HELDEN

Name: Gudd von Bretsch
Race: Human
Appearance: Gross, blond, blauäugige und gebaut wie ein Schrank. Er stammt aus einer Brauersfamilie, wurde Söldner und zog auf eigene Faust los weil ihm selbst die geringe Disziplin der Söldner zu viel war.

Player: Sam Ritschard
Ht: 1.97 **Wt:** 300 lbs **Age:** 27
Spent: 275
Unspent: 5

CHARACTER SHEET

ST	18	[80]	HP	18	[0]	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	-2700†
Touch	10	Death Check	15‡		
Taste/Smell	10	Broad Jump	3.67 yd		

* Includes: +2 from 'Combat Reflexes'
‡ Includes: +1 from 'Hard to Kill'
† 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
† Takes 4 seconds to complete
‡ Double with a running start
§ 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]
Hard to Kill 1 {p. B58}	[2]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Weapon Master (*Throwing Axe*) (**one specific weapon**) {p. B99}	[20]

PERKS

Name	Pts
Left Handed {p. BT59}	[0]
Quick-Sheathe (*Axe/Mace*) {p. MA51, MA51,HT249,PU2:7}	[1]
Sacrificial Parry (*Axe/Mace*) {p. PU2:7}	[1]
Shield-Wall Training {p. MA51, PU2:7}	[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 Axe a lot {p. B163}	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX+0	[4]
Axe/Mace {p. B208}	18	DX+4	[16]
Parry: 13			
Brawling {p. B182}	17	DX+3	[8]
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: 12			
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 (Potion) {p. B194}	15*	DX+1	[1]
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Gambling {p. B197}	9	IQ-1	[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			
Leadership {p. B204}	10†	IQ+0	[1]
Riding (Equines) {p. B217}	13	DX-1	[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 Art {p. B226}	15	DX+1	[8]

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

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	17	12	1d+4 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	17	–	1d+4 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	15	–	1d+5 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Cestus Skill used: Brawling	17	12	1d+5 cr	C	–	1	4	[4, 5]
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]
Throwing Axe: 1H Skill used: Axe/Mace	18	13U	3d+8 cut	1	11	4	4	[1]
Throwing Axe: 2H Skill used: Axe/Mace-3	15	11U	3d+6 cut	1	10	4	4	[1]
Throwing Axe: Pick Skill used: Axe/Mace	18	13U	3d+7 imp	1	11	4	4	[2]
Throwing Axe (Dwarven): 1H Skill used: Axe/Mace	18	13	3d+8 cut	1	12	4.5	4	[1]
Throwing Axe (Dwarven): 2H Skill used: Axe/Mace-3	15	11	3d+6 cut	1	11	4.5	4	[1]
Throwing Axe (Dwarven): Pick Skill used: Axe/Mace	18	13	3d+7 imp	1	12	4.5	4	[2]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Throwing Axe: Thrown Skill used: Throwing Art	15	3d+5 cut	2	18 yd / 27 yd	1	T(1)	11	-3	–	4	4	
Throwing Axe (Dwarven): Thrown Skill used: Throwing Art	15	3d+5 cut	2	18 yd / 27 yd	1	T(1)	12	-3	–	4.5	4	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE

1	2	3–5	6–8
1d-3	1d-2	1d-1	1d

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

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: 4 DB: 0
Groin DR: 4* DB: 0
Legs DR: 0 DB: 0
Feet DR: 2* DB: 0

Hex grid: 3 3 / 3 3 / 0 0 / 0 3

Loc.	HP	#
Eyes	2	___
Neck	–	___
Skull	–	___
Face	–	___
Torso	–	___
Groin	–	___
Arms	10	___
Hands	7	___
Legs	10	___
Feet	7	___
Bonus DR: 0		
Bonus DB: 3		

Notes:

* Includes: +1 from 'Combat Reflexes'

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.

TECHNIQUES

Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics) {p. MA65}	11	def+3	[3]
Targeted Attack (Axe/Mace Swing/Neck) {p. MA68}	16	def+3	[4]

HP

HP: 18 17 16 15 14 | 13 12 11 10 9 | 8 7 6 5 4 | 3 2 1

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

-5×HP or less: Immediate death.

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	**Backpack, Frame {p. B288}**	1507	32.32 lb
	Per Unit - Cost: 100, Weight: 10 lb		
	Contents - Cost: 1407, Weight: 22.32 lb		
	Description: TL:1 Notes: Holds 100 lbs. of gear.		
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.		
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		
1	**Purse {p. B288}**	1322	1.12 oz
	Per Unit - Cost: 10		
	Contents - Cost: 1312, Weight: 1.12 oz		
	Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)		
2	**Copper Farthing**	2	5.12 dr
	Per Unit - Cost: 1, Weight: 2.56 dr		
3	**Gold Mark**	300	7.68 dr
	Per Unit - Cost: 100, Weight: 2.56 dr		
1	**Platinum Franc**	1000	2.56 dr
1	**Silver Penny**	10	2.56 dr
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.		
	Totals:	1507	32.32 lb

Qty	« Combat »	Cost	Weight
1	**Combat**	1243	58.55 lb
	Contents - Cost: 1243, Weight: 58.55 lb		
1	**Armor**	383	31.05 lb
	Contents - Cost: 383, Weight: 31.05 lb		
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 (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		
1	**Hands**	800	21.5 lb
	Contents - Cost: 800, Weight: 21.5 lb		
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	**Throwing Axe (Dwarven) (Weapon Master Damage Bonus, +0; Pick, +50; Dwarven, +4 CF) {p. LT65}**	550	4.5 lb
	Description: TL:0 LC:4, [Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mace-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+3 cut Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).],[Dam:sw+2 cut ACC:2 Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:11 Bulk:-3 Rcl:- Skill:Thrown Weapon (Axe/Mace), DX-4]		
	Notes: [1]|[1]||[2]		

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	**Hands**	800	21.5 lb
1	**Cestus (Increased Damage (+2), +0) {p. MA226}**	50	1 lb
	Description: TL:2 LC:4 Damage:thr cr Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4, 5], [4] This attack receives Brawling or Karate damage bonuses. [5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are gloves of a sort and mutually exclusive with other gloves. For other weapons, this indicates a metal hilt that provides DR 4, cumulative with glove DR – although the hilt is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and wheels don't enclose the hand completely; DR applies only on a roll of 1-3 on 1d.		
	Notes: [4, 5]		
1	**Cestus DR Bonus**	0	–
	Notes: [notes]		
	Location: hands		
1	**Belt**	60	4 lb
	Contents - Cost: 60, Weight: 4 lb		
1	**Throwing Axe (Weapon Master Damage Bonus, +0) {p. LT65}**	60	4 lb
	Description: TL:0 LC:4, [Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mace-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+3 cut Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).],[Dam:sw+2 cut ACC:2 Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:11 Bulk:-3 Rcl:- Skill:Thrown Weapon (Axe/Mace), DX-4]		
	Notes: [1]|[1]||[2]		
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.		
	Totals:	1243	58.55 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[200]
Advantages, Perks	[55]
Disadvantages, Quirks	[-55]
Skills, Techniques	[75]
Total Points Spent:	**275**
Unspent Points:	**5**

CAMPAIGN LOG
Points: (logged) 5   + (other) 0   = (total) 5
Helden I   **1.8.2177**
Super Session, super einstieg
König beinahe ermodet, geheilt
Orc Botschafter beinahe umgelegt
Gerestet
Zurück in die Stadt und umgehört
Ohr des Hofmagiers gewonnen
05.06.2013: 5 pts
Initial Character Creation
Character created using GURPS Character Assistant 4
19.12.2012: 0 pts