

Name: Rolo der Schwarze

Player: NPC Ht: 1.65

Age: 29

Spent: 275 Unspent: 0

Race: Human Wt: 140lbs Appearance: Stets in schwarze Roben gehühlt lässt sich diese Gestalt nur der Unterwelt zuordnen. Wurde Abenteurer weil er seine Spielschulden nicht mehr begleichen und somit fliehen musste, seither verdient er seinen Unterhalt indem er in Abenteuergruppen mitmacht.

CHARACTER SHEET

13

	J										
ST	12	[20]	HP	12	[0]	Basic 7 Speed 7		[0]
DX	15*	[100]	Will	12	[0]	Basic 7 Move 7		[0]
IQ	12	[40]	Per	13	[5]	BL 29	lb	(ST×	:ST)/5
нт	13	[30]	FP	13	[0]	Thr 1d-1	Sw	1d-	-2
TL	3					[0]	SM +0			
* Conc	ditional: -	⊦3 from '	Flexibili	ty' when	ignoring	penalties	s for wo	orking in close	quart	ers	
Vision 1				Frigh	t Chec	ck	14*	High Jum	р	2.67 ft	
Hearing			13	Cons	ciousr	ness	13	Money			0†
Touc	h		13	Deatl	h Che	ck	13				

* Includes: +2 fro	m 'Combat Reflexes	s'	† Includes: +500 from 'Money'											
	ENCL	JMBRAN	ICE TABLE											
Name	<u> </u>													
Lifting	×1	×2	×3	×6	×10									
Basic	29 lb	58 lb	87 lb	174 lb	290 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									

Broad Jump 3.67 yd

		LIFTING F	EATS								
	1-Hand	2-Hand	Shove /	Carry on	Shift						
Name	Lift*	Lift†	Over [‡]	Back [§]	Slightly						
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb						
* Takes 2 second			Double with a running start								
† Takes 4 secon	ds to complete	ı§	§ Lose 1 FP/sec while over X-Hvy enc.								

REACTION MODIFIERS

Appearance: +0 Status: +0 Other: +0*

Taste/Smell

**Conditional: -2 from 'Compulsive Gambling', -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)' when +1 from fellow Thieves

Pts 15 1
151
5]
14]
5]
15]
20]

PERKS	
Name	Pts
Honest Face (p. B100, PU2:4)	[1]
Off-Hand Weapon Training (Rapier) {p. MA50}	[1]

DISADVANTAGES	
Name	Pts
Callous (p. B125)	[-5]
Compulsive Gambling (6 or less, *2) {p. B128}	[-10]
Kleptomania (12 or less, *1) {p. B141}	[-15]
Obsession (Perfect my art at any cost) (9 or less, *1.5) {p.	[-15]
B146}	
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS	
Name	Pts
Dislikes Beggars (p. B163)	[-1]
Dislikes Rats (p. B164)	[-1]
Likes Cigars (p. B163)	[-1]
Likes Whiskey (p. B163)	[-1]
Proud {p. B164}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	14*	DX-1	[1]
Acting {p. B174}	11†	IQ-1	[1]
Brawling (p. B182)	15	DX+0	[1]
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 Cortography/TL2 (p. P192)	11	IQ-1	[1]
Cartography/TL3 {p. B183} Climbing {p. B183}	18‡	DX+3	1
Cloak {p. B184}	14	DX+3 DX-1	1
Block: 11	14	DX-1	[']
Connoisseur (Literature) {p. B185}	11	IQ-1	[1]
Connoisseur (Visual Arts) {p. B185}	11	IQ-1	1 1
Connoisseur (Wine) {p. B185}	11	IQ-1	1 1
Counterfeiting/TL3 {p. B185}	10	IQ-2	1
Disguise/TL3 (Human) {p. B187}	11	IQ-1	1
Escape (p. B192)	16§	DX+1	1 1
Fast-Draw (Charm) {p. B194}	16¶	DX+1	1 1
Fast-Draw (Nageteppo) {p. B194}	16¶	DX+1	1
Fast-Draw (Potion) {p. B194}	16¶	DX+1	1
Fast-Draw (Rapier) {p. B194}	16¶	DX+1	1 1
Fast-Talk (p. B195)	11	IQ-1	1 1
Filch {p. B195}	14	DX-1	1 1
First Aid/TL3 (Human) {p. B195}	12	IQ+0	i 1
Forced Entry {p. B196}	15	DX+0	1 1
Forgery/TL3 {p. B196}	10	IQ-2	1
Gambling {p. B197}	11	IQ-1	1 1
Gesture (p. B198)	12	IQ+0	1
Hiking {p. B200}	12	HT-1	1
Holdout {p. B200}	13**	IQ+1	i 1
Lip Reading {p. B205}	12	Per-1	1
Lockpicking/TL3 {p. B206}	14**	IQ+2	1 2
Observation {p. B211}	15**	Per+2	[2
Pickpocket {p. B213}	15**	DX+0	1
Rapier {p. B208}	18	DX+3	12
Parry: 13			
Scrounging {p. B218}	13	Per+0	[1]
Search {p. B219}	15**	Per+2	[2]
Shadowing {p. B219}	11	IQ-1	[1]
Sleight of Hand {p. B221}	13	DX-2	[1]
Smuggling {p. B221}	11	IQ-1	[1]
Stealth {p. B222}	18**	DX+3	[4]
Streetwise {p. B223}	11	IQ-1	[1]
Throwing {p. B226}	14	DX-1	[1]
Traps/TL3 {p. B226}	14**	IQ+2	[2]
Urban Survival (p. B228)	12	Per-1	[1]
Wrestling {p. B228} Parry: 11	14	DX-1	[1]
	udes: +3 from		
† Conditional: +1 from 'Honest Face' when acting innocent ¶ Included the second of t	ides: +1 from	ı 'Combat Reflex n 'Larcenist (Loc	es' knicking
		ch, Stealth, Trap	
	ut, Pickpocke		•

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Rolo der Schwarze Human

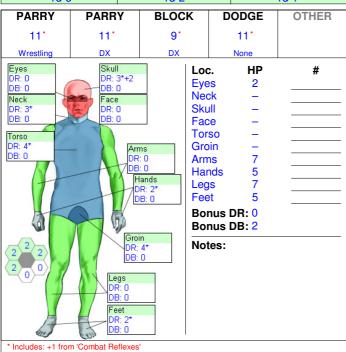
	MELEE ATTACKS													
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes						
Brawling: Punch	15	11	1d-2 cr	С	_	_	_							
Skill used: Brawling				. L										
Brawling: Bite	15	_	1d-2 cr	С	_	_	_							
Skill used: Brawling				. L										
Brawling: Kick	13	_	1d-1 cr	C,1	_									
Skill used: Brawling-2														
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes						
Light Edged Rapier: Swing	18	13F	1d+3 cut	1	8	2.25	4							
Skill used: Rapier														
Light Edged Rapier: Thrust	18	13F	1d+2 imp	1	8	2.25	4							
Skill used: Rapier			'											

	RANGED ATTACKS													
Na	ame S	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes	
	eavy Cloak: Special	14	spec.	1	2 yd	1	T(1)	8	-6	_	5	4	[4]	

ATTACKS TABLES COLUMN NOTES

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404). Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE										
1–2	3–4	5–8								
1d-3	1d-2	1d-1								



HP					0 HP						-1×HP					-2×HP					-3	×F	łΡ		-4×HP				
12	11	10	9	8	0	-1	-2	-3	-4	-12	-13	-14	-15	-16	-24	-25	-26	-27	-28	-36	-37	-38	-39	-40	-48	-49	-50	-51	-52
7	6	5	4	3	-5	-6	-7	-8	-9	-17	-18	-19	-20	-21	-29	-30	-31	-32	-33	-41	-42	-43	-44	-45	-53	-54	-55	-56	-57
2	1				-10	-11				-22	-23				-34	-35				-46	-47				-58	-59			

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).

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

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.

Rolo der Schwarze Human

•	LOAD-OUTS	_	
Qty	Backpack Backpack, Frame {p. B288}	372	Weight 40.3 lb
1	Per Unit - Cost: 100, Weight: 10 lb	012	70.0 ID
	Contents - Cost: 272, Weight: 30.3 lb Description: TL:1 Notes: Holds 100 lbs. of gear.		
2	Rope, 3/8" (per 10 yards) {p. B288}	10	3 lb
	Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.		
1	Personal Basics (p. B288)	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to a Includes utensils, tinderbox, and flint and steel.	ny Survival roll	without it.
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, chee	se, etc.	
1	Wineskin {p. B288}	10	8.25 lb
	Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb		
1	Description: TL:0 Notes: Holds 1 gallon of liquid. Water (per gallon) {p. B288}	0	8 lb
	Description: TL:0	U	O ID
1	Sleeping Fur {p. B288}	50	8 lb
1	Description: Notes: A winter bedroll, suitable for ice ca Purse {p. B288}	ves, arctic adve	entures, etc. 12.8 dr
•	Per Unit - Cost: 10	27	12.0 01
	Contents - Cost: 14, Weight: 12.8 dr Description: Notes: Holds 3 lbs. of small items (coins, p	personal basics	s, etc.)
4	Copper Farthing	4	10.24 dr
0	Per Unit - Cost: 1, Weight: 2.56 dr Gold Mark	0	_
0	Platinum Franc	0	_
1	Silver Penny	10	2.56 dr
1	Spy's Horn {p. DF1:25} Description: Carefully shaped hollow horn, open at bot	100	2 lb
	roll to listen through doors, shutters, etc., at a penalty e		
1	HP)/5. Scribe's Kit {p. B288}	50	2 lb
	Description: TL:3 Notes: Quills, inkbottles, penknife, pa	aper.	
1	Torch {p. DF1:24}	3	1 lb
	Description: Notes: Eliminates darkness penalties in a a hand. Burns for 1hr.		
	Totals:	372	40.3 lb
Qty	O Campbot		
1	Combat Contents - Cost: 1128, Weight: 28.98 lb Description: In GCA a "Parent" item can have other traits: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite	u to file multiple m a "child" righ	e traits it click on it
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1	Combat Contents - Cost: 1128, Weight: 28.98 lb Description: In GCA a "Parent" item can have other traits: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it arthis entry is here for convenience, as it is automatically de Armor Contents - Cost: 378, Weight: 19.73 lb Description: In GCA a "Parent" item can have other tra "Children." This is essentially an organizational structur multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Leather, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:1 DR:2* Locations: Groin Location: Groin Layered Leather, Light (Hands)	1128 assigned to it a u to file multiple m a "child" righ n by default; yo g" Show Comp at under the pa d selecting "M signated a Par 378 its assigned to re, allowing yo h. To make an e child items wil ng on the pare iddren will be sh here for conve	28.98 lb is "Children." e traits it click on it u may show onents." irent. Any ake Parent"; ent. 19.73 lb it as u to file item a ll be hidden nt and it by right inience, as it
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1 1 1	Combat Contents - Cost: 1128, Weight: 28.98 lb Description: In GCA a "Parent" item can have other traits a: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it arr this entry is here for convenience, as it is automatically de Armor Contents - Cost: 378, Weight: 19.73 lb Description: In GCA a "Parent" item can have other tra "Children." This is essentially an organizational structur multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right click selecting "Show Components." Once displayed the chiltree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Leather, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:1 DR:2* Locations: Groin Location: Groin Layered Leather, Light (Hands) {p. LT100-110} Description: TL:1 DR:2* Locations: Hands Location: Hands	1128 assigned to it a u to file multipl m a "child" righ h by default; yo g "Show Compr at under the pa d selecting "M. signated a Para 378 iits assigned to re, allowing yo h. To make an a child items wi ng on the pare under will be sh here for conve	28.98 lb s "Children." e traits at click on it us may show onents." trent. Any ake Parent"; ent. 19.73 lb it as u to file item a ll be hidden nt and bown in a by right nience, as it 1.5 lb
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1 1 1	Combat Contents - Cost: 1128, Weight: 28.98 lb Description: In GCA a "Parent" item can have other traits: This is essentially an organizational structure, allowing yo together under the parent item if you wish. To make an ite and select "Make Child of" The child items will be hidder the child items by right clicking on the parent and selecting. Once displayed the children will be shown in a "tree" form item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically de Armor Contents - Cost: 378, Weight: 19.73 lb Description: In GCA a "Parent" item can have other tra "Children." This is essentially an organizational structur multiple traits together under the parent item if you wis "child" right click on it and select "Make Child of" The by default; you may show the child items by right clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Leather, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:1 DR:2* Locations: Groin Location: Groin Layered Leather, Light (Hands) {p. LT100-110} Description: TL:1 DR:2* Locations: Hands Location: Hands Layered Leather, Light (Torso, Fortify +2, Lighten 1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:1 DR:2* Locations: Torso Location: Torso Location: Torso Layered Leather, Light (Coif,	1128 assigned to it a u to file multipl m a "child" righ h by default; yo g "Show Compr at under the pa d selecting "M. signated a Para 378 iits assigned to re, allowing yo h. To make an a child items wi ng on the pare under will be sh here for conve	28.98 lb s "Children." e traits at click on it us may show onents." trent. Any ake Parent"; ent. 19.73 lb it as u to file item a ll be hidden nt and bown in a by right nience, as it 1.5 lb
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	LOAD-OUTS (continued)				
Qty	« Combat »	Cost	Weight		
1	Combat	1128	28.98 lb		
1	Hands	750	7.25 lb		
	Contents - Cost: 750, Weight: 7.25 lb	a aggiograph to	it oo		
	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 child				
	"tree" format under the parent. Any item may be assigned				
	clicking on it and selecting "Make Parent"; this entry is h is automatically designated a Parent.	nere for conve	enience, as it		
1	Light Edged Rapier (Weapon	700	2.25 lb		
	Master Damage Bonus, +0)	700	2.20 10		
	{p. MA229}				
	Description: TL:4 LC:4 [Mode:swing Damage:sw-1 ci	ut Reach:1 Pa	arry:0F ST:8		
	Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach				
_	Skill:Rapier]	F0	E II-		
1	Heavy Cloak {p. LT75} Description: TL:1 LC:4, Dam:spec. ACC:1 Range:2/	50 BOE:1 Shoto	5 lb		
	Bulk:-6 Rcl:- Skill:Cloak, DX-5, Net-4, Shield-4 Notes		.1(1) 31.6		
	Notes: [4]				
1	Belt	0	_		
	Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure				
	multiple traits together under the parent item if you wish				
	"child" right click on it and select "Make Child of" The	child items wi	Il be hidden		
	by default; you may show the child items by right clicking 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 h				
	is automatically designated a Parent.	^	0."		
1	Ordinary Clothes (_Free, *0)	0	2 lb		
	{p. B266} Description: One complete outfit, ranging in quality from	coctoff race	to decigner		
	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	DB for Cloak {p. LT 116} Description: DB:2	0	_		
	Notes: [4]				
	Totals:	1128	28.98 lb		

SCRATCH PAD		

Rolo der Schwarze Human



POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[195]
Advantages, Perks	[76]
Disadvantages, Quirks	-55
Skills, Techniques	[59]
Total Points Spent:	275
Unspent Points:	0

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