) {p. B194}	15*	DX+1	1]
First Aid/TL3 (Human) {p. B195}	10	IQ+0	1]
Flail {p. B208}	18	DX+4	20]
Parry: 13			
Forced Entry {p. B196}	14	DX+0	1]
Gesture {p. B198}	10	IQ+0	1]
Hiking {p. B200}	13	HT-1	1]
Intelligence Analysis/TL3 {p. B201}	9†	IQ-1	1]
Judo {p. B203}	14	DX+0	4]
Parry: 11			
Karate {p. B203}	14	DX+0	4]
Description: Notes: Calculated damage takes into account bonuses from 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			
Knife {p. B208}	16	DX+2	4]
Parry: 11			
Leadership {p. B204}	10†	IQ+0	1]
Riding (Equines) {p. B217}	13	DX-1	1]
Savoir-Faire (High Society) {p. B218}	10	IQ+0	1]
Savoir-Faire (Military) {p. B218}	11†	IQ+1	1]
Scrounging {p. B218}	10	Per+0	1]
Shield (Shield) {p. B220}	16	DX+2	4]
Block: 12			
Soldier/TL3 {p. B221}	9	IQ-1	1]
Stealth {p. B222}	13	DX-1	1]
Strategy (Land) {p. B222}	9†	IQ-1	1]
Tactics {p. B224}	9†	IQ-1	1]
Throwing {p. B226}	13	DX-1	1]
Thrown Weapon (Knife) {p. B226}	14	DX+0	1]

* Includes: +1 from 'Combat Reflexes'   † Includes: +1 from 'Born War-Leader'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite Skill used: DX	14	–	1d+1 cr	C	–	–	–	
Karate: Punch Skill used: Karate	14	11	1d+2 cr	C	–	–	–	
Karate: Kick Skill used: Karate-2	12	–	1d+3 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Dueling Long Shield: Bash Skill used: Shield (Shield)	16	–	1d+2 cr	1	–	16	–	[6]
Dueling Long Shield: Rush Skill used: Shield (Shield)	16	–	slam+3 cr	1	–	16	–	[6]
Long Knife: Knife swing Skill used: Knife	16	12	3d-1 cut	C,1	7	1.5	4	
Long Knife: Knife thrust Skill used: Knife	16	12	1d+2 imp	C,1	7	1.5	4	
Morningstar (Dwarven): Swing Skill used: Flail	18	13	3d+9 cr	1	12	6	4	[9]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Throwing Knife: thrown Skill used: Thrown Weapon (Knife)	14	1d+2 imp	1	18 yd / 36 yd	1	T(1)	6	-1	–	2	4	[3]

ATTACKS TABLES COLUMN NOTES

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE

1	2	3–4	5–7	8
1d-3	1d-2	1d-1	1d	2d

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12*	11*	
Judo	DX	Shield (Shield)	None	

TECHNIQUES

Name	Level	Relative	Pts
Headbanger (Targeted Attack Flail Swing/Skull) {p. MA68}	15	def+4	[5]

Eyes DR: 0 DB: 0
Skull DR: 5*+2 DB: 0
Neck DR: 5* DB: 0
Face DR: 0 DB: 0
Torso DR: 4* DB: 0
Arms DR: 2* DB: 0
Hands DR: 2* DB: 0
Groin DR: 4* DB: 0
Legs DR: 0 DB: 0
Feet DR: 2* DB: 0

Loc.	HP	#
Eyes	3	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	11	
Hands	7	
Legs	11	
Feet	7	

Bonus DR: 0
Bonus DB: 3

Notes:

Hex: 3 3 3 / 3 0 / 0

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
20 19 18 17 16	0 -1 -2 -3 -4	-20 -21 -22 -23 -24	-40 -41 -42 -43 -44	-60 -61 -62 -63 -64	-80 -81 -82 -83 -84
15 14 13 12 11	-5 -6 -7 -8 -9	-25 -26 -27 -28 -29	-45 -46 -47 -48 -49	-65 -66 -67 -68 -69	-85 -86 -87 -88 -89
10 9 8 7 6	-10 -11 -12 -13 -14	-30 -31 -32 -33 -34	-50 -51 -52 -53 -54	-70 -71 -72 -73 -74	-90 -91 -92 -93 -94
5 4 3 2 1	-15 -16 -17 -18 -19	-35 -36 -37 -38 -39	-55 -56 -57 -58 -59	-75 -76 -77 -78 -79	-95 -96 -97 -98 -99

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 0.
-5×HP or less: Immediate death.

FP	0 FP
14 13 12 11 10	0 -1 -2 -3 -4
9 8 7 6 5	-5 -6 -7 -8 -9
4 3 2 1	-10 -11 -12 -13

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 unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	Backpack, Frame {p. B288}	245	52.25 lb
	Per Unit - Cost: 100, Weight: 10 lb		
	Contents - Cost: 145, Weight: 42.25 lb		
	Description: TL:1 Notes: Holds 100 lbs. of gear.		
1	Purse {p. B288}	10	–
	Per Unit - Cost: 10		
	Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)		
0	Copper Farthing	0	–
0	Gold Mark	0	–
0	Platinum Franc	0	–
0	Silver Penny	0	–
1	Group Basics {p. B288}	50	20 lb
	Description: TL:0 Notes: Basic equipment for Cooking and Survival skill for a group. Cook pot, rope, hatchet, etc., for 3-8 campers.		
1	Personal Basics {p. B288}	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.		
1	Sleeping Fur {p. B288}	50	8 lb
	Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.		
10	Traveler's Rations {p. B288}	20	5 lb
	Per Unit - Cost: 2, Weight: 8 oz		
	Description: TL:0 Notes: One meal of dried meat, cheese, etc.		
1	Wineskin {p. B288}	10	8.25 lb
	Per Unit - Cost: 10, Weight: 4 oz		
	Contents - Weight: 8 lb		
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Water (per gallon) {p. B288}	0	8 lb
	Description: TL:0		
	Totals:	**245**	**52.25 lb**

Qty	« Combat »	Cost	Weight
1	Combat	1255	61.05 lb
	Contents - Cost: 1255, Weight: 61.05 lb		
	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.		
1	Armor	395	32.55 lb
	Contents - Cost: 395, Weight: 32.55 lb		
	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.		
1	Layered Leather, Light (Arms) {p. LT100-110}	60	7.5 lb
	Description: TL:1 DR:2* Locations: Arms		
	Location: Arms		
1	Layered Leather, Light (Feet) {p. LT100-110}	12	1.5 lb
	Description: TL:1 DR:2* Locations: Feet		
	Location: Feet		
1	Layered Leather, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110}	26	12 oz
	Description: TL:1 DR:2* Locations: Groin		
	Location: Groin		
1	Layered Leather, Light (Torso, Fortify +2) (~Fortify (Torso and Vitals) (+2), +100) {p. LT100-110}	220	15 lb
	Description: TL:1 DR:2* Locations: Torso		
	Location: Torso		
1	Layered Leather, Light (Hands) {p. LT100-110}	12	1.5 lb
	Description: TL:1 DR:2* Locations: Hands		
	Location: Hands		
1	Layered Leather, Light (Coif, Padding, Fortify +2) (~Fortify (Neck, Skull) (+2), +14) {p. LT100-110}	65	6.3 lb
	Description: TL:1 DR:2* Locations: Skull, Face (1/6), Neck		
	Location: Skull, Face (1/6), Neck		

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	Combat	1255	61.05 lb
1	Hands	600	22 lb
	Contents - Cost: 600, Weight: 22 lb		
	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.		
1	Dueling Long Shield {p. LT 116}	200	16 lb
	Description: TL:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:4 Cover DR:9 HP:21 Skill:Shield(Shield) Notes:[6], Attacks at Shield-2 or Staff-4.		
	Notes: [6]		
1	Morningstar (Dwarven) (Weapon Master Damage Bonus, +0; Dwarven, +4 CF) {p. LT66}	400	6 lb
	Description: TL:3 DR:4, Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Flail, DX-6, Axe/Mace-4, Two-Handed Flail-3 Notes: [9] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, nunchaku, thonged club, and weighted scarf.		
	Notes: [9]		
1	Belt	120	1.5 lb
	Contents - Cost: 120, Weight: 1.5 lb		
	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.		
1	Long Knife (_Remove Attack Mode (Shortsword Swing), +0; _Remove Attack Mode (Shortsword Thrust), +0) {p. MA228, MA229}	120	1.5 lb
	Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword], [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword]		
1	Ordinary Clothes (_Free, *0) {p. B266}	0	2 lb
	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.		
1	Bandoleer {p. DF1:25}	140	3 lb
	Per Unit - Cost: 60, Weight: 1 lb		
	Contents - Cost: 80, Weight: 2 lb		
	Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppo, etc.). Wearer can reach them with Ready or Fast-Draw.		
2	Large Throwing Knife {p. MA231}	80	2 lb
	Per Unit - Cost: 40, Weight: 1 lb		
	Description: TL:2 LC:4 Damage:thr imp Acc:1 Range:ST*1/ST*2 RoF:1 Shots:T(1) ST:6 Bulk:-1 Skill:Thrown Weapon (Knife) Notes:[3], [3] Not balanced for melee combat! Treat a small throwing knife as a small knife, a hungamunga or a large throwing knife as a large knife, and a large hungamunga as an axe, but with -2 to skill and therefore -1 to Parry (for knives, this adds to the usual -1 to Parry).		
	Notes: [3]		
	Totals:	**1255**	**61.05 lb**

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[204]
Advantages, Perks	[54]
Disadvantages, Quirks	[-55]
Skills, Techniques	[72]
Total Points Spent:	**275**
Unspent Points:	0

CAMPAIGN LOG
Points: (logged) 0   + (other) 0   = (total) 0
Initial Character Creation
Character created using GURPS Character Assistant 4
19.12.2012: 0 pts