



Name: Rolo der Schwarze

Race: Human

Appearance: Stets in schwarze Roben gehüllt 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 Abenteurergruppen mitmacht.

Player: NPC

Ht: 1.65 Wt: 140lbs Age: 29

Spent: 275

Unspent: 0

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 7 [0]
DX 15* [100]	Will 12 [0]	Basic Move 7 [0]
IQ 12 [40]	Per 13 [5]	BL 29 lb (ST×ST)/5
HT 13 [30]	FP 13 [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]		SM +0

* Conditional: +3 from 'Flexibility' when ignoring penalties for working in close quarters

Vision 13	Fright Check 14*	High Jump 2.67 ft
Hearing 13	Consciousness 13	Money 0†
Touch 13	Death Check 13	
Taste/Smell 13	Broad Jump 3.67 yd	

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

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* 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: -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

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Flexibility {p. B56}	[5]
Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket) 2 {p. B89}	[14]
Night Vision 5 {p. B71, P87}	[5]
Perfect Balance {p. B74}	[15]
Weapon Master (Rapier) (one specific weapon) {p. B99}	[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. B146}	[-15]
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			
Cartography/TL3 {p. B183}	11	IQ-1	[1]
Climbing {p. B183}	18‡	DX+3	[1]
Cloak {p. B184}	14	DX-1	[1]
Block: 11			
Connoisseur (Literature) {p. B185}	11	IQ-1	[1]
Connoisseur (Visual Arts) {p. B185}	11	IQ-1	[1]
Connoisseur (Wine) {p. B185}	11	IQ-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]
Fast-Draw (Charm) {p. B194}	16¶	DX+1	[1]
Fast-Draw (Nageteppe) {p. B194}	16¶	DX+1	[1]
Fast-Draw (Potion) {p. B194}	16¶	DX+1	[1]
Fast-Draw (Rapier) {p. B194}	16¶	DX+1	[1]
Fast-Talk {p. B195}	11	IQ-1	[1]
Filch {p. B195}	14	DX-1	[1]
First Aid/TL3 (Human) {p. B195}	12	IQ+0	[1]
Forced Entry {p. B196}	15	DX+0	[1]
Forgery/TL3 {p. B196}	10	IQ-2	[1]
Gambling {p. B197}	11	IQ-1	[1]
Gesture {p. B198}	12	IQ+0	[1]
Hiking {p. B200}	12	HT-1	[1]
Holdout {p. B200}	13**	IQ+1	[1]
Lip Reading {p. B205}	12	Per-1	[1]
Lockpicking/TL3 {p. B206}	14**	IQ+2	[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}	14	DX-1	[1]
Parry: 11			
* Includes: +1 from 'Perfect Balance'		§ Includes: +3 from 'Flexibility'	
† Conditional: +1 from 'Honest Face' when acting innocent		¶ Includes: +1 from 'Combat Reflexes'	
‡ Includes: +1 from 'Perfect Balance', +3 from 'Flexibility'		** Includes: +2 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)'	

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

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Heavy Cloak: Special <i>Skill used: Cloak</i>	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 1d-3	3-4 1d-2	5-8 1d-1
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PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	11*	
Wrestling	DX	DX	None	

Loc.	HP	#
Eyes	2	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	7	_____
Hands	5	_____
Legs	7	_____
Feet	5	_____

Bonus DR: 0
Bonus DB: 2

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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).

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.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP 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.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.



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 Creation		
Character created using GURPS Character Assistant 4		
19.12.2012: 0 pts		