

ST	11	[10]	HP	11	[0]	Basic Speed	5	[0]
DX	10	[0]	Will	14	[0]	Basic Move	5	[0]
IQ	14	[80]	Per	14	[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	14	Fright Check	14	High Jump	1.67 ft
Hearing	14	Consciousness	10	Money	0*
Touch	14	Death Check	10		
Taste/Smell	14	Broad Jump	2.33 yd		

* Includes: +8400 from 'Guitargun (Signature Gear)', +248 from 'Money', +11530 from 'Money', -1068 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
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.

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*

* Conditional: +2 from 'Artificer', -2 from 'Paranoia', +2 from 'Reputation (Won the Tournament in Azer)', +2 from 'Sense of Duty (Adventuring Companions)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES	
Name	Pts
Christian (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]

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.

ADVANTAGES	
Name	Pts
Ally (Gustel; 25% of starting points; Constantly, *4) {p. B36}	[4]
Artificer 2 {p. B90}	[20]
Description: Armoury, Carpentry, Electrician, Electronics Repair, Engineer, Machinist, Masonry, Mechanic, Smith	
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 +2 (Won the Tournament in Azer; 10 or less, *1/2; Almost everyone, *1; Small class, *1/3) {p. B27}	[2]
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			
Name	Level	Relative	Pts
Acting {p. B174}	15	IQ+1	[4]
Area Knowledge (Sauvons in Araterre) {p. B176}	14	IQ+0	[1]
Armoury/TL3 (Body Armor) {p. B178}	15*	IQ+1	[1]
Armoury/TL3 (Melee Weapons) {p. B178}	15*	IQ+1	[1]
Armoury/TL3 (Missile Weapons) {p. B178}	15*	IQ+1	[1]
Armoury/TL5 (Small Arms) {p. B178}	15*	IQ+1	[1]
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			
Camouflage {p. B183}	14	IQ+0	[1]
Chemistry/TL5 {p. B183}	13	IQ-1	[2]
Climbing {p. B183}	10	DX+0	[2]
Disguise/TL3 (Human) {p. B187}	13	IQ-1	[1]
Engineer/TL5 (Clockwork) {p. B190}	15*	IQ-1	[2]
Engineer/TL5 (Electrical) {p. B190}	15*	IQ+1	[2]
Engineer/TL5 (Materials) {p. B190}	15*	IQ+1	[2]

SKILLS (continued)			
Name	Level	Relative	Pts
Engineer/TL5 (Small Arms) {p. B190}	15*	IQ+1	[2]
Engineer/TL5 (Steam Power Plants) {p. B190}	15*	IQ+1	[2]
Explosives/TL5 (Demolition) {p. B194}	15	IQ+1	[4]
Fast-Talk {p. B195}	13	IQ-1	[1]
First Aid/TL5 (Human) {p. B195}	14†	IQ+0	[1]
Gesture {p. B198}	14	IQ+0	[1]
Guns/TL5 (Rifle) {p. B198}	16‡	DX+6	[20]
Hiking {p. B20}	10	HT+0	[2]
Holdout {p. B200}	18§	IQ+4	[2]
<small>Usernotes: bonus from HT64</small>			
Machinist/TL5 {p. B206}	15*	IQ+1	[1]
Makeup/TL3 {p. B206}	14	IQ+0	[1]
Mathematics/TL5 (Applied) {p. B207}	12	IQ-2	[1]
Mechanic/TL5 (Steam Power Plant) {p. B207}	15*	IQ+1	[1]
Metallurgy/TL5 {p. B209}	13	IQ-1	[2]
Musical Instrument (Guitar) {p. B211}	12	IQ-2	[1]
Observation {p. B211}	13	Per-1	[1]
Physics/TL5 {p. B213}	12	IQ-2	[2]
Riding (Equines) {p. B217}	10	DX+0	[2]
Scrounging {p. B218}	15	Per+1	[2]
Singing {p. B220}	10	HT+0	[1]
Smith/TL3 (Iron and Steel) {p. B221}	15*	IQ+1	[1]
Smith/TL5 (Iron and Steel) {p. B221}	15*	IQ+1	[1]
Stealth {p. B222}	10	DX+0	[2]
Throwing {p. B226}	10	DX+0	[2]
Traps/TL3 {p. B226}	15	IQ+1	[4]
Wrestling {p. B228}	9	DX-1	[1]
Parry: 7			
* Includes: +2 from 'Artificer'	‡ Conditional: +1 from 'Weapon Bond (Guitargun)'		
† Conditional: +1 from 'First Aid Kit'	§ Includes: +4 from User		

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Black Powder Grenade <small>Skill used: Throwing</small>	10	3d cr ex[1d]	-	38 yd	-	-	-	-	-	2	[1]
Black Powder Grenade <small>Skill used: Throwing</small>	10	3d cr ex[1d]	-	38 yd	-	-	-	-	-	2	[1]
Guitargun (Signature Gear) <small>Skill used: Guns (Rifle)+1 Usernotes: Winchester M1873, .44-40</small>	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.

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

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

Bonus DR: 0
Bonus DB: 0

Notes:

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

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.

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

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	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
	-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.

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)

LOAD-OUTS			
Qty	« combat »	Cost	Weight
1	Armor Contents - Cost: 560, Weight: 28.8 lb Description: Parent Item (Virtual)	560	28.8 lb
1	Boots 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 Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Leather Helm Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
1	Buff Leather Coat Per Unit - Cost: 210, Weight: 16 lb Contents - Cost: 100, Weight: 7.3 lb Description: TL:4 LC:4 DR:2* Locations: body, limbs Usernotes: HT64 - gibt aber nur 4 Holdout wenn etwas unter dem Mantel versteckt wird! Location: body, limbs	310	23.3 lb
23	Guiltargun (Ammunition) (_Free, *0) Per Unit - Weight: 1.6 oz Usernotes: Cartridge Rifle, .45	0	2.3 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 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 Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 295, Weight: 6 lb Description: TL:5 Notes: Fits most pistols.	320	6.5 lb
1	Axe 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 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 Per Unit - Cost: 120, Weight: 8 oz	240	1 lb
1	Guiltargun (Signature Gear) (Signature Gear, +0; Weapon Bond, +0) Description: TL:5 LC:3 Ammo:0.6 lb. Damage:3d+1 pi+ Acc:3 Range:300/2200 RoF:2 Shots:15+1(2i) ST:9† Bulk:5 Rcl:2 Skill:Guns (Rifle) Usernotes: Winchester M1873, .44-40	8400	8.9 lb
Totals:		9280	44.2 lb
Qty	everything	Cost	Weight
1	Armor Contents - Cost: 560, Weight: 28.8 lb Description: Parent Item (Virtual)	560	28.8 lb
1	Boots 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 Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Leather Helm Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
1	Buff Leather Coat Per Unit - Cost: 210, Weight: 16 lb Contents - Cost: 100, Weight: 7.3 lb Description: TL:4 LC:4 DR:2* Locations: body, limbs Usernotes: HT64 - gibt aber nur 4 Holdout wenn etwas unter dem Mantel versteckt wird! Location: body, limbs	310	23.3 lb
23	Guiltargun (Ammunition) (_Free, *0) Per Unit - Weight: 1.6 oz Usernotes: Cartridge Rifle, .45	0	2.3 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 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

LOAD-OUTS (continued)			
Qty	everything	Cost	Weight
1	Backpack, Frame Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 1030, Weight: 94.46 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	1130	104.46 lb
1	Bandages 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 Per Unit - Cost: 10 Contents - Cost: 68, Weight: 1.36 lb Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	78	1.36 lb
68	Coin: Copper Farthing Per Unit - Cost: 1, Weight: 5.12 dr	68	1.36 lb
0	Coin: Silver Penny	0	-
0	Coin: Gold Mark	0	-
1	Rope, 3/8" (per 10 yards) Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Personal Basics Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Pickaxe Description: TL:2 Notes: Improves digging speed.	15	8 lb
1	Handcuffs Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Crowbar, 3' Description: TL:2 Notes: Treat as small mace in combat, at -1 to skill.	20	3 lb
2	Wineskin (4 liters of water) Per Unit - Cost: 10, Weight: 8.25 lb Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb
1	Climbing Gear Description: TL:2 Notes: Hammer, spikes, carabiners.	20	4 lb
1	Cord, 3/16" (per 10 yards) Description: TL:0 Notes: Supports 90 lbs.	1	8 oz
1	Sleeping Fur Description: TL:0 Notes: Warm unless wet.	50	8 lb
10	Traveler's Rations Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
3	Torch Per Unit - Cost: 3, Weight: 1 lb Description: TL:0 Notes: Burns for 1hr.	9	3 lb
1	Whetstone Description: TL:1 Notes: For sharpening tools and weapons.	5	1 lb
4	Black Powder Grenade Per Unit - Cost: 5, Weight: 1 lb 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	Smoking Gear Per Unit - Cost: 15, Weight: 2 lb Contents - Cost: 15, Weight: 2 lb	30	4 lb
1	Pipe (Early tobacco pipe)	3	1 lb
1	Tobacco	12	1 lb
1	First Aid Kit Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Lantern Per Unit - Cost: 20, Weight: 2 lb Contents - Cost: 12, Weight: 1.1 lb Description: TL:2 Notes: Burns for 24 hours on 1 pint of oil.	32	3.1 lb
1	Oil (per pint) Description: TL:2 Notes: For lantern.	2	1 lb
1	magnifier lens	10	1.6 oz
1	Portable Armoury Tool Kit TL3 Description: TL:3 Notes: Basic equipment for Armoury skill.	600	20 lb
1	Robe of Ministry of Serendipity	0	3 lb
1	Belt Per Unit - Cost: 25, Weight: 8 oz Contents - Cost: 295, Weight: 6 lb Description: TL:5 Notes: Fits most pistols.	320	6.5 lb
1	Axe 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 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 Per Unit - Cost: 120, Weight: 8 oz	240	1 lb
1	Guiltargun (Signature Gear) (Signature Gear, +0; Weapon Bond, +0) Description: TL:5 LC:3 Ammo:0.6 lb. Damage:3d+1 pi+ Acc:3 Range:300/2200 RoF:2 Shots:15+1(2i) ST:9† Bulk:5 Rcl:2 Skill:Guns (Rifle) Usernotes: Winchester M1873, .44-40	8400	8.9 lb
Totals:		10410	148.66 lb

DESCRIPTION

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.

POINTS SUMMARY**Pts**

Basic Attributes, Secondary Characteristics	90
Advantages, Perks	74
Disadvantages, Quirks	-55
Skills, Techniques	85
Total Points Spent:	194
Unspent Points:	0

CAMPAIGN LOG

Points: (logged) 44 + (other) 0 = (total) 44

Das Buch Dämonenfibel 26.08.2011

- UE in Megalos in der ollen Schaluppe / Wirt Kimi
- Artefakte Zwischenlager in Megalos / Kappelstr. 35
- Galthas arbeitet für Nekromanten im Auftrag von Gahr
- Dieb Olin im Jesuitenkloster noch nicht befragt

26.08.2011: 8 pts

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

<enter notes here>

27.07.2011: 2 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)

27.07.2011: 10 pts

Patron: Master Adolphe 4. Juli 2011

07.04.2011: 10 pts

Azer erkundet 4. Juli 2011

- Haus mit Schmiede gekauft (1500; 100/Monat)
- Gustel als Gehilfe und Lehrling angestellt (100/Monat)

- Quest: Nekromant Torinos im Norden aufsuchen

07.02.2011: 8 pts

Gahr

- Quest: Gahr befreit und nach Azer geflüchtet

07.01.2011: 6 pts

Initial Character Creation

Character created using GURPS Character Assistant 4

13.06.2011: 0 pts