HELDEN

Name: Styx Reincarnatus
Race: Human
Appearance:

Player: Tiz
Ht: **Wt:** **Age:**

Spent: 279
Unspent: 5

CHARACTER SHEET

ST	9	[-10]	HP	9	[0]	Basic Speed	5,75	[0]
DX	11	[20]	Will	17	[0]	Basic Move	5	[0]
IQ	17*	[140]	Per	17	[0]	BL	16 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr 1d-2	Sw 1d-1	

* Conditional: -5 from 'Absent-Mindedness' when concentrating on another task

TL	3	[0]	SM	+0

Vision	17	Taste/Smell	17	Death Check	12
Hearing	17	Fright Check	17	High Jump	1.67 ft
Touch	17	Consciousness	12	Broad Jump	2.33 yd

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	16 lb	32 lb	48 lb	96 lb	160 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
	_	-1	-2	-3	-4
Dodge	8	7	6	5	4

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	32 lb	128 lb	192 lb	240 lb	800 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 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Megalomania (My Great Quest)' when young or naive individuals, -2 from 'Megalomania (My Great Quest)' when experienced NPCs

LANGUAGES

Name	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[0]

ADVANTAGES

Name	Pts

Faster Casting 4 {p. wiki} [20]
Description: Reduces the time to gather energy by 1 second (1 minute, if not a Ritual Adept) per level. This effect can not reduce energy gathering time to below one second (minute, for non-Adepts). Further, there is a +1 bonus per level (maximum +10) on instantly gathering energy for Blocking spells.

Magery 4 (RPM Seven Paths, -10%) {p. B66} [36]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery

Magery 0 {p. B66} [5]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.
Roll to detect Magic Items with Mage Sense: 21 (Per+4)

Ritual Adept (RPM Seven Paths, -10%) {p. MH1:25} [36]
Description: This new advantage represents inherent magical power, and is only available to dedicated spellcasters (e.g., Wizards, Clerics, Druids). While the spells cast by a person only possessing Magery are slow and bound by several restrictions, yours are not. On level 1 you need a Grimoire to cast spells as a Ritual Adept. Level 2 does not have any restrictions.

PERKS

Name	Pts
Quick-Sheathe (Grimoire) {p. MA51, MA51,HT249,PU2:7}	[1]
Ritual Mastery (Epic Fail) {p. MH1:25}	[1]
Ritual Mastery (Explosion) {p. MH1:25}	[1]
Ritual Mastery (Fläche einfrieren Charm) {p. MH1:25}	[1]

PERKS (continued)

Name	Pts
Ritual Mastery (Fläche erhitzen Charm) {p. MH1:25}	[1]
Ritual Mastery (Heilung Charm) {p. MH1:25}	[1]
Ritual Mastery (Styx' Standard Operating Procedure) {p. MH1:25}	[1]
SOP (Cast Styx' Standard Operating Procedure)	[1]

Usernotes: (Re-)Casts the Ritual Styx' Standard Operating Procedure automatically, out of combat only.

DISADVANTAGES

Name	Pts
Absent-Mindedness {p. B122}	[-15]
Megalomania (My Great Quest) {p. B144}	[-10]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Selfish (12 or less, *1) {p. B153}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

SKILLS

Name	Level	Relative	Pts
Artist (Illusion) {p. B179}	15	IQ-2	[1]
Body Sense {p. B181}	9	DX-2	[1]
Cartography/TL3 {p. B183}	16	IQ-1	[1]
Climbing {p. B183}	10	DX-1	[1]
Diplomacy {p. B187}	15	IQ-2	[1]
Fast-Draw (Charm) {p. B194}	11	DX+0	[1]
Fast-Draw (Grimoire) {p. B194}	11	DX+0	[1]
Fast-Draw (Potion) {p. B194}	11	DX+0	[1]
d First Aid/TL3 (Human) {p. B195}	13	IQ-4	[0]
d Gesture {p. B198}	13	IQ-4	[0]
Hazardous Materials/TL3 (Magical) {p. B199}	16	IQ-1	[1]
Hidden Lore (Magical Items Lore) {p. B199}	16	IQ-1	[1]
Hidden Lore (Magical Writings Lore) {p. B199}	16	IQ-1	[1]
Hiking {p. B200}	11	HT-1	[1]
Holdout {p. B200}	16	IQ-1	[1]
Innate Attack (Projectile) {p. B201} Parry: 9	12	DX+1	[2]
Meditation {p. B207}	15	Will-2	[1]
Occultism {p. B212}	16	IQ-1	[1]
Path of Body {p. MH1:32}	16	IQ-1	[4]
Path of Chance {p. MH1:32}	14	IQ-3	[1]
Path of Crossroads {p. MH1:32}	14	IQ-3	[1]
Path of Energy {p. MH1:32}	16	IQ-1	[4]
Path of Magic {p. MH1:33}	16	IQ-1	[4]
Path of Matter {p. MH1:33}	14	IQ-3	[1]
Path of Mind {p. MH1:33}	14	IQ-3	[1]
Path of Spirit {p. MH1:33}	14	IQ-3	[1]
Path of Undead {p. MH1:33}	14	IQ-3	[1]
Public Speaking {p. B216}	16	IQ-1	[1]
Research/TL3 {p. B217}	16	IQ-1	[1]
Riding (Equines) {p. B217}	10	DX-1	[1]
Savoir-Faire (High Society) {p. B218}	17	IQ+0	[1]
d Scrounging {p. B218}	13	Per-4	[0]
d Search {p. B219}	12	Per-5	[0]
Speed-Reading {p. B222}	16	IQ-1	[1]
Staff {p. B208} Parry: 10	10	DX-1	[1]
d Stealth {p. B222}	12	DX+1	[1]
Teaching {p. B224}	16	IQ-1	[1]
Thaumatology {p. B225}	16	IQ-1	[4]
Throwing {p. B226}	10	DX-1	[1]
Writing {p. B228}	16	IQ-1	[1]

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	11	–	1d-3 cr	C	–	–	–	
Skill used: DX								
Kick	9	–	1d-2 cr	C,1	–	–	–	
Skill used: DX-2								
Punch	11	8	1d-3 cr	C	–	–	–	
Skill used: DX								

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Quarterstaff: Staff Swing	10	10	1d+1 cr	1, 2	7†	4	4	
Skill used: Staff								
Quarterstaff: Staff Thrust	10	10	1d cr	1, 2	7†	4	4	
Skill used: Staff								
Quarterstaff: 2H Sword Swing	6	6	1d+1 cr	1, 2	9†	4	4	
Skill used: DX-5								
Quarterstaff: 2H SwordThrust	6	6	1d-1 cr	2	9†	4	4	
Skill used: DX-5								

ATTACKS TABLES COLUMN NOTES

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

SLAM TABLE

Mvmt.	1–2	3–5	6
Dmg.	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	7/8	
DX	DX	DX	Light	

Eyes DR: 0 DB: 0
Skull DR: 7 DB: 0
Neck DR: 5 DB: 0
Face DR: 0 DB: 0
Torso DR: 3 DB: 0
Arms DR: 0 DB: 0
Hands DR: 4* DB: 0
Groin DR: 3 DB: 0
Legs DR: 0 DB: 0
Feet DR: 4* DB: 0

Loc.	HP	#
Eyes	1	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	5	_____
Hands	4	_____
Legs	5	_____
Feet	4	_____

Bonus DR: 0
Bonus DB: 0

Notes:

HP

| 9 | 8 | 7 | 6 | 5 |
| 4 | 3 | 2 | 1 | |

0 HP

| 0 | -1 | -2 | -3 | -4 |
| -5 | -6 | -7 | -8 | |

-1×HP
| -9 | -10 | -11 | -12 | -13 |
| -14 | -15 | -16 | -17 | |

-2×HP
| -18 | -19 | -20 | -21 | -22 |
| -23 | -24 | -25 | -26 | |

-3×HP
| -27 | -28 | -29 | -30 | -31 |
| -32 | -33 | -34 | -35 | |

-4×HP
| -36 | -37 | -38 | -39 | -40 |
| -41 | -42 | -43 | -44 | |

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

12	11	10	9	8
7	6	5	4	3
2	1			

0 FP

0	-1	-2	-3	-4
-5	-6	-7	-8	-9
-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.

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	Backpack, Frame (TL1) {p. B288}	244	32.38 lb
	Per Unit - Cost: 100, Weight: 10 lb		
	Contents - Cost: 144, Weight: 22.38 lb		
	Description: TL:1 Notes: Holds 100 lbs. of gear.		
1	Purse (TL0) {p. B288}	59	2.08 oz
	Per Unit - Cost: 10		
	Contents - Cost: 49, Weight: 2.08 oz		
	Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)		
9	Copper Farthing (TL2)	9	1.44 oz
	Per Unit - Cost: 1, Weight: 2.56 dr		
0	Gold Mark (TL2)	0	–
0	Platinum Franc (TL2)	0	–
4	Silver Penny (TL2)	40	10.24 dr
	Per Unit - Cost: 10, Weight: 2.56 dr		
1	Personal Basics (TL0) {p. B288}	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.		
1	Sleeping Fur (TL0) {p. B288}	50	8 lb
	Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.		
10	Traveler's Rations (TL0) {p. B288}	20	5 lb
	Per Unit - Cost: 2, Weight: 8 oz		
	Description: TL:0 Notes: One meal of dried meat, cheese, etc.		
1	Wineskin (TL0) {p. B288}	10	8.25 lb
	Per Unit - Cost: 10, Weight: 4 oz		
	Contents - Weight: 8 lb		
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Water (per gallon; TL0) {p. B288}	0	8 lb
	Description: TL:0		
	Totals:	**244**	**32.38 lb**

Qty	« Combat »	Cost	Weight
1	Combat	2505.75	21.12 lb
	Contents - Cost: 2505.75, Weight: 21.12 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	595.75	12.12 lb
	Contents - Cost: 595.75, Weight: 12.12 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	Cloth Armor (TL1; ~Fortify (Groin, Torso and Vitals) (+1), +30; ~Lighten (Groin, Torso and Vitals) (x3/4), +60)	215	10.12 lb
	Description: TL:1 LC:4 DR:2 Locations:torso, groin		
	Location: torso, groin		
1	Cloth Hood (TL1; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35)	147.25	14.4 oz
	Description: TL:1 LC:4 DR:2 Locations:skull, neck Notes: [1]: Concealable as or under clothing.		
	Notes: [1]		
	Location: skull, neck		
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	Cloth Gloves (TL1; ~Fortify (Hands) (+3), +40; ~Lighten (Hands) (x1/2), +25)	102.5	1.6 oz
	Description: TL:1 LC:– DR:1* Locations:hands Notes: [1]: Concealable as or under clothing.		
	Notes: [1]		
	Location: hands		
1	Hands	1900	3 lb
	Contents - Cost: 1900, Weight: 3 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	Grimoire (60 pages, 60 free; TL3)	1900	3 lb
	Per Unit - Cost: 750, Weight: 3 lb		
	Contents - Cost: 1150		

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	Grimoire (60 pages, 60 free; TL3)	1900	3 lb
1	Ritual: Standard Operating Procedure (+5, 7 pages; TL3)	1000	–
1	Ritual: Heilung Charm (+2, 4 pages; TL3)	100	–
1	Ritual: Explosion (+1, 3 pages; TL3)	50	–
1	Belt	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	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	Back	10	4 lb
	Contents - Cost: 10, Weight: 4 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	Quarterstaff (TL0) {p. LT69}	10	4 lb
	Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4]		
	Totals:	**2505,75**	**21.12 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	[170]
Advantages, Perks	[105]
Disadvantages, Quirks	[-45]
Skills, Techniques	[49]
Total Points Spent:	**279**
Unspent Points:	**5**

CAMPAIGN LOG

Points: (logged) 0   + (other) 0   = (total) 0

Initial Character Creation

Character created using GURPS Character Assistant 4

22.06.2013: 0 pts