



CHARACTER SHEET

Name: Richard Talisker
 Race: Human
 Appearance: Guitarhero

Player: Reto Mägli
 Ht: 1.75m Wt: 90Kg Age: 40

Spent: 169
 Unspent: 16

ST 11	[10]	HP 11	[0]	Basic Speed 5	[0]
DX 10	[0]	Will 13	[0]	Basic Move 5	[0]
IQ 13	[60]	Per 13	[0]	BL 24 lb	(ST×ST)/5
HT 10	[0]	FP 10	[0]	Thr 1d-1	Sw 1d+1
TL 5*			[0]	SM +0	

* Includes: +2 from 'High TL'

Vision 13	Fright Check 13	High Jump 1.67 ft
Hearing 13	Consciousness 10	Money 0*
Touch 13	Death Check 10	
Taste/Smell 13	Broad Jump 2.33 yd	

* Includes: +8400 from 'Guitargun (Signature Gear)', +248 from 'Money', +11530 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	8	7	6	5	4

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 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.

TEMPLATES AND META-TRAITS	
Name	Pts
Underground Engineer (Banestorm) {p. BS215}	[0]

Description: In Ytarria, many factions try to suppress the advance of technology, especially gunpowder. Underground engineers don't let that stop them.

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 'Artificer', -2 from 'Paranoia', +1 from 'Reputation (Won the Tournament in Azer)'

CULTURAL FAMILIARITIES	
Name	Pts
Christian (Native) {p. B23, BS183}	[0]

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

ADVANTAGES	
Name	Pts
Artificer 2 {p. B90}	[20]
Contact Group (Luis Oban, Brotherhood of Steam, Artificer; Effective Skill 12; 9 or less, *1; Somewhat Reliable, *1) {p. B44}	[5]
Gizmo 1 {p. B58}	[5]
High TL 2 {p. B23}	[10]
Patrons (Master Adolphe; 6 or less, *1/2) {p. B72}	[10]
Reputation +1 (Won the Tournament in Azer; 10 or less, *1/2; Almost everyone, *1; Small class, *1/3) {p. B27}	[1]
Signature Gear 17 (Guitargun) {p. B85}	[17]

PERKS	
Name	Pts
Weapon Bond (Guitargun) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]



DISADVANTAGES	
Name	Pts
Addiction (Tobacco; Cheap; Highly addictive, -5; Legal, +5) {p. B122}	[-5]
Enemy -2 (Organization out to suppress technological advance; 6 or less, *1/2) {p. B135}	[-20]
Obsession (Bring Industrial revolution to Yrth; Long-Term Goal; 12 or less, *1) {p. B146}	[-10]
Paranoia {p. B148}	[-10]
Sense of Duty (Adventuring Companions; Small Group) {p. B153}	[-5]

QUIRKS	
Name	Pts
Careful {p. B164}	[-1]
Dislikes Nordmen {p. B164}	[-1]
Likes Gunpowder {p. B164}	[-1]
My Trademark on objects crafted by me {p. B164}	[-1]
Proud of my guitarplay {p. B164}	[-1]

SKILLS				SCRATCH PAD			
DX based	Level	Relative	Pts				
Axe/Mace {p. B208}	10	DX+0	[2]				
Parry: 8							
Brawling {p. B182}	10	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: 8							
Climbing {p. B183}	10	DX+0	[2]				
Guns/TL5 (Rifle) {p. B198}	16*	DX+6	[20]				
Riding (Equines) {p. B217}	10	DX+0	[2]				
Stealth {p. B222}	10	DX+0	[2]				
Throwing {p. B226}	10	DX+0	[2]				
Wrestling {p. B228}	9	DX-1	[1]				
Parry: 7							
HT based	Level	Relative	Pts				
Hiking {p. B20}	10	HT+0	[2]				
Singing {p. B220}	10	HT+0	[1]				
IQ based	Level	Relative	Pts				
Acting {p. B174}	14	IQ+1	[4]				
Area Knowledge (Sauvons in Araterre) {p. B176}	13	IQ+0	[1]				
Armoury/TL3 (Body Armor) {p. B178}	14†	IQ+1	[1]				
Armoury/TL3 (Melee Weapons) {p. B178}	14†	IQ+1	[1]				
Armoury/TL3 (Missile Weapons) {p. B178}	14†	IQ+1	[1]				
Armoury/TL5 (Small Arms) {p. B178}	14†	IQ+1	[1]				
Camouflage {p. B183}	13	IQ+0	[1]				
Chemistry/TL5 {p. B183}	12	IQ-1	[2]				
Disguise/TL3 (Human) {p. B187}	12	IQ-1	[1]				
Engineer/TL5 (Clockwork) {p. B190}	14†	IQ+1	[2]				
Engineer/TL5 (Electrical) {p. B190}	14†	IQ+1	[2]				
Engineer/TL5 (Materials) {p. B190}	14†	IQ+1	[2]				
Engineer/TL5 (Small Arms) {p. B190}	14†	IQ+1	[2]				
Engineer/TL5 (Steam Power Plants) {p. B190}	14†	IQ+1	[2]				
Explosives/TL5 (Demolition) {p. B194}	14	IQ+1	[4]				
Fast-Talk {p. B195}	12	IQ-1	[1]				
First Aid/TL5 (Human) {p. B195}	13	IQ+0	[1]				
Gesture {p. B198}	13	IQ+0	[1]				
Holdout {p. B200}	17‡	IQ+4	[2]				
Usernotes: bonus from HT64							
Machinist/TL5 {p. B206}	14†	IQ+1	[1]				
Makeup/TL3 {p. B206}	13	IQ+0	[1]				
Mathematics/TL5 (Applied) {p. B207}	11	IQ-2	[1]				
Mechanic/TL5 (Steam Power Plant) {p. B207}	14†	IQ+1	[1]				
Metallurgy/TL5 {p. B209}	12	IQ-1	[2]				
Musical Instrument (Guitar) {p. B211}	11	IQ-2	[1]				
Physics/TL5 {p. B213}	11	IQ-2	[2]				
Smith/TL3 (Iron and Steel) {p. B221}	14†	IQ+1	[1]				
Smith/TL5 (Iron and Steel) {p. B221}	14†	IQ+1	[1]				
Traps/TL3 {p. B226}	14	IQ+1	[4]				
Per based	Level	Relative	Pts				
Observation {p. B211}	12	Per-1	[1]				
Scrounging {p. B218}	14	Per+1	[2]				
* Conditional: +1 from 'Weapon Bond (Guitargun)'	† Includes: +2 from 'Artificer'	‡ Includes: +4 from User; Conditional: +4 from 'Buff Leather Coat'					

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		10	8	1d-2 cr	C	-	-	
Brawling: Bite		10	-	1d-2 cr	C	-	-	
Brawling: Kick		8	-	1d-1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Axe		10	8U	1d+3 cut	1	11	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Black Powder Grenade	10	3d cr ex[1d]	-	38 yd	-	-	-	-	-	2	[1]
Black Powder Grenade	10	3d cr ex[1d]	-	38 yd	-	-	-	-	-	2	[1]
Guitargun (Signature Gear)	17	3d+1 pi+	3	300 yd / 1.25 mi	2	15+1(2i)	9†	-5	2	3	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

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.

Shots "i": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

SLAM TABLE				
1-2		3-4		5-6
1d-3		1d-2		1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	8	
Axe/Mace	DX	DX		

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, impaling, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
1	-10	-21	-32	-43	-54

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 at the start of your next turn and 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
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
5 4 3 2 1	-5 -6 -7 -8 -9

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.

LOAD-OUTS			
Qty	« combat »	Cost	Weight
1	Armor Description: Parent Item (Virtual)	560	29.2 lb
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Leather Helm {p. B284} Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
1	Buff Leather Coat {p. B283} Description: TL:4 LC:4 DR:2* Locations: body, limbs Usernotes: HT64 Location: body, limbs	310	23.7 lb
27	Guitargun (Ammunition) Usernotes: Cartridge Rifle, .45	0	2.7 lb
1	Improved Front Torsoarmor Notes: [notes] Usernotes: The additional DR1 only counts against cutting and crushing damage Location: torso	100	5 lb
1	Ordinary Clothes {p. B266} 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.	120	2 lb
1	Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	320	6.5 lb
1	Axe {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace	50	4 lb
1	Black Powder Grenade {p. 277} Description: TL:5 LC:2 Dam:3d Fuse:3-5 Notes: [1] Takes a Ready maneuver to light the fuse (impossible in rain, etc.) - or five Ready maneuvers if you must insert the fuse first! Detonates 3-5 seconds later, depending on fuse length. Notes: [1]	5	1 lb
2	Health Potion	240	1 lb
1	Guitargun (Signature Gear) {p. HT120} Description: TL:5 LC:3 Ammo:0.6 lb. Damage:3d+1 pi+ Acc:3 Range:300/2200 RoF:2 Shots:15+1(2) ST:9† Bulk:5 Rcl:2 Skill:Guns (Rifle) Usernotes: Winchester M1873, .44-40	8400	8.9 lb
Totals:		9280	44.6 lb
Qty	everything	Cost	Weight
1	Armor Description: Parent Item (Virtual)	560	29.2 lb
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Leather Helm {p. B284} Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
1	Buff Leather Coat {p. B283} Description: TL:4 LC:4 DR:2* Locations: body, limbs Usernotes: HT64 Location: body, limbs	310	23.7 lb
27	Guitargun (Ammunition) Usernotes: Cartridge Rifle, .45	0	2.7 lb
1	Improved Front Torsoarmor Notes: [notes] Usernotes: The additional DR1 only counts against cutting and crushing damage Location: torso	100	5 lb
1	Ordinary Clothes {p. B266} 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.	120	2 lb
1	Backpack, Frame {p. B288} Description: TL:1 Notes: Holds 100 lbs. of gear.	11898	73.35 lb
1	Bandages {p. B289} Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	10	2 lb
1	Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	11558	2.35 lb
20	Coin: Copper Farthing {p. BS44}	20	6.4 oz
32	Coin: Silver Penny {p. BS44}	128	2.05 oz
57	Coin: Gold Mark {p. BS44}	11400	1.82 lb
1	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb

LOAD-OUTS (continued)			
Qty	everything	Cost	Weight
1	Backpack, Frame {p. B288}	11898	73.35 lb
1	Pickaxe {p. B289} Description: TL:2 Notes: Improves digging speed.	15	8 lb
1	Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Crowbar, 3' {p. B289} Description: TL:2 Notes: Treat as small mace in combat, at -1 to skill.	20	3 lb
2	Wineskin (4 liters of water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb
1	Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners.	20	4 lb
1	Cord, 3/16" (per 10 yards) {p. B288} Description: TL:0 Notes: Supports 90 lbs.	1	8 oz
1	Sleeping Fur {p. B288} Description: TL:0 Notes: Warm unless wet.	50	8 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
3	Torch {p. B288} Description: TL:0 Notes: Burns for 1hr.	9	3 lb
1	Whetstone {p. B289} Description: TL:1 Notes: For sharpening tools and weapons.	5	1 lb
4	Black Powder Grenade {p. 277} Description: TL:5 LC:2 Dam:3d Fuse:3-5 Notes: [1] Takes a Ready maneuver to light the fuse (impossible in rain, etc.) - or five Ready maneuvers if you must insert the fuse first! Detonates 3-5 seconds later, depending on fuse length. Notes: [1]	20	4 lb
1	Old, brown robe	0	3 lb
1	Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	320	6.5 lb
1	Axe {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace	50	4 lb
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2	Health Potion	240	1 lb
1	Guitargun (Signature Gear) {p. HT120} Description: TL:5 LC:3 Ammo:0.6 lb. Damage:3d+1 pi+ Acc:3 Range:300/2200 RoF:2 Shots:15+1(2) ST:9† Bulk:5 Rcl:2 Skill:Guns (Rifle) Usernotes: Winchester M1873, .44-40	8400	8.9 lb
Totals:		21178	117.95 lb

NOTES

Black Powder Grenade*Explosion*

kein dodge

dmg=3d (A=3d / B=3d:3 / C=3d:6 / D=3d:9...)

Fragment

dodge and drop nur für B+ / A wird automatisch getroffen

dmg=1d (R=5x[1d] / HG Skill=15 / Rcl=3)

POINTS SUMMARY

Pts

Basic Attributes, Secondary Characteristics	70
Advantages, Perks	69
Disadvantages, Quirks	-55
Skills, Techniques	85

Total Points Spent: 169

Unspent Points: 16

CAMPAIGN LOG

Points: (logged) 35 + (other) 0 = (total) 35

Reputation (Won the Tournament in Azer) 27. Juli 2011

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27.07.2011: 1 pts

Turniersieg 27. Juli 2011

- Überfall vom Ministerium Glückliche Zufälle (Anus)
- Wachhund gekauft (Mischling namens Bello)
- 5 gewöhnliche Kleider gekauft
- Gustel schmiedet Hufeisen und beschlägt Pferde (200/Monat)

- Quest: mit Karl Gervinus reden

27.07.2011: 10 pts

Patron: Master Adolphe 4. Juli 2011

07.04.2011: 10 pts

CAMPAIGN LOG (continued)	
Azer erkundet	4. Juli 2011
<ul style="list-style-type: none"> - Haus mit Schmiede gekauft (1500; 100/Monat) - Gustel als Gehilfe und Lehrling angestellt (100/Monat) - Quest: Nekromant Torinos im Norden aufsuchen - Quest: Bibliothek von Megalos aufsuchen 	
<i>07.02.2011: 8 pts</i>	
Gahr	
-Quest: Gahr befreit und nach Azer geflüchtet	
<i>07.01.2011: 6 pts</i>	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
<i>13.06.2011: 0 pts</i>	

DESCRIPTION
<p>Richard Talisker ist ein Underground Engineer. Er wurde in Sauvons der grössten Stadt im südöstlich gelegenen Araterre geboren. Sein Vater Henri war Whiskeydestiller und seine Mutter Lisette Hausfrau. Er wuchs mit 2 jüngeren Schwestern auf Marie und Sybille. Schon als Kind hatte er ein gutes Verständnis für technische und handwerkliche Sachen. Dies erkannten auch Fremde die ihn am Hafen mit dem Beladekran spielen sahen. Sie überzeugten die Eltern, dass es besser wäre wenn er mit den Reisenden auf ihr Schiff gehen würde, da die Regierung und die Magiergilden den Technischenfortschritt blockieren ja gar unterdrücken. Die Eltern sahen ein, dass er später einmal Probleme kriegen würde wenn er nicht von jemandem beschützt werden kann. So liessen sie ihn schweren Herzens gehen. Die Brotherhood of Steam war von nun an seine neue Familie. Mit ihrem Dampfschiff Big Bang fuhren sie über die Weltmeere um ungestört auf See ihre Experimente durchzuführen und das Wissen um die Technologie zu verbreiten. Das Oberhaupt der Brotherhood ist Luis Oban einer der grössten Wissenschaftler in Yrth. Er gab Richard nach Abschluss seiner Ausbildung den Auftrag sein Wissen auf dem Festland zu verbreiten. So zieht nun Richard seit ein paar Jahren durch die Welt von Yrth, bis zu jenem Tag an dem er in einer mysteriösen Spelunke seine Abenteurergruppe fand.</p>