

Name: Rolo der Schwarze Race: Human Player: Reto Mägli Ht: 1.65 Wt: 140lbs

Age: 29

Spent: 284 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]	Speed 6,5	[ 0]
DX	14*	[	80]	Will	13	[	0]	Basic Move 6	[ 0]
IQ	13	[	60]	Per	14	[	_	BL 29 lk	) (ST×ST)/5
нт	12	[	20]	FP	12	[	0]		<sup>Sw</sup> 1d+2

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

TL 3	[ 0]	SM +0
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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'					

	ENCL	JMBRANG	E 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								
	1-Hand	2-Hand	Shove /	Carry on	Shift				
Name	Lift*	Lift <sup>†</sup>	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly				
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb				
* Takes 2 secon			Double with a						
t Takes 4 secor	nds to complete	ı 8	Lose 1 FP/sec	while over X-Hv	v enc.				

## **REACTION MODIFIERS**

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

<sup>\*\*</sup>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,	[ 21]
Holdout, Pickpocket) 3 (p. B89)	
<b>Night Vision 5</b> {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]
<b>Kleptomania</b> (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]
<b>Proud</b> {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 t	he		
+1 damage to Punch or Kick, as appropriate.  Parry: 11			
Camouflage (p. B183)	13	IQ+0	Γ 1
Cartography/TL3 {p. B183}	12	IQ-1	1
Climbing {p. B183}	17‡	DX+3	1
Connoisseur (Literature) {p. B185}	12	IQ-1	<u>† 1</u>
Connoisseur (Visual Arts) {p. B185}	12	IQ-1	<u>†</u> 1
Connoisseur (Wine) {p. B185}	12	IQ-1	Ī 1
Counterfeiting/TL3 (p. B185)	11	IQ-2	[ 1
dDisguise/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
dFirst 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}	15**	HT-1 IQ+2	1
Holdout (p. B200)	13	Per-1	1
Lip Reading {p. B205} Lockpicking/TL3 {p. B206}	15**	IQ+2	1
Observation {p. B211}	16**	Per+2	[ 1
Pickpocket {p. B213}	15**	DX+1	1
dPoisons/TL3 {p. B214}	7	IQ-6	0 1
Rapier {p. B208}	18	DX+4	16
Parry: 13		271.	
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} Parry: 10	13	DX-1	[ 1
	cludes: +3 from	'Flexibility'	
† Conditional: +1 from 'Honest Face' when	cludes: +1 from	'Combat Reflexe	
		n 'Larcenist (Lock h, Stealth, Traps	
+ includes. + i from reflect balance, +5 UDS	dout, Pickpocke		,

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MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	14	11	1d-2 cr	С	_	_	_	
Skill used: Brawling			L	1				
Brawling: Bite	14		1d-2 cr	С	_		_	
Skill used: Brawling			L	1				
Brawling: Kick	12		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+1 cut	1	8	4.5	4	
Skill used: Rapier				L				
Light Edged Rapier: Thrust	18	13F	1d imp	1	8	4.5	4 -	
Skill used: Rapier								

## 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 <sup>*</sup>	11*	9*	10*	
Wrestling	DX	DX	None	
Eyes DR: 0 DB: 0 Neck DR: 6 DB: 0 Torso DB: 0 DB: 0 OR: 3 DB: 0 OR: 6 DB: 6 DB	Skull DR: 8 DB: 0 Face DR: 0 DB: 0  Arm DR: DB: H	Loc Eye Nec Sku Fac Tor Gro Arn Har Leg Fee Boi Boi Not	E. HP  2	#
t Included at 1 feet	DB: 0			
includes. +1 IIOI	ii Cumbat Reliexes			

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 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

Iss 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.

O 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.

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

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is automatica  Heavy ~Fortify ~Lighte Descriptic Location: Leathe	ully designated a Parent. Leather Hood (TL1; r (Neck, Skull) (+3), +56; rn (Neck, Skull) (x1/2), +35) rn: TL:1 LC:4 DR:3 Locations:skull, ne	161	
~Fortify ~Lighte Descriptic Location:  1 Leathe	v (Neck, Skull) (+3), +56; n (Neck, Skull) (x1/2), +35) n: TL:1 LC:4 DR:3 Locations:skull, ne		1.75 lb
~Lighte Descriptic Location: 1 Leathe	n (Neck, Skull) (x1/2), +35) n: TL:1 LC:4 DR:3 Locations:skull, ne		
Description: Location: Leathe	n: TL:1 LC:4 DR:3 Locations:skull, ne		
Location: 1 Leathe			
1 Leathe	skull, neck	eck .	
(Groin,	Armor (TL1; ~Fortify	190	11.25 lb
	Torso and Vitals) (+1),		
	ighten (Groin, Torso and		
	(x3/4), +60)		
· ·	n: TL:1 LC:4 DR:2 Locations:torso, g torso, groin	roin	
	Gloves (TL1; ~Fortify	95	2 02
	) (+3), +40; ~Lighten		
	) (x1/2), +25)		
Description	n: TL:1 LC:- DR:1* Locations:hands	Notes: [1]: Conceala	able as or
under clo Notes: [1]	hing.		
Location:	hands		
1 Leathe	Leggings (TL1; ~Fortify	150	4.5 lb
(Legs)	(+2), +60; ~Lighten (Legs)		
(x3/4),			
Location:	n: TL:1 LC:4 DR:2 Locations:legs		
1 Shoes	(TL1; ~Fortify (Feet) (+3),	131	1 lb
	lighten (Feet) (x1/2), +35)		
Description under clo	n: TL:1 LC:- DR:1* Locations:feet No	otes: [1]: Concealabl	e as or
Notes: [1]			
Location: 1 Hands	feet	0	
	In GCA a "Parent" item can have other	•	it as
"Children." T	his is essentially an organizational st	ructure, allowing you	ı to file
	s together under the parent item if you lick on it and select "Make Child of'		
	ou may show the child items by right of		
	ow Components." Once displayed the		
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is automatica	Illy designated a Parent.	<u> </u>	
1 Belt		1400	4.5 lb
	ost: 1400, Weight: 4.5 lb		
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	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 s 5 seconds.	moke (-10 to	Vision) for	
1	Nageteppo, Flash (p. DF1:25)	40	3.2 oz	
	Description: When hurled, everyone within 10 yards of vs. HT or suffer Blindness (a Vision-Based affliction). F 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 Mc	ve:6 SM:+1	
	(3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12);			
	Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: A			
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	

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Rolo der Schwarze Human



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 LO	à	
Points: (logged) 9	+ (other) 0	= (total) 9	
Aufholen			
<enter here="" notes=""></enter>			
29.06.2013: 9 pts			
Initial Character Crea	tion		
Character created using	ng GURPS Charact	er Assistant 4	
19.12.2012: 0 pts			

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