

OT	0.4*				~ 1			Basic c	
ST	24*	[40]	HP	24	[0]	Basic Speed 6,2	25 [-15
DX	14	[80]	Will	9	[0]	Basic 6 Move	[0
IQ	9†	[<mark>0</mark>]	Per	9	[0]		5 lb (ST×ST)/5
HT	14 [‡]	[30]	FP	14	[0]	Thr 2d+1	^{sw} 4d+2
TL	3		1			[0]	SM +0	
	ides: +6 from 4 from 'Racia s'					rom 'Half- 1 Fantasy			+1 from 'Half- eon Fantasy)'
Visio			9		nt Cheo		12*	High Jun	
Hear			9 9		sciousr h Cheo		14 14	Money	10†
	e/Smell		9		d Jum		yd		
* Inclu	ides: +2 from		nbat Re	flexes',	+1 from '	Fearless	ness'		
† Inclu	udes: +990 fr	om 'L		1					
									X 11
Nam Lifting	-	~	None ×1	e »	×2	N	led ×3	Hvy ×6	X-Hvy ×10
Basi	c		115	b	230 lb		15 lb	690 lk	5 1150 lb
Grou			<u>×1</u> 6 yd		_ <u>×0.8</u> _ 4 yd		<u>≪0.6</u> yd	<u>×0.4</u> 2 yd	<u>×0.2</u> 1 yd
Wate			1 yd		<u>4 yu</u> 1 yd		yd yd	<u>2_yu</u> 1 yd	<u>yu</u> 1 yd
			-		1		-2	-3	
Dod	ge		10		9		8	7	6
		_				FEAT	-	Correct	on Ch:4
Nam	1e	٦	I-Han Lift	-	2-Hanc Lift [†]		ove / ver‡	Carry of Back	
Basi	-		230 I		920 lb	-	80 lb	1725	
* Take	es 2 seconds	to co	mplete			‡ Doubl	e with a	a running star	t
† Take	es 4 seconds	s to co	omplete)	1	§ Lose 1	I FP/se	ec while over	X-Hvy enc.
	-Ogre (Du	unge	eon Fa	antasy	/) {p. D		•		Pts [20
	iption: Half-C ig, dumb, (m				clumsy, c	or stupid a	as an c	gre, and can	pass
	acial ST E								[40
					1 (Toi	ugh Sk	in, -4	0%) {p. B	46} [3
	earlessne	n 3	(p. c (n. B7	500} 71\					[3
	opearanc				1}				[-8
	ocial Stig					11}			[-10
	ht (Dunge								[0
	iption: Officia fop living in a			nt not be	a knight	t, but you	re mor	e dedicated t	nan
			F	REAC	TION	MODIF	IERS	6	
* Ir	earance: holudes: -2 fr		Appeara	ance'					
	us: +0								
† I (Ad	dventuring co	ompa	nions)'	when in					m 'Sense of Duty v is known, -2
fro	m 'Social Sti	gma							
Nati			CU	LTUF	RAL FA	AMILIA	RITI	ES	D1-
	ve e (Native)	{D.	B23}						Pts 0
	-native	. (J.).							Pts
	nan (p. B2	23}							[1
	_			Ĺ	ANGU	AGES		\A/	
Nati	ve e (Native)	{n	B2/1			Spok Nativ		Writter Native	
		<u></u> γρ.	524}						•
-	-native	324	}			Spok Broke		Writter	n Pts
						TAGES			L I
				A	UV AN	IAGE	2		
Nam	ne -								Dte
Descr	War-Lea			B89,			ire (Mi	litary), Strateg	Pts [10
Born Descr Tactic	War-Lea	gence	e Analys	B89, sis, Lead			ire (Mi	litary), Strateo	[10



ADVANTAGES (con	tinued)	
Name		·	Pts
Extra ST 6 (Affects displayed ST score, -	+0%)		[60
Description: The Extra ST advantage allows you to take	extra leve	Is of the attribute	1 00
which you can then apply enhancements and limitations	to. The "A	Affects displayed	
score" modifier causes the Extra ST advantage to affect score. If you don't wish this advantage to affect the disp			
modifier.	layeu scol	e remove mai	
High Pain Threshold {p. B59}			[10
Roll to ignore pain: 12 (Will+3)			
Signature Gear 2 (Lady Die) {p. B85}			[2
PERKS			
			Dia
Name			Pts
Weapon Bond (Lady Die) {p. F132, HT25	0, MA5	3, PU2:9,	1 1
DF1:14}			
DISADVANTAG	ES		
Name			Pts
Bad Temper (9 or less, *1.5) {p. B124}			[-15
Bully (12 or less, *1) {p. B125}			[-10
Code of Honor (Pirate's) {p. B127}			[-5
Sense of Duty (Adventuring companions)	(p. B1)	53}	[-5
	(p		
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			
	Laval	Deletive	Die
Name	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	10	IQ+1	
Axe/Mace {p. B208}	20*	DX+6	[24
Parry: 14 Brawling {p. B182}	15	DX+1	[2
Description: Notes: Calculated damage takes into	15	DV+1	1 2
account bonuses from Teeth, Weak Bite, Claws, and			
skill level. You may add the modifier "Has			

Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntiets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11				
Carousing {p. B183}	14	HT+0	[1]
Climbing {p. B183}	13	DX-1	[1]
Connoisseur (Weapons) {p. B185}	10	IQ+1	[4]
Fast-Draw (Axe) {p. B194}	15†	DX+1	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Gesture {p. B198}	9	IQ+0	[1]

Phoenix 1.44 (2011-02-28) [http://www.motoslave.net/thom/gca/phoenix/]

SKILLS (continu	ued)		
Name	Level	Relative	Pts
Hiking {p. B20}	13	HT-1	[1]
Intimidation {p. B202}	8	Will-1	[1]
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Leadership {p. B204}	10‡	IQ+1	[1]
Observation {p. B211}	8	Per-1	[1]
Riding (Equines) {p. B217}	13	DX-1	[1]
Shield (Shield) {p. B220}	16	DX+2	[4]
Block: 12			
Stealth {p. B222}	13	DX-1	[1]
Strategy (Land) {p. B222}	10‡	IQ+1	[2]
Streetwise {p. B223}	8	IQ-1	[1]
Tactics {p. B224}	10‡	IQ+1	[2]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11			
* Conditional: +1 from † Includes: +1 from 'Co 'Weapon Bond (Lady Die)' Reflexes'		: Includes: +2 from Var-Leader'	ı 'Born

	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> veapon is a <i>thrown</i>		t to parry if you hav	e already used it to	attack this tur	n (or vice versa).				
		SLAM TABLE]	FP	0 FP	FP loss effects	are cumulat	tive with each other	and any effects
1	2	3-4	5–6	7	14 13 12 11	10 0 -1 -2 -3 -4	suffered from H		, Move/2, and ST/2	(round up): ST
1d-3	1d-2	1d-1	1d	2d	9876		9	loss doe	s not effect ST-base	ed quantities,
PARRY	PARRY	BLOCK	DODGE	OTHER	4321	-10 -11 -12 -13			HP and damage. Nill roll vs. incapaci	tation before
				OTHER			U FP or le		euver other than Do	
14*	11*	12*	10*						ailure make an imme	
Axe/Mace	DX	Shield (Shield)							attack; every point an equal loss of HP.	
Eyes	Skull		. HP	#			-1×FP or le	ss: Immedia	te unconsciousness	s; you can no
DR: 0	DR: 6	Eye		#					se FP, further FP c r HP instead.	osts are lost
DB: 0	DB: 0							•		
Neck DR: 3	Face DR: 4	Ski			D		ANOID HIT L			
DB: 0	DB: 0	Fac				Location Skull	Mod. -7(f)/-5(b)		_ocation /itals†	<u>Mod.</u> -3
Torso		Tor	so –			ace	-7(1)/-5(b) -5(f)/-7(b)		Eve‡	-3 -9
DR: 5F	Arr	ms Gro	in –			Right Leg	-3(1)/-7(D) -2		=ye+ Ear	-9 -7
DB: 0		8 4 Arn	ns 13			Right Arm	-2	-	Nose	-7
		ands Har				Chest*	_		Jaw	-6
IT						Abdomen*	-1		Spine§	-8
		B: 0 Fee	et 9			_eft Arm	-2		_imb Vein/Arte	
H		Bo	nus DR: 1†		13–14 l	_eft Leg	-2		Neck Vein/Arte	
0		Bo	nus DB: <mark>2</mark>			Hand	-4	- /	Arm/Leg Joint*	-5
-2-	Gro		ee.			Foot	-4		Hand/Foot Joir	
2 2	DR: DB:	3/2			17–18 1		-5		Groin	-3
2 0									1d: 1 is a vitals hit i	
	Legs DR: 3/2*					etable by impaling			beam burning attac ning attacks	KS
	DR: 3/2"				§ Only tar	etable by crushing	g, cutting, impaling	, piercing, a	nd tight-beam burni	
	Feet								eam burning attacks eam burning attack	
13	DR: 2*					· · ·			Location Table, p. B	
ter)	DB: 0				Locations,	p. MA137, and Hi	<i>Locations</i> , p. LT1	00.		
	m 'Combat Reflexes m 'Ogre Damage R					-	AND SPEE			
					Spd/Rn	<u> </u>	Measure		~	Measure
	0 HP -1 -1 -2 -3 -4 -24 -25	×HP -2×H	-51 -52 -72 -73 -74 -75		0	0	2 yd	-8	+8	50 yd
1918171615 -5	-6 -7 -8 -9 -29 -30	-26 -27 -28 -48 -49 -50 -31 -32 -33 -53 -54 -55			-1 -2	+1	3 yd	-9	+9	70 yd
1413121110 -10			-61 -62 -82 -83 -84 -85		-2	+2	5 yd	-10 -11	+10	100 yd
			-66 -67 -87 -88 -89 -90		-3	+3 +4	7 yd 10 yd	-11	+11 +12	150 yd 200 yd
		-46 -47 -68 -69 -70			-4	+4 +5	10 yd 15 yd	-12	+12	200 yd 300 yd
	e cumulative with ea Dodge/2 and Move	ach other and any e	fects suffered from	FP loss.	-5	+5	20 yd	-13	+13	500 yd
	Make a HT roll at -	1/full multiple of HP			-7	+0	20 yd 30 yd	-14	+14	700 yd
	start of your next tu	urn and any turn you				+ ب Size and Speed/Ra		-	+15	700 yu
	Nothing.						· · · · / · · · = • •			-

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	Rucksack Cost	st Weight
5.5 lb	1	Quick-Release Backpack {p. DF1:25} 53	
4.5 lb	2		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 Surviva	I roll without it.
	1	Includes utensils, tinderbox, and flint and steel. Dwarven Whetstone {p. DF1:25}	0 1 lb
1 lb	· ·	Description: Gives edged weapons +1 damage for sharpness wit	
ST*1.5 arry:-1		connects after sharpening (1 minute/weapon).	
Knife		Totals: 53	30 34.59 lb
p. 275)]		SCRATCH PAD	
3 lb		SCHATCHTAD	
3 ID nder			
25 5 lb			
25.5 lb gadgets,	-		
a free			
reach			
22.5 lb			
22.0 10			
ST*1.5			
arry:0U			
inged			
-			
6 lb			
15 lb			
h (see			
2+, you			
d \$20			
ind drop it does			
lo effect			
veight, /2			
3.	POIN	TS SUMMARY	Pts
		Attributes, Secondary Characteristics	[137
seems to		ntages, Perks	120
300113 10		Ivantages, Quirks	-40
		, Techniques	[61
3 lb		Total Points Sper	
e' bottle		Unspent Point	
ng			
ate		CAMPAIGN LOG	10
2 lb		ts: $(logged)$ 12 + $(other)$ 0 = $(total)$	12
210	1. un	d 2. Session	
		www.siff.org/wiki	
14 lb		2011: 12 pts	
		I Character Creation	
19 16		acter created using GURPS Character Assistant	4
18 lb Only	14.08.2	2011: 0 pts	

1	Delvers Webbing {p. DF1:25} Description: Notes: Belt and suspenders with pouches for 2	710 20 lbs. of potio	25.5 lb ns, gadgets
	knives, etc. Readying a carried item takes just one Ready r	naneuver - an	d is a free
	action with a suitable Fast-Draw roll. Gives +1 to DX and Fa	ast-Draw rolls	to reach
5	these items. Rumored to be the work of brownies! Throwing Axe with Pick {p. B271,	550	22.5 lb
9	B276}	550	22.0 10
	Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Ac	cc:2 Range:ST	*1/ST*1.5
	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)]	scle Powered	Ranged
	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
1	Description: TL:2 LC:3 DR:4 Locations: skull, face	100	0 10
	Location: skull, face		
1	Medium Shield {p. B273, B287}	60	15 lb
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively		
	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 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		
	+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	is very sturdy	. It seems to
	be made from leather and heavy steel studs Notes: [notes]		
	Location: neck		
1	Potion Belt {p. DF1:25}	540	3 lb
	Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F		
	removes risk of accidental breakage and gives containers		
	attacks.		
4	Minor Healing Potion (Drinkable)	480	2 lb
	{p. DF1:29}		
1	Description: Heals 1d HP. Scale Sleeves {p. B283}	210	14 lb
÷.,	Description: TL:2 LC:3 DR:4 Locations: arms	2.0	
	Location: arms		
1	Steel Breastplate {p. B283}	500	18 lb
	Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Protect from the front.	artial Coverag	e: Only
	Notes: [2]		
-	Location: torso		4.11
1	Studded Leather Skirt {p. B283} Description: TL:1 LC: DR:3/2* Locations: groin, legs Note	60	4 lb
	lower DR against crushing attacks.	s. [ə] əpiit Dh	. use the
	Notes: [3]		
	Location: groin, legs Totals:	3370	94 lb
_			
		Cost	Weight
Qty	Outel Delege Deelversty (* DE1:00)	530	34.59 lb
Qty 1	Quick-Release Backpack {p. DF1:25}		
Qty 1	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).		ns liable to
Qty 1 1	Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr		1.44 oz
1	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	ee action. Iter 135 ersonal basics	1.44 oz ., etc.)
1 1 5	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	ee action. Iter 135 ersonal basics 5	1.44 oz ., etc.) 12.8 dr
1 1 5 1	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	ree action. Iter 135 ersonal basics 5 100	1.44 oz ., etc.) 12.8 dr
1 1 5 1 0	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	ee action. Iter 135 ersonal basics 5 100 0	1.44 oz ;, etc.) 12.8 dr 2.56 dr —
1 1 5 1 0 3	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	ee action. Iter 135 ersonal basics 5 100 0 30	1.44 oz , etc.) 12.8 dr 2.56 dr – 7.68 dr
1 1 5 1 0	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, pu Copper Farthing Gold Mark Platinum Franc Silver Penny Sleeping Fur {p. B288}	ree action. Iter 135 ersonal basics 5 100 0 30 50	1.44 oz <u>, etc.)</u> 12.8 dr 2.56 dr - 7.68 dr 8 lb
1 1 5 1 0 3 1	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, pu Copper Farthing Gold Mark Platinum Franc Silver Penny Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cav	135 ersonal basics 5 100 0 30 50 es, arctic adve	1.44 oz , etc.) 12.8 dr 2.56 dr - 7.68 dr 8 lb entures, etc.
1 1 5 1 0 3	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, pu 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}	ree action. Iter 135 ersonal basics 5 100 0 30 50 es, arctic adve 20	1.44 oz , etc.) 12.8 dr 2.56 dr - 7.68 dr 8 lb entures, etc.
1 1 5 1 0 3 1	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, pu Copper Farthing Gold Mark Platinum Franc Silver Penny Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice cav	ree action. Iter 135 ersonal basics 5 100 0 30 50 es, arctic adve 20	1.44 oz <u>, etc.)</u> 12.8 dr 2.56 dr - 7.68 dr 8 lb

LOAD-OUTS

 Bit
 990
 4.5 I

 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
 Wince an Table (p. 275)]

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

 Notes: [1]][[2]

 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 Builk-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1

 ST:6 Skill:Knife], [Mode:thrust 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]

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

Weight

Cost 1030