HELDEN

Name: Rolo der Schwarze **Player:** Reto Mägli **Spent:** 284
Race: Human **Ht:** 1.65 **Wt:** 140lbs **Age:** 29 **Unspent:** 0
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 Abenteuergruppen mitmacht.

CHARACTER SHEET

ST	12	[20]	**HP**	12	[0]	**Basic Speed** 6,5	[0]
DX	14*	[80]	**Will**	13	[0]	**Basic Move** 6	[0]
IQ	13	[60]	**Per**	14	[5]	**BL** 29 lb (ST×ST)/5	
HT	12	[20]	**FP**	12	[0]	Thr 1d-1	Sw 1d+2

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

TL	3	[0]	**SM** +0

Vision	14	Taste/Smell	14	Death Check	12
Hearing	14	Fright Check	15*	High Jump	2.17 ft
Touch	14	Consciousness	12	Broad Jump	3 yd

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
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	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
	−	-1	-2	-3	-4
Dodge	10	9	8	7	6

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
† 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: -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, +3 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)' when known by fellow Thieves

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Flexibility {p. B56}	[5]
Larcenist *(Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)* 3 {p. B89}	[21]
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+0	[2]
Acting {p. B174}	12†	IQ-1	[1]
Brawling {p. B182}	14	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			
Camouflage {p. B183}	13	IQ+0	[1]
Cartography/TL3 {p. B183}	12	IQ-1	[1]
Climbing {p. B183}	17‡	DX+3	[1]
Connoisseur (Literature) {p. B185}	12	IQ-1	[1]
Connoisseur (Visual Arts) {p. B185}	12	IQ-1	[1]
Connoisseur (Wine) {p. B185}	12	IQ-1	[1]
Counterfeiting/TL3 {p. B185}	11	IQ-2	[1]
d Disguise/TL3 (Human) {p. B187}	8	IQ-5	[0]
Escape {p. B192}	15§	DX+1	[1]
Fast-Draw (Charm) {p. B194}	15¶	DX+1	[1]
Fast-Draw (Nageteppo) {p. B194}	15¶	DX+1	[1]
Fast-Draw (Potion) {p. B194}	15¶	DX+1	[1]
Fast-Draw (Rapier) {p. B194}	15¶	DX+1	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
Filch {p. B195}	13	DX-1	[1]
d First Aid/TL3 (Human) {p. B195}	9	IQ-4	[0]
Forced Entry {p. B196}	14	DX+0	[1]
Forgery/TL3 {p. B196}	11	IQ-2	[1]
Gambling {p. B197}	12	IQ-1	[1]
Garrote {p. B197}	14	DX+0	[1]
Gesture {p. B198}	13	IQ+0	[1]
Hiking {p. B200}	11	HT-1	[1]
Holdout {p. B200}	15**	IQ+2	[1]
Lip Reading {p. B205}	13	Per-1	[1]
Lockpicking/TL3 {p. B206}	15**	IQ+2	[1]
Observation {p. B211}	16**	Per+2	[1]
Pickpocket {p. B213}	15**	DX+1	[1]
d Poisons/TL3 {p. B214}	7	IQ-6	[0]
Rapier {p. B208}	18	DX+4	[16]
Parry: 13			
Riding (Equines) {p. B217}	13	DX-1	[1]
Savoir-Faire (High Society) {p. B218}	13	IQ+0	[1]
Scrounging {p. B218}	14	Per+0	[1]
Search {p. B219}	16**	Per+2	[1]
Shadowing {p. B219}	12	IQ-1	[1]
Sleight of Hand {p. B221}	12	DX-2	[1]
Smuggling {p. B221}	12	IQ-1	[1]
Stealth {p. B222}	19**	DX+5	[8]
Streetwise {p. B223}	12	IQ-1	[1]
Throwing Art {p. B226}	12	DX-2	[1]
Traps/TL3 {p. B226}	16**	IQ+3	[2]
Urban Survival {p. B228}	13	Per-1	[1]
Wrestling {p. B228}	13	DX-1	[1]
Parry: 10			

* Includes: +1 from 'Perfect Balance'
† Conditional: +1 from 'Honest Face' when acting innocent
‡ Includes: +1 from 'Perfect Balance', +3 from 'Flexibility'
§ Includes: +3 from 'Flexibility'
¶ Includes: +1 from 'Combat Reflexes'
** Includes: +3 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)'

MELEE ATTACKS

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

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Light Edged Rapier: Swing Skill used: Rapier	18	13F	1d+1 cut	1	8	4.5	4	
Light Edged Rapier: Thrust Skill used: Rapier	18	13F	1d imp	1	8	4.5	4	

ATTACKS TABLES COLUMN NOTES

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

SLAM TABLE

Mvmt.	1–2	3–4	5–7
Dmg.	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	9*	10*	
Wrestling	DX	DX	None	

Eyes DR: 0 DB: 0
Neck DR: 6 DB: 0
Torso DR: 3 DB: 0
Skull DR: 8 DB: 0
Face DR: 0 DB: 0
Arms DR: 4 DB: 0
Hands DR: 4* DB: 0
Groin DR: 3 DB: 0
Legs DR: 4 DB: 0
Feet DR: 4* DB: 0

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

Bonus DR: 0
Bonus DB: 0

Notes:

0 0
0 0
0 0

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1×HP	-2×HP	-3×HP	-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).
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	
12 11 10 9 8	0 -1 -2 -3 -4	
7 6 5 4 3	-5 -6 -7 -8 -9	
2 1	-10 -11	

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
Dual-Weapon Attack (Rapier) {p. MA83, B230}	18	def+4	[5]

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	**Combat**	2287	25.92 lb
	Contents - Cost: 2287, Weight: 25.92 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**	727	18.62 lb
	Contents - Cost: 727, Weight: 18.62 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	**Heavy Leather Hood (TL1; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35)**	161	1.75 lb
	Description: TL:1 LC:4 DR:3 Locations:skull, neck		
	Location: skull, neck		
1	**Leather Armor (TL1; ~Fortify (Groin, Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (x3/4), +60)**	190	11.25 lb
	Description: TL:1 LC:4 DR:2 Locations:torso, groin		
	Location: torso, groin		
1	**Leather Gloves (TL1; ~Fortify (Hands) (+3), +40; ~Lighten (Hands) (x1/2), +25)**	95	2 oz
	Description: TL:1 LC:– DR:1* Locations:hands Notes: [1]: Concealable as or under clothing.		
	Notes: [1]		
	Location: hands		
1	**Leather Leggings (TL1; ~Fortify (Legs) (+2), +60; ~Lighten (Legs) (x3/4), +30)**	150	4.5 lb
	Description: TL:1 LC:4 DR:2 Locations:legs		
	Location: legs		
1	**Shoes (TL1; ~Fortify (Feet) (+3), +56; ~Lighten (Feet) (x1/2), +35)**	131	1 lb
	Description: TL:1 LC:– DR:1* Locations:feet Notes: [1]: Concealable as or under clothing.		
	Notes: [1]		
	Location: feet		
1	**Hands**	0	–
	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	**Belt**	1400	4.5 lb
	Contents - Cost: 1400, Weight: 4.5 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.		
2	**Light Edged Rapier (TL4) {p. MA229}**	1400	4.5 lb
	Per Unit - Cost: 700, Weight: 2.25 lb		
	Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cut Reach:1 Parry:0F ST:8 Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach:1 Parry:0F ST:8 Skill:Rapier]		
1	**Ordinary Clothes (TL0; _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	**Wrists**	80	6.4 oz
	Contents - Cost: 80, Weight: 6.4 oz		
1	**Nageteppo, Smoke {p. DF1:25}**	40	3.2 oz
	Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.		
1	**Nageteppo, Flash {p. DF1:25}**	40	3.2 oz
	Description: When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn.		
1	**Ankles**	80	6.4 oz
	Contents - Cost: 80, Weight: 6.4 oz		

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	**Ankles**	80	6.4 oz
1	**Nageteppo, Smoke {p. DF1:25}**	40	3.2 oz
	Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.		
1	**Nageteppo, Flash {p. DF1:25}**	40	3.2 oz
	Description: When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn.		
1	**Back**	0	–
	Totals:	2287	25.92 lb

Qty	Horse	Cost	Weight
1	**Saddle Horse {p. B460}**	1450	18 lb
	Per Unit - Cost: 1200		
	Contents - Cost: 250, Weight: 18 lb		
	Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed:5 Dodge:8 Move:6 SM:+1 (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: An ordinary riding horse.		
1	**Saddle & Tack (TL2) {p. B289}**	150	15 lb
	Description: TL:2 Notes: Basic equipment for Riding skill.		
1	**Saddlebags (TL1) {p. B289}**	100	3 lb
	Description: TL:1 Notes: Holds 40lbs.		
	Totals:	1450	18 lb

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[185]
Advantages, Perks	[83]
Disadvantages, Quirks	[-55]
Skills, Techniques	[71]
Total Points Spent:	**284**
Unspent Points:	**0**

CAMPAIGN LOG
Points: (logged) 9   + (other) 0   = (total) 9
Aufholen
<enter notes here>
29.06.2013: 9 pts
Initial Character Creation
Character created using GURPS Character Assistant 4
19.12.2012: 0 pts