



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: Reto Mägli

Ht: 1.65 Wt: 140lbs Age: 29

Spent: 284

Unspent: 0

CHARACTER SHEET

Character stats table including ST 12, HP 12, DX 14, Will 13, IQ 13, Per 14, HT 12, FP 12, Basic Speed 6.5, Basic Move 6, BL 29 lb, Thr 1d-1, Sw 1d+2.

TL 3, SM +0

Skills table: 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.

ENCUMBRANCE TABLE with columns for Name, None, Light, Med, Hvy, X-Hvy and rows for Lifting, Basic, Movement, Ground, Water, Jump, Dodge.

LIFTING FEATS table with columns for Name, 1-Hand Lift, 2-Hand Lift, Shove/Over, Carry on Back, Shift Slightly and rows for Basic, Dodge.

REACTION MODIFIERS table with Appearance: +0, Status: +0, Other: +0 and conditional notes.

ADVANTAGES table listing Combat Reflexes, Flexibility, Larcenist, Night Vision, Perfect Balance, and Weapon Master.

PERKS table listing Honest Face and Off-Hand Weapon Training.

DISADVANTAGES table listing Callous, Compulsive Gambling, Kleptomania, Obsession, and Sense of Duty.

QUIRKS table listing Dislikes Beggars, Dislikes Rats, Likes Cigars, Likes Whiskey, and Proud.

SKILLS table listing various skills like Acrobatics, Acting, Brawling, Camouflage, Cartography, Climbing, Connoisseur, Counterfeiting, Disguise, Escape, Fast-Draw, Gambling, Garrote, Gesture, Hiking, Holdout, Lip Reading, Lockpicking, Observation, Pickpocket, Poisons, Rapier, Riding, Savoir-Faire, Scrounging, Search, Shadowing, Sleight of Hand, Smuggling, Stealth, Streetwise, Throwing Art, Traps, Urban Survival, and Wrestling.

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	11	1d-2 cr	C	-	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	14	-	1d-2 cr	C	-	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	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	4.5	4	
Light Edged Rapier: Thrust <i>Skill used: Rapier</i>	18	13F	1d+2 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	

  

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

**Bonus DR: 0**  
**Bonus DB: 0**

**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
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.

**-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 ]

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	<b>Combat</b> 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.	2287	25.92 lb
1	<b>Armor</b> 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.	727	18.62 lb
1	<b>Heavy Leather Hood (TL1; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35)</b> Description: TL:1 LC:4 DR:3 Locations:skull, neck Location: skull, neck	161	1.75 lb
1	<b>Leather Armor (TL1; ~Fortify (Groin, Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (x3/4), +60)</b> Description: TL:1 LC:4 DR:2 Locations:torso, groin Location: torso, groin	190	11.25 lb
1	<b>Leather Gloves (TL1; ~Fortify (Hands) (+3), +40; ~Lighten (Hands) (x1/2), +25)</b> Description: TL:1 LC:- DR:1* Locations:hands Notes: [1]: Concealable as or under clothing. Notes: [1] Location: hands	95	2 oz
1	<b>Leather Leggings (TL1; ~Fortify (Legs) (+2), +60; ~Lighten (Legs) (x3/4), +30)</b> Description: TL:1 LC:4 DR:2 Locations:legs Location: legs	150	4.5 lb
1	<b>Shoes (TL1; ~Fortify (Feet) (+3), +56; ~Lighten (Feet) (x1/2), +35)</b> Description: TL:1 LC:- DR:1* Locations:feet Notes: [1]: Concealable as or under clothing. Notes: [1] Location: feet	131	1 lb
1	<b>Hands</b> 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.	0	-
1	<b>Belt</b> 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.	1400	4.5 lb
2	<b>Light Edged Rapier (TL4; Weapon Master Damage Bonus, +0) {p. MA229}</b> 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]	1400	4.5 lb
1	<b>Ordinary Clothes (TL0; _Free, *0) {p. B266}</b> 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.	0	2 lb
1	<b>Wrists</b> Contents - Cost: 80, Weight: 6.4 oz	80	6.4 oz
1	<b>Nageteppo, Smoke {p. DF1:25}</b> Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.	40	3.2 oz
1	<b>Nageteppo, Flash {p. DF1:25}</b> 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.	40	3.2 oz

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	<b>Combat</b>	2287	25.92 lb
1	<b>Ankles</b> Contents - Cost: 80, Weight: 6.4 oz	80	6.4 oz
1	<b>Nageteppo, Smoke {p. DF1:25}</b> Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.	40	3.2 oz
1	<b>Nageteppo, Flash {p. DF1:25}</b> 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.	40	3.2 oz
1	<b>Back</b>	0	-
<b>Totals:</b>		<b>2287</b>	<b>25.92 lb</b>
Qty	Horse	Cost	Weight
1	<b>Saddle Horse {p. B460}</b> 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.	1450	18 lb
1	<b>Saddle &amp; Tack (TL2) {p. B289}</b> Description: TL:2 Notes: Basic equipment for Riding skill.	150	15 lb
1	<b>Saddlebags (TL1) {p. B289}</b> Description: TL:1 Notes: Holds 40lbs.	100	3 lb
<b>Totals:</b>		<b>1450</b>	<b>18 lb</b>



POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	185
Advantages, Perks	83
Disadvantages, Quirks	-55
Skills, Techniques	71
<b>Total Points Spent:</b>	
<b>284</b>	
<b>Unspent Points:</b>	
<b>0</b>	

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