

Name: Gudd von Bretsch
Race: Human
Player: NPC
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 7 Speed 7	[0]
DX	14	[80]	Will	10	[<mark>0</mark>]	Basic 7 Move 7	[0]
IQ	10	[0]	Per	10	[BL 65 lb	(ST×	:ST)/5
нт	14	[40]	FP	14	[0]	Thr 1d+2	30	t
TL	3					[0]	SM +0		

Vision	10	Fright Che	ck 12*	High Jump	2.67 ft
Hearing	10	Conscious	ness 14	Money	0†
Touch	10	Death Che	ck 14		
Taste/Smell	10	Broad Jump	3.67 yd		
* Includes: +2 from 'Combat Reflexes'		† Includes: +5	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							
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
Annearance: +0	

Status: +0
Other: +0*

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* 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) Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy and Tactics	[5]
Combat Reflexes (p. B43)	[15]
High Pain Threshold {p. B59} Roll to ignore pain: 13 (Will+3)	[10]
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]

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	<u> </u>
Fast-Draw (Knife) (p. B194)	15*	DX+1	<u> </u>
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	10	DA+Z	[4
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	10	DXTZ	ι -
Soldier/TL3 {p. B221}	9	IQ-1	[1
Stealth (p. B222)	13	DX-1	<u>†</u> 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	Ī 1
		'Born War-Lead	
maiatata i mam dambat namaka			

Gudd von Bretsch Human

		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	14	_	1d+1 cr	С	_	_	_	
Skill used: DX								
Karate: Punch	14	11	1d+2 cr	C	_	_	_	
Skill used: Karate			_	. L				
Karate: Kick	12	_	1d+3 cr	C,1	_	_	_	
Skill used: Karate-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Dueling Long Shield: Bash	16	_	1d+2 cr	1	_	16	_	[6]
Skill used: Shield (Shield)			_					
Dueling Long Shield: Rush	16		slam+3 cr	1		16		[6]
Skill used: Shield (Shield)								
Long Knife: Knife swing	16	12	3d-1 cut	C,1	7	1.5	4	
Skill used: Knife								
Long Knife: Knife thrust	16	12	1d+2 imp	C,1	7	1.5	4	
Skill used: Knife			•					
Morningstar (Dwarven): Swing	18	13	3d+9 cr	1	12	6	4	[9]
Skill used: Flail								

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

Name

Headbanger (Targeted Attack Flail

Swing/Skull) {p. MA68}

ATTACKS TABLES COLUMN NOTES

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

SLAM TABLE								
1	1 2 3–4 5–7							
1d-3	1d-2	1d-1	1d	2d				
PARRY	PARRY	BLOCK	DODGE	OTHER				
1 711111	1 211111	DECOR	DODGE	OTTILL				
11*	11*	12*	11*					

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12*	11*	
Judo	DX	Shield (Shield)	None	
Eyes	DB	Arm Han Han	es 3 ck — ull — ee — sso — sin — ns 11 nds 7 gs 11	#

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).

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

-5×HP or less: Immediate death.

* Includes: +1 from 'Combat Reflexes

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

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

Phoenix: r58 (2012-06-09) / GCA: 4.0.423

TECHNIQUES

Level

15

Relative

def+4

Pts

5]

Gudd von Bretsch Human

٠.	B	LOAD-OUTS	_	
Qty	Backpack Backpack, Fra	me (n. R288)	245	Weight
	Per Unit - Cost: 100		243	J2.2J IU
	Contents - Cost: 145			
1	Purse {p. B2	otes: Holds 100 lbs. of gear.	10	_
	Per Unit - Cost:	10		
^		es: Holds 3 lbs. of small items (cs, etc.)
0	Copper Fa		0	
0	Platinum		0	
0	Silver Per		0	_
1	Group Basic		50	20 lb
	Description: TL:0	Notes: Basic equipment for C		skill for a
1		rope, hatchet, etc., for 3-8 can sics {p. B288}	npers. 5	1 lb
•		es: Minimum gear for camping:	_	
4		t, tinderbox, and flint and steel.		0 16
1	Sleeping Fu	r {p. B288} es: A winter bedroll, suitable fo	50 rice caves, arctic ad	8 lb ventures etc
10		ations (p. B288)	20	5 lb
	Per Unit - Cost: 2			
1	Wineskin {p	Notes: One meal of dried mea	at, cheese, etc.	8.25 lb
	Per Unit - Cost:		10	0.20 10
	Contents - Weig			
1		er gallon) {p. B288}	0	8 lb
	Description:	ΓL:0		
		Tota	ls: 245	52.25 lb
Qty	« Combat »		Cost	Weight
1	Combat		1255	61.05 lb
	Contents - Cost: 125	55, Weight: 61.05 lb .a "Parent" item can have othe	u tunita anniamani ta it	aa !!Childran !
	This is essentially a	n organizational structure, allov	ving you to file multip	ole traits
		parent item if you wish. To make		
		nild of" The child items will be		
		ght clicking on the parent and s		
Once displayed the children will be shown in a "tree" format u				arent Anv
	item may be assigned this entry is here for	ed as a parent by right clicking convenience, as it is automatic	on it and selecting "N cally designated a Pa	Make Parent"; arent.
1	item may be assigned this entry is here for Armor	ed as a parent by right clicking convenience, as it is automation	on it and selecting "N	Make Parent"; arent.
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	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 train	te accianad to	it ac					
	"Children." This is essentially an organizational structur							
	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							
	by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child	dren will be sh	nt and nown in a					
	"tree" format under the parent. Any item may be assigned	ed as a paren	t by right					
	clicking on it and selecting "Make Parent"; this entry is I	nere for conve	nience, as it					
1	is automatically designated a Parent. Dueling Long Shield {p. LT 116}	200	16 lb					
•	Description: TL:4 DB:3 Dam:thr cr Reach:1 Parry:No							
	HP:21 Skill:Shield(Shield) Notes:[6], Attacks at Shie							
	Notes: [6]	400						
1	Morningstar (Dwarven) (Weapon	400	6 lb					
	Master Damage Bonus, +0;							
	Dwarven, +4 CF) {p. LT66}							
	Description: TL:3 LC:4, Dam:sw+3 cr Reach:1 Parry 6, Axe/Mace-4, Two-Handed Flail-3 Notes: [9] Attern	:0U ST:12 Sk	II:Flail, DX-					
	kusaris are at -4; fencing weapons ("F" parry) can't							
	block such weapons are at -2. Halve these penalties							
	bolas, nunchaku, thonged club, and weighted scarf. Notes: [9]							
1	Belt	120	1.5 lb					
•	Contents - Cost: 120, Weight: 1.5 lb	120	1.0 10					
	Description: In GCA a "Parent" item can have other train							
	"Children." This is essentially an organizational structur							
	multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The							
	by default; you may show the child items by right clickin	g on the pare	nt and					
	selecting "Show Components." Once displayed the child							
	"tree" format under the parent. Any item may be assigned clicking on it and selecting "Make Parent"; this entry is I							
	is automatically designated a Parent.							
1	Long Knife (_Remove Attack	120	1.5 lb					
	Mode (Shortsword Swing), +0;							
	_Remove Attack Mode							
	(Shortsword Thrust), +0)							
	{p. MA228, MA229}							
	Description: TL:2 LC:4 [Mode:knife swing Damage:s							
	ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Skill:Knife], [Mode:shortsword swing Damage:sw-1 of							
	Skill:Shortsword], [Mode:shortsword thrust Damage:							
	ST:7 Skill:Shortsword]	0	0.11					
1	Ordinary Clothes (_Free, *0)	Ü	2 lb					
	{p. B266} Description: One complete outfit, ranging in quality from	ocateff rage	to docionar					
	fashions, depending on Status. At minimum: undergarm							
	or shirt with hose, skirt, or trousers - or a long tunic, rob							
	footwear. 20% of cost of living; 2lbs.	1.10	O II-					
1	Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb	140	3 lb					
	Contents - Cost: 80, Weight: 1 lb							
	Description: Carries 6 lbs. of throwing weapons (24 dag							
	caltrops, 30 nageteppo, etc.). Wearer can reach them w							
2	Large Throwing Knife {p. MA231} Per Unit - Cost: 40, Weight: 1 lb	80	2 lb					
	Description: TL:2 LC:4 Damage:thr imp Acc:1 Range	e:ST*1/ST*2 F	RoF:1					
	Shots:T(1) ST:6 Bulk:-1 Skill:Thrown Weapon (Knife	e) Notes:[3], [3] Not					
	balanced for melee combat! Treat a small throwing l							
	hungamunga or a large throwing knife as a large kni hungamunga as an axe, but with -2 to skill and there							
	knives, this adds to the usual -1 to Parry).							
	Notes: [3]	1055	04.05.11					
	Totals:	1255	61.05 lb					

Gudd von Bretsch Human

SCRATCH PAD				

Gudd von Bretsch Human



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						