

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]		^{Sw} 1d+2

* Conditional: +3 from	'Flexibility' when ignoring penal	ties 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 Re	eflexes'		

	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 [†]	Over [‡]	Back [§]	Slightly				
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb				
* Takes 2 seconds to complete									
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*

^{**}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)	
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	5
Callous (p. B125)	[-	5]
Compulsive Gambling (6 or less, *2) {p. B128}	[-1	0]
Kleptomania (12 or less, *1) {p. B141}	[-1	5]
Obsession (Perfect my art at any cost) (9 or less, *1.5) {p.	[-1	5]
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	3		
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, ar skill level. You may add the modifier "Has	a		
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	Γ 1
Cartography/TL3 {p. B183}	12	IQ-1	Ī 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} 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
dPoisons/TL3 {p. B214}	7	IQ-6	0 1
Rapier {p. B208}	18	DX+4	T 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} Parry: 10	13	DX-1	[1
* Includes: +1 from 'Perfect Balance' § I	ncludes: +3 from		
† Conditional: +1 from 'Honest Face' when	ncludes: +1 from	'Combat Reflexe	
		n 'Larcenist (Lock h, Stealth, Traps	
	Idout, Pickpocke		,

Phoenix: r63 (2013-06-07) GCA: 4.0.423 Printed: 6/29/2013 **Pg: 1**

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+3 cut	1	8	4.5	4	
Skill used: Rapier				L				
Light Edged Rapier: Thrust	18	13F	1d+2 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*	11*	9*	10*	
Wrestling	DX	DX	None	
Wrestling 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 Arm DR: DB: H	Loc Eye Nec Sku Fac Tor Grc Arn Hai Lec Be 0 Boi Not	DE HP 2	#
* Includes: +1 from	DR: 4* DB: 0			

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

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,	18	def+4	[5]	
B230}				

Phoenix: r63 (2013-06-07) GCA: 4.0.423 Printed: 6/29/2013 Pg: 2 Rolo der Schwarze Human

	LOAD-OUTS		
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 2287, Weight: 25.92 lb	2287	25.92 lb
	Description: In GCA a "Parent" item can have other traits as This is essentially an organizational structure, allowing you		
	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 the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" format	under the pa	ent. Any
	item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically desi		
1	Armor	727	18.62 lb
	Contents - Cost: 727, Weight: 18.62 lb Description: In GCA a "Parent" item can have other traits		
	"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 c by default; you may show the child items by right clicking	hild items will	be hidden
	selecting "Show Components." Once displayed the child	ren will be sho	wn in a
	"tree" format under the parent. Any item may be assigned clicking on it and selecting "Make Parent"; this entry is he	d as a parent ere for conver	oy right iience, as it
4	is automatically designated a Parent.		
1	Heavy Leather Hood (TL1; ~Fortify (Neck, Skull) (+3), +56;	161	1.75 lb
	~Lighten (Neck, Skull) (x1/2), +35)		
	Description: TL:1 LC:4 DR:3 Locations:skull, neck		
1	Location: skull, neck Leather Armor (TL1; ~Fortify	190	11.25 lb
	(Groin, Torso and Vitals) (+1),		
	+30; ~Lighten (Groin, Torso and		
	Vitals) (x3/4), +60) Description: TL:1 LC:4 DR:2 Locations:torso, groin		
	Location: torso, groin	٥٢	0
1	Leather Gloves (TL1; ~Fortify (Hands) (+3), +40; ~Lighten	95	2 oz
	(Hands) (x1/2), +25)		
	Description: TL:1 LC:- DR:1* Locations:hands Notes:	[1]: Conceala	ble as or
	under clothing. Notes: [1]		
1	Leather Leggings (TL1; ~Fortify	150	4.5 lb
'	(Legs) (+2), +60; ~Lighten (Legs)	150	4.5 10
	(x3/4), +30)		
	Description: TL:1 LC:4 DR:2 Locations:legs Location: legs		
1	Shoes (TL1; ~Fortify (Feet) (+3),	131	1 lb
	+56; ~Lighten (Feet) (x1/2), +35)	1. Ol-bl	
	Description: TL:1 LC:- DR:1* Locations:feet Notes: [1 under clothing.	j: Concealable	e as or
	Notes: [1] Location: feet		
1	Hands	0	_
	Description: In GCA a "Parent" item can have other traits "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 of		
	by default; you may show the child items by right clicking	on the paren	and
	selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned	d as a parent	oy right
	clicking on it and selecting "Make Parent"; this entry is he is automatically designated a Parent.	ere for conver	ience, as it
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 i	t as
	"Children." This is essentially an organizational structure multiple traits together under the parent item if you wish.	, allowing you	to file
	"child" right click on it and select "Make Child of" The c	hild items will	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 he	d as a parent	oy right
	is automatically designated a Parent.		ience, ds il
2	Light Edged Rapier (TL4; Weapon	1400	4.5 lb
	Master Damage Bonus, +0)		
	{D. IVIA229}		
	{p. MA229} Per Unit - Cost: 700, Weight: 2.25 lb		
4	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier]	1 Parry:0F ST	8
1	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0)		
1	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from	1 Parry:0F ST 0 castoff rags to	2 lb designer
1	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from fashions, depending on Status. At minimum: undergarme	0 Parry:0F ST	2 lb designer
	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from fashions, depending on Status. At minimum: undergarme or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs.	O castoff rags to ents, plus a tur or dress - an	2 lb designer nic, blouse, d suitable
1	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from fashions, depending on Status. At minimum: undergarme or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs. Wrists	0 Parry:0F ST	2 lb designer
·	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from fashions, depending on Status. At minimum: undergarme or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs.	O castoff rags to ents, plus a tur or dress - an	2 lb designer nic, blouse, d suitable
1	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from fashions, depending on Status. At minimum: undergarme or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs. Wrists Contents - Cost: 80, Weight: 6.4 oz Nageteppo, Smoke {p. DF1:25} Description: When hurled, fills a two-yard radius with	0 castoff rags to ents, plus a ture or dress - an 80	2 lb designer nic, blouse, d suitable 6.4 oz 3.2 oz
1	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from fashions, depending on Status. At minimum: undergarme or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs. Wrists Contents - Cost: 80, Weight: 6.4 oz Nageteppo, Smoke {p. DF1:25}	0 castoff rags to ents, plus a ture or dress - an 80	2 lb designer nic, blouse, d suitable 6.4 oz 3.2 oz
1	Per Unit - Cost: 700, Weight: 2.25 lb Description: TL:4 LC:4 [Mode:swing Damage:sw-1 cu Skill:Rapier], [Mode:thrust Damage:thr+1 imp Reach: Skill:Rapier] Ordinary Clothes (TL0; _Free, *0) {p. B266} Description: One complete outfit, ranging in quality from fashions, depending on Status. At minimum: undergarme or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs. Wrists Contents - Cost: 80, Weight: 6.4 oz Nageteppo, Smoke {p. DF1:25} Description: When hurled, fills a two-yard radius with 5 seconds.	Castoff rags to ents, plus a turn or dress - an 80 40 smoke (-10 to 40 of where it lance	2 lb designer nic, blouse, d suitable 6.4 oz 3.2 oz Vision) for 3.2 oz ds must roll

LOAD-OUTS (continued)				
Qty	« Combat »	Cost	Weight	
1	Combat	2287	25.92 lb	
1	Ankles	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 wit 5 seconds.	h smoke (-10 to	o Vision) for	
1	Nageteppo, Flash (p. DF1:25)	40	3.2 oz	
	Description: When hurled, everyone within 10 yards			
	vs. HT or suffer Blindness (a Vision-Based affliction every turn.). Roll vs. HT to	recover	
1	Back	Λ	_	
	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			
		LE D. J M.		
	Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed			
	Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced N	love 1 (Ground	Speed 12);	
1	Description: ST:21 DX:9 IQ.3 HT:11 Will:10 Per:12 Speed (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced M Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes	love 1 (Ground	Speed 12);	
1	Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced N	flove 1 (Ground : An ordinary ri 150	Speed 12); ding horse.	
1	Description: ST:21 DX:9 IG:3 HT:11 Will:10 Per:12 Speed (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced M Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes Saddle & Tack (TL2) {p. B289}	flove 1 (Ground : An ordinary ri 150	Speed 12); ding horse.	
1	Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced M Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes Saddle & Tack (TL2) {p. B289} Description: TL:2 Notes: Basic equipment for Riding sk	love 1 (Ground : An ordinary ri 150 till.	Speed 12); ding horse. 15 lb	

Phoenix: r63 (2013-06-07) GCA: 4.0.423 Printed: 6/29/2013 **Pg: 3**

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 GURPS Character Assistant 4				
19.12.2012: 0 pts				

Phoenix: r63 (2013-06-07) GCA: 4.0.423 Printed: 6/29/2013 **Pg: 4**