

							_						
ST	24*	[	<b>40</b> ]	HP	24	[ 0	] Basi Spee	c 6,25	[ -15]	PERKS Name			Pts
DX	14	[	80 ]	Will	9	[ 0	Deal	C C	[ 0]	Weapon Bond (Lady Die) {p. F132, HT2 DF1:14}	50, MA5	3, PU2:9,	[ 1]
IQ	9†	r	01	Per	0	[ 0	1 81	115		DISADVANTA	GES		
	9.	L	0]	ΓĘΙ	9	1 0	Thr		(ST×ST)/5	Name			Pts
ΗT	14‡	[	30 ]	FP	14	[ 0	] <sup>[</sup> 2	d+1	<sup>w</sup> 4d+2	Bad Temper (9 or less, *1.5) {p. B124}			[ -15]
<b>—</b> ,										Bully (12 or less, *1) {p. B125} Code of Honor (Pirate's) {p. B127}			[ -10] [ -5]
TL	3					[ O	] SM	+0		Sense of Duty (Adventuring companions	s) {p. B15	53}	[ -5]
	des: +6 fror from 'Raci		1		des: -1 fron Dungeon F			ludes: +1 fr (Dungeon		QUIRKS			
Bonus'				Ogio (L	Jungconn	undoy)	l ogic	(Dungcon	r anaby)	Name			Pts
Visior	n		9		t Check		Hig	h Jump	2.17 ft	_Unused Quirk 1 {p. B163}			[ -1]
Heari			9		ciousne		Mor	пеу	10†	_Unused Quirk 2 {p. B163} _Unused Quirk 3 {p. B163}			[ -1] [ -1]
Touc	n e/Smell		9 9		n Check d Jump	<u>14</u> 3 yd				_Unused Quirk 4 {p. B163}			[ -1]
* Includ	des: +2 fror		bat Re	flexes', +	1 from 'Fe	arlessness				_Unused Quirk 5 {p. B163}			[ -1]
† Incluc	des: +990 f	rom 'La	ady Die	e', +1000	from 'Mon	ney', +920 f	om 'Mor	iey'		SKILLS			
						CE TAB				DX based	Level	Relative	Pts
Name Lifting	e	**	None ×1	e »	Light ×2	Med ×3		Hvy ×6	<b>X-Hvy</b> ×10	Axe/Mace {p. B208} Parry: 14	20*	DX+6	[ 24]
Basic		:	ī 115 li	o 2	230 Ib	<u>345</u> 1	5 6	590 lb - 1	1150 lb	Brawling {p. B182}	15	DX+1	[ 2]
Movem Groui			_ <u>×1</u> 6 yd		×0.8 4 yd	×0.6		×0.4 2 yd	<u>×0.2</u> 1 yd	Parry: 11 Climbing {p. B183}	13	DX-1	[ 1]
Wate			<u>6 yu</u> 1 yd		<u>4 yu</u> 1 yd	<u>3 yd 33 yd</u> 1 yd		<u>2 yu</u> 1 yd	1 yd	Fast-Draw (Axe) {p. B194}	15	DX+1	
					-1	-2		3	-4	Forced Entry {p. B196}	14	DX+0	[ 1]
Dodg	le		10		9	8		7	6	Knife {p. B208} Parry: 10	14	DX+0	[ 1]
					TING F				01-14	Riding (Equines) {p. B217}	13	DX-1	[ 1]
Name	<u>م</u>		-Han Lift	-	-Hand Lift <sup>†</sup>	Shove Over		arry on Back <sup>§</sup>	Shift Slightly	Shield (Shield) {p. B220}	16	DX+2	[ 4]
Basic	-		230		920 lb	1380		725 lb	2.88 tn	Block: 12 Stealth {p. B222}	13	DX-1	[ 1]
	s 2 seconds					Double wit Lose 1 FP				Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[ 4]
TTakes	s 4 second								/y enc.	Wrestling {p. B228} Parry: 11	14	DX+0	[ 2]
Name	~	1	ЕМР	LAIE	S AND	META-1	RAIIS	5	Pts	HT based	Level	Relative	Pts
	e Ogre (Di	unge	on Fa	antasy	) {p. DF	3:15}			[ 20]	Carousing {p. B183}	14	HT+0	[ 1]
Descrip		Ogre a	ren't as	s huge, c		stupid as ar	ogre, a	nd can pas	s	Hiking {p. B20}	13	HT-1	[ 1]
	icial ST				-0%)				[ 40]	IQ based	Level	Relative	Pts
					1 (Toug	gh Skin,∍	40%)	{p. B46}	[ 3]	Armoury/TL3 (Body Armor) {p. B178} Connoisseur (Weapons) {p. B185}	10 10	IQ+1 IQ+1	[ 4] [ 4]
	arlessne oht Visio								[ 2]	Gesture {p. B198}	9	IQ+0	
	pearanc				}				[ -8]	Leadership {p. B204}	10‡	IQ+1	[ 1]
So	cial Stig	ma (	Sava	ge) {p.	DF3:11				[ -10]	Strategy (Land) {p. B222} Streetwise {p. B223}	10‡ 8	IQ+1 IQ-1	[ 2] [ 1]
	nt (Dung					} out you're m	ore dedi	cated than	[ 0]	Tactics {p. B224}	10‡	IQ+1	[ 2]
	op living in									Per based	Level	Relative	Pts
			F	REACT	ION M	ODIFIEF	IS			Observation {p. B211}	8	Per-1	[ 1]
	arance: cludes: -2 f		ppoara	nco'						Will based	Level	Relative	Pts
Statu			ppeara	ince						Intimidation {p. B202} * Conditional: +1 from the functional: +1 from the functional: +1 from the function of	8	Will-1 Includes: +2 from	[ 1]
Other										'Weapon Bond (Lady Die)' Reflexes'		/ar-Leader'	DOIN
(Adv			ions)'	when in o		situations			ense of Duty nown, -2				
from	venturing c n 'Social St		Javayo	3)									
from			Javago	·	VANT/	AGES							
Name	n 'Social St	igma (		AC		AGES			Pts [ 10]				
Name Born Descrip	e War-Le Dition: Intelli	igma (: ader	2 {p.	<b>AC</b> B89, E	3S184}	AGES voir-Faire (	Military),	Strategy,					
Name Born Descrip Tactics Comb	e War-Le btion: Intelli bat Refle	ader gence exes	2 {p. Analys {p. B	AC B89, E sis, Lead 43}	3S184} ership, Sav	voir-Faire (		Strategy,	[ 10]				
Name Born Descrip Tactics Comb	e War-Le btion: Intelli bat Refle	igma (i ader gence exes	2 {p. Analys {p. B s dis	AC B89, E sis, Lead 43} played	BS184} ership, Sav	voir-Faire ( Dre, +0%	)		[ 10] [ 15] [ 60]				
Name Born Descrip Tactics Comb Extra Descrip which y score" r score. I	e War-Le btion: Intelli Dat Refle ST 6 (A cotion: The f rou can the modifier ca If you don't	ader gence EXES Affect Extra S in appl uses ti	2 {p. Analys {p. B s dis T adva y enha ne Extr	AC B89, E sis, Lead 43} played Intage all ncement a ST adv	BS184} ership, Sav I ST sco lows you to s and limit vantage to	voir-Faire (	) levels o he "Affec isplayed	f the attribu ts displaye attribute	[ 10] [ 15] [ 60]				
Name Born Descrip Tactics Comb Extra Descrip which y score" r score. 1 modifie	e War-Le Data Refle ST 6 (A ST 6 (A otion: The E you can the modifier ca lif you don't er.	ader gence exes Affect Extra S in appl uses th wish th	2 {p. Analys {p. B s dis T adva y enha ne Extr his adv	AC B89, E sis, Lead 43} played intage all ncement a ST adv antage t	BS184} ership, Sav I ST sco lows you to s and limita vantage to o affect the	voir-Faire ( Dre, +0% o take extra ations to. T affect the c	) levels o he "Affec isplayed	f the attribu ts displaye attribute	[ 10] [ 15] [ 60]				
Name Born Descrip Tactics Comt Extra Descrip which y score" r score. T modifie High Roll to i	e War-Le btion: Intelli Dat Refle ST 6 (A cotion: The f rou can the modifier ca If you don't	ader gence exes Affect Extra S in appl uses th wish th resho	2 {p. Analys {p. B s dis T adva y enha ne Extr his adv DId {p Vill+3)	AC B89, E sis, Lead 43} played intage all ncement a ST adv rantage to 0. B59}	BS184} ership, Sav I ST sco lows you to s and limita vantage to o affect the	voir-Faire ( <b>Dre, +0%</b> o take extra ations to. T affect the c e displayed	) levels o he "Affec isplayed	f the attribu ts displaye attribute	[ 10] [ 15] [ 60]				

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	2d cr	C	_	_	
Skill used: Brawling							
Brawling: Bite	15	-	2d cr	C	-	-	
Skill used: Brawling							
Brawling: Kick	13	-	2d+1 cr	C,1	-	-	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Lady Die: swing	22	15	4d+4 cut	1	12	4	[1]
Skill used: Axe/Mace+2							
Lady Die: Pick	22	15	4d+3 imp	1	12	4	[2]
Skill used: Axe/Mace+2							
Large Knife: swing	14	10	3d-2 cut	C,1	6	4	
Skill used: Knife							
Large Knife: thrust	14	10	1d+2 imp	C	6	4	[1]
Skill used: Knife							
Medium Shield	16	-	2d+1 cr	1	-	4	[2,3,4]
Skill used: Shield (Shield)							
Throwing Axe with Pick: swing	20	14U	4d+4 cut	1	12	4	[1]
Skill used: Axe/Mace							
Throwing Axe with Pick: Pick	20	14U	4d+3 imp	1	12	4	[2]
Skill used: Axe/Mace							

		RAN	IGED	ATTACKS							
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Lady Die	18	4d+4 cut	2	24 yd / 36 yd	1	T(1)	12	-3	-	4	
Skill used: Thrown Weapon (Axe/Mace)+2											
Large Knife	10	2d+1 imp	-	19.2 yd / 36 yd	1	T(1)	6	-2	-	4	
Skill used: DX-4											
Throwing Axe with Pick	16	4d+4 cut	2	24 yd / 36 yd	1	T(1)	12	-3	-	4	
Skill used: Thrown Weapon (Axe/Mace)						. /					

ATTACKS TABLES COLUMN NOTES

	eapon is <i>unbalance</i> Jeapon is a <i>thrown</i>		t to parry if you hav	ve already used it to	attack this tur	m (or vice versa).				
		SLAM TABLE			FP	0 FP			tive with each other	and any effects
1	2	3–4	5–6	7	14 13 12 11	10 0 -1 -2 -3 -4			2, Move/2, and ST/2	(round up): ST
1d-3	1d-2	1d-1	1d	2d	9876			loss doe	es not effect ST-bas	ed quantities,
PARRY	PARRY	BLOCK	DODGE	OTHER	4321	-10 -11 -12 -13	0 ED or lo		HP and damage. Will roll vs. incapad	itation boforo
				OTTLET			0 FF OF Ie		neuver other than D	
14*	11*	12*	10*						ailure make an imm	
Axe/Mace	DX	Shield (Shield)							t attack; every point an equal loss of HP	
Eyes	Skull		. HP	#			-1×FP or le	ss: Immedia	ate unconsciousnes	s; you can no
DR: 0	DR: 6	Eye		#					ose FP, further FP c ur HP instead.	costs are lost
DB: 0	DB: 0							•		
Neck DR: 3	Face DR: 4	Sku			Dall		ANOID HIT L			Maria
DB: 0	DB: 0	Fac				Location	Mod.			Mod.
Torso	A T	Tor	-			Skull	-7(f)/-5(b)		Vitals <sup>†</sup>	-3 -9
DR: 5F	Arr					Face Right Leg	-5(f)/-7(b) -2		Eye‡ Ear	-9 -7
DB: 0	DR	:4 Arm	ns 13			Right Arm	-2		Nose	-7
		E Har	nds 9			Chest*			Jaw	-6
IT		lands DR: 2* Leg				Abdomen*	-1		Spine§	-8
		B: 0 Fee	et 9			Left Arm	-2		Limb Vein/Arte	
		Boi	nus DR: 1†			Left Leg	-2		Neck Vein/Arte	
0	VI VI	Bo	nus DB: <mark>2</mark>			Hand	-4		Arm/Leg Joint	
	Gro					Foot	-4		Hand/Foot Joi	
$2^{2}$ 2	DR: DB:	5/2	es:		17–18		-5		Groin	-3
2 0		0							1d: 1 is a vitals hit i	
	Legs					getable by crushing getable by impaling			-beam burning attacks	cks
	DR: 3/2*								and tight-beam burn	ing attacks
	Feet								eam burning attack	
	DR: 2*								beam burning attack Location Table, p. E	
las	DB: 0					p. MA137, and Hit				5002, 11017 1 11
	n 'Combat Reflexes m 'Ogre Damage R					SIZE	AND SPEE	D/RANG	E TABLE	
					Spd/Rr	ng Size	Measure	Spd/Rr	<u> </u>	Measure
HP		×HP -2×F			0	0	2 yd	-8	+8	50 yd
24 23 22 21 20 0 19 18 17 16 15 -5	-1 -2 -3 -4 -24 -25	-26 -27 -28 -48 -49 -50 -31 -32 -33 -53 -54 -55	-51 -52 -72 -73 -74 -75 -56 -57 -77 -78 -79 -80		-1	+1	3 yd	-9	+9	70 yd
14 13 12 11 10 -10		-36 -37 -38 -58 -59 -60			-2	+2	5 yd	-10	+10	100 yd
	-16 -17 -18 -19 -39 -40		-66 -67 -87 -88 -89 -90		-3	+3	7 yd	-11	+11	150 yd
4 3 2 1 -20	-21 -22 -23 -44 -45	-46 -47 -68 -69 -70	-71 -92 -93 -94 -95	-116-117-118-119	-4	+4	10 yd	-12	+12	200 yd
		ach other and any e	fects suffered from	FP loss.	-5	+5	15 yd	-13	+13	300 yd
	Dodge/2 and Move	2 (round up). 1/full multiple of HP	below 0 vs. upcops	sciousness at the	-6 -7	+6	20 yd	-14	+14	500 yd
0111 01 1635.		irn and any turn you			-	+7	30 yd	-15	+15	700 yd
	Nothing	. ,			See also:	Size and Speed/Ra	uiye rable, p. 855	. vo.		

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.

Qty« Combat »1Belt

clothing. Notes: [1] Location: feet

1

1

1

		LOAD-OUTS (continued)		
Neight	Qty		ost	Weight
5.5 lb	1		530	34.59 lb
4.5 lb	2	Wineskin {p. B288}	20	16.5 lb
ST*1.5		Description: TL:0 Notes: Holds 1 gallon of liquid.		
arry:0U	1	Personal Basics {p. B288}	5	1 lb
inged		Description: Notes: Minimum gear for camping: -2 to any Surviv	al roll	without it.
	1	Includes utensils, tinderbox, and flint and steel. Dwarven Whetstone {p. DF1:25}	0	1 lb
1 lb	1 · ·	Description: Gives edged weapons +1 damage for sharpness v	· ·	-
ST*1.5 arry:-1		connects after sharpening (1 minute/weapon).		
Knife		Totals:	530	34.59 lb
p. 275)]		SCRATCH PAD		
3 lb		Solia Off AB		
nder				
25.5 lb				
gadgets,				
a free				
reach				
22.5 lb				
ST*1.5				
arry:0U				
inged				
-				
6 lb				
15 16				
15 lb				
h (see				
2+, you				
d \$20 Ind drop				
it does	-			
lo effect weight,				
/2				
3.	POIN	TS SUMMARY		Pts
_	Basic	Attributes, Secondary Characteristics		[ 137]
seems to	Adva	ntages, Perks		[ 118]
	Disac	Ivantages, Quirks		[ -40 ]
	Skills	, Techniques		[ <u>61</u> ]
3 lb		Total Points Spe		276
e' bottle		Unspent Poir	nts:	-14
ng ate		CAMPAIGN LOG		
	Point	is: (logged) 12 + (other) 0 = (total)	) 12	
2 lb		d 2. Session	,	
	Siebo	e www.siff.org/wiki		
4.4.11		2011: 12 pts		
14 lb		I Character Creation		
		acter created using GURPS Character Assistant	<u> </u>	
18 lb		2011: 0 pts	. –	
Only	14.00.2			

	Description: Notes: Belt and suspenders with pouches for 2 knives, etc. Readying a carried item takes just one Ready r action with a suitable Fast-Draw roll. Gives +1 to DX and F.	naneuver - an	d is a free
	these items. Rumored to be the work of brownies!	ast-Draw rolls	to reach
5	Throwing Axe with Pick {p. B271,	550	22.5 lb
	B276}		
	Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Ac RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw-		
	ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Mu		
	Weapon Table (p. 275)] Notes: [1]  [2]		
1	Leather Gloves {p. B284}	30	_
	Description: TL:1 LC: DR:2* Locations: hands		
1	Location: hands Legionary Helmet {p. B284}	150	6 lb
÷.	Description: TL:2 LC:3 DR:4 Locations: skull, face		0.0
1	Location: skull, face	60	15 lb
1	Medium Shield {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No 5	60 ST: DR:7 HP	
	Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively	with a shield b	bash (see
	the Melee Weapon Table p. B273) or shield rush (see Slan can give your small, medium, or large shield a spike to incr		
	and 5 lbs. Also available as a buckler. You can ready a buc	kler in one tur	n and drop
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg		
	on statistics. At TL3+, iron shields are available but uncom	mon: x5 cost, a	k2 weight,
	+3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le: weight but otherwise identical statistics. Shield composition		
	Notes: [2,3,4]		
1	Necklace of the Dog	0	. –
	Description: A clearly magical item, it has no weight but yet be made from leather and heavy steel studs	is very sturdy	. It seems to
	Notes: [notes]		
1	Potion Belt {p. DF1:25}	540	3 lb
· ·	Description: Notes: Belt with four slots, each of which can d		
	or two potion vials. Wearer can reach them with Ready or F		
	removes risk of accidental breakage and gives containers - attacks.	F2 DR VS. delli	berate
4			
4	Minor Healing Potion (Drinkable)	480	2 lb
4	{p. DF1:29}	480	2 lb
	{p. DF1:29} Description: Heals 1d HP.		-
4	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms	480 <b>210</b>	2 lb 14 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms	210	14 lb
	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283}	210	14 lb 18 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front.	210	14 lb 18 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Protect from the front. Notes: [2]	210	14 lb 18 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283}	210 500 artial Coverag 60	14 lb 18 lb e: Only 4 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note	210 500 artial Coverag 60	14 lb 18 lb e: Only 4 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283}	210 500 artial Coverag 60	14 lb 18 lb e: Only 4 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs	210 500 artial Coverag 60 s: [3] Split DR	14 lb 18 lb e: Only 4 lb : use the
1 1 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals:	210 500 artial Coverag s: [3] Split DR 3370	14 lb 18 lb e: Only : use the 94 lb
1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack	210 500 artial Coverag s: [3] Split DR 3370 Cost	14 lb 18 lb e: Only : use the 94 lb Weight
1 1 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25}	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530	14 lb 18 lb e: Only : use the 94 lb Weight 34.59 lb
1 1 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530	14 lb 18 lb e: Only : use the 94 lb Weight 34.59 lb
1 1 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1 di funsure). Purse {p. B288}	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 ree action. Iter 135	14 lb 18 lb e: Only : use the 94 lb Weight 34.59 lb ns liable to 1.44 oz
1 1 1 1 <u>Qty</u> 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 ree action. Iter 135 ersonal basics	14 lb 18 lb e: Only 4 lb : use the 94 lb Weight 34.59 lb ns liable to 1.44 oz ;, etc.)
1 1 1 <b>Qty</b> 1 1 5	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr Copper Farthing	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 ree action. Iter 135 ersonal basics 5	14 lb 18 lb e: Only 4 lb : use the 94 lb Weight 34.59 lb ns liable to 1.44 oz ;, etc.) 12.8 dr
1 1 1 1 <u>Qty</u> 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr Copper Farthing Gold Mark	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 ree action. Iter 135 ersonal basics	14 lb 18 lb e: Only 4 lb : use the 94 lb Weight 34.59 lb ns liable to 1.44 oz ;, etc.)
1 1 1 <b>Qty</b> 1 1 5 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr Copper Farthing Gold Mark Platinum Franc	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 ree action. Iter 135 ersonal basics 5 100	14 lb 18 lb e: Only 4 lb : use the 94 lb Weight 34.59 lb ns liable to 1.44 oz ;, etc.) 12.8 dr
1 1 1 1 1 1 5 1 0	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr Copper Farthing Gold Mark Platinum Franc Silver Penny Sleeping Fur {p. B288}	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 ree action. Iter 135 ersonal basics 5 100 0 30 50	14 lb 18 lb e: Only 4 lb e: use the 94 lb Weight 34.59 lb Weight 34.59 lb 1.44 oz 1.2.8 dr 2.56 dr - 7.68 dr 8 lb
1 1 1 1 1 5 1 0 3 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr Copper Farthing Gold Mark Platinum Franc Silver Penny Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cav	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 ce action. Iter 135 ersonal basics 5 100 0 30 50 es, arctic adve	14 lb 18 lb e: Only 4 lb : use the 94 lb Weight 34.59 lb ns liable to 1.44 oz ; etc.) 12.8 dr 2.56 dr 7.68 dr 8 lb entures, etc.
1 1 1 1 1 5 1 0 3	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Note Iower DR against crushing attacks. Notes: [3] Location: groin, legs Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr Copper Farthing Gold Mark Platinum Franc Silver Penny Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cav Traveler's Rations {p. B288}	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 Cost 135 ersonal basics 5 100 0 30 50 es, arctic adve 20	14 lb 18 lb e: Only 4 lb e: use the 94 lb Weight 34.59 lb Weight 34.59 lb 1.44 oz 1.2.8 dr 2.56 dr - 7.68 dr 8 lb
1 1 1 1 1 5 1 0 3 1	{p. DF1:29} Description: Heals 1d HP. Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] P. protect from the front. Notes: [2] Location: torso Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Note lower DR against crushing attacks. Notes: [3] Location: groin, legs <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, pr Copper Farthing Gold Mark Platinum Franc Silver Penny Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cav	210 500 artial Coverag 60 s: [3] Split DR 3370 Cost 530 Cost 135 ersonal basics 5 100 0 30 50 es, arctic adve 20	14 lb 18 lb e: Only 4 lb : use the 94 lb Weight 34.59 lb ns liable to 1.44 oz ; etc.) 12.8 dr 2.56 dr 7.68 dr 8 lb entures, etc.

LOAD-OUTS

 Justicity
 Justicity

 Belt
 1030
 5.5 lb

 Lady Die {p. B271, B276}
 990
 4.5 lb

 Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST\*1/ST\*1.5
 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U

 ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged
 Weapon Table (p. 275)]

 Notes: [1]]
 Notes: [1]]
 Large Knife {p. B272, B276}
 40
 1 lb

 Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST\*0.8/ST\*1.5
 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Parry:-1
 ST:6 Skill:Knife], [Mode:throust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife

 Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]
 Notes: [1]
 Oots {p. B284}
 20
 2 lb

Boots {p. B284} 80
Description: TL:2 LC:- DR:2\* Locations: feet Notes: [1] Concealable as or under

Weight

Cost

1030