

Name: Koschimus Race: Human Appearance:

Hearing 12 Consciousness 12 Money Touch 12 Death Check 12 Image: Consciousness 12 Money Taste/Smell 12 Broad Jump 2.33 yd Image: Consciousness 12 Image: Conscis	[0] [0] (ST×ST)/5 1d 1.67 ft -12501				
DX 10 [0] Will 15 [0] Basic 5 Move IQ 15 [100] Per 12 [-15] BL 20 lb HT 12 [20] FP 12 [0] Thr 1d-2 Sw TL 3 [0] SM +0 Vision 12 Fright Check 17' High Jump Hearing 12 Consciousness 12 Money Touch 12 Death Check 17' High Jump Hearing 12 Broad Jump 2.33 yd * *Includes: +2 from 'Combat Reflexes' +1 Includes: +500 from 'Money' * ENCUMBRANCE TABLE Name None » Light Med Hvy Lifting 2 40 60 lb 120 lb 40	[0] (ST×ST)/5 1d 1.67 ft -1250†				
IQ 15 [100] Per 12 [-15] BL 20 lb HT 12 [20] FP 12 [0] Thr 1d-2 Sw TL 3 [0] Thr 1d-2 Sw Vision 12 Fright Check 17' High Jump Hearing 12 Consciousness 12 Money Touch 12 Death Check 12 Taste/Smell 12 Broad Jump 2.33 yd * * Includes: +500 from 'Money' ENCUMBRANCE TABLE Name « None » Light Med Hvy Lifting - ×2 - ×3 - ×6 Basic 20 lb 40 lb 60 lb 120 lb - 120 lb	(ST×ST)/5 1d 1.67 ft -1250†				
HT 12 [20] FP 12 [0] Thr 1d-2 Sw TL 3 [0] SM +0 Vision 12 Fright Check 17' High Jump Hearing 12 Consciousness 12 Money Touch 12 Death Check 12 Taste/Smell 12 Toluchs: +2 from 'Combat Reflexes' +1 Includes: +500 from 'Money' ENCUMBRANCE TABLE Name « None » Light Med Hvy Lifting - x2 - x3 - x6 Basic 20 lb 40 lb 60 lb 120 lb	1d 1.67 ft -1250†				
TL 3 [0] SM +0 Vision 12 Fright Check 17' Hearing 12 Consciousness 12 Touch 12 Death Check 12 Taste/Smell 12 Broad Jump 2.33 yd * Includes: +2 from 'Combat Reflexes' + Includes: +2 from 'Combat Reflexes' + Includes: +500 from 'Money' ENCUMBRANCE TABLE Name « None » Light Med Lifting - x1 - x2 - x3 Basic 20 lb 40 lb 60 lb 120 lb	1.67 ft -1250†				
Vision 12 Fright Check 17* High Jump Hearing 12 Consciousness 12 Money Touch 12 Death Check 12 Taste/Smell 12 Taste/Smell 12 Broad Jump 2.33 yd * * Includes: +2 from 'Combat Reflexes' + Includes: +500 from 'Money' ENCUMBRANCE TABLE Name « None » Light Med Hvy Lifting - ×2 - ×3 - ×6 Basic 20 lb 40 lb 60 lb 120 lb 120 lb 120 lb	1.67 ft -1250†				
Hearing 12 Consciousness 12 Money Touch 12 Death Check 12 Image: Consciousness 12 Money Taste/Smell 12 Broad Jump 2.33 yd Image: Consciousness 12 Image: Conscis	1.67 ft -1250†				
Touch 12 Death Check 12 Taste/Smell 12 Broad Jump 2.33 yd * Includes: +2 from 'Combat Reflexes' + Includes: +500 from 'Money' ENCUMBRANCE TABLE Name Kone » Light Med Hvy Lifting - <t< td=""><td></td></t<>					
Taste/Smell 12 Broad Jump 2.33 yd * Includes: +2 from 'Combat Reflexes' † Includes: +500 from 'Money' ENCUMBRANCE TABLE Name Kone » Light Med Hvy Lifting -					
ENCUMBRANCE TABLE Name « None » Light Med Hvy Lifting					
Name « None » Light Med Hvy Lifting					
Liftingx1x2x3x6 Basic 20 lb 40 lb 60 lb 120 lb					
	х-пvy ×10				
	200 lb ×0.2				
Movement ×1 ×0.8 ×0.6 ×0.4 Ground 5 yd 4 yd 3 yd 2 yd					
Ground <u>5 yd 4 yd 3 yd 2 yd</u> Water 1 yd 1 yd 1 yd 1 yd	_1_yd 1_ydd				
Jump 5 yd 4 yd 3 yd 2 yd	1 yd				
1 -2 -3	-4				
Dodge 9 8 7 6	5				
LIFTING FEATS 1-Hand 2-Hand Shove / Carry on	01:4				
	Shift				
	1000 lb				
* Takes 2 seconds to complete					
Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy e	enc.				
REACTION MODIFIERS					
Appearance: +0					
Status: +1* * Includes: +1 from 'Religious Rank'					
Other: +0 [†] † Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honest question of honor or trust is involved, +2 from 'Sense of Duty (Adventuring comp: when in dangerous situations if Sense of Duty is known					
ADVANTAGES	Dia				
Name Combat Reflexes {p. B43}	Pts [15]				
Divine Favor 12	[110]				
Lay on Hands (Enhanced)	[22]				
Usernotes: Heal 10 HP or pay FP to cure diseases, see PDF:15					
Protection from Evil (Enhanced) Usernotes: Use holy symbol or assert your faith: Quick Contest Will+10 vs	[7]				
Enemies Will - Cannot approach closer than Margin of Success					
Religious Rank 2 {p. B29}	[10]				
Smite (Enhanced) [17]					
Smite (Enhanced) Usernotes: 3d burning Dmg to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES					
Usernotes: 3d burning Úmg to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES	Pts				
Usernotes: 3d burning Ďmg to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name	Pts [-15]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138}	[-15] [-10]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140}	[-15] [-10] [-5]				
Usernotes: 3d burning Ómg to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153}	[-15] [-10]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS	[-15] [-10] [-5] [-5]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name	[-15] [-10] [-5]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163}	-15] [-10] [-5] [-5] Pts				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name	[-15] [-10] [-5] [-5] Pts [-1]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} Unused Quirk 4 {p. B163}	-15 [-10] [-5] [-5] Pts [-1] [-1] [-1] [-1]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163}	[-15] [-10] [-5] [-5] Pts [-1] [-1] [-1]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} Unused Quirk 4 {p. B163}	-15 [-10] [-5] [-5] Pts [-1] [-1] [-1] [-1]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} Unused Quirk 4 {p. B163} Unused Quirk 5 {p. B163} SKILLS Name Level Relative	-15 [-10] [-5] [-5] Pts [-1] [-1] [-1] [-1]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} Unused Quirk 4 {p. B163} Unused Quirk 5 {p. B163} SKILLS Name Level Relative Alchemy/TL3 {p. B174, M210}	[-15] [-10] [-5] [-5] [-5] Pts [-1] [-1] [-1] [-1] [-1]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} Unused Quirk 4 {p. B163} Unused Quirk 5 {p. B163} SKILLS Name Level Relative Alchemy/TL3 {p. B174, M210} 12 IQ-3 Climbing {p. B183} 9 DX-1	[-15] [-10] [-5] [-5] [-5] Pts [-1] [-5] [-5]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} Unused Quirk 4 {p. B163} Unused Quirk 5 {p. B163} SKILLS Name Level Relative Alchemy/TL3 {p. B174, M210} 12 IQ-3 Climbing {p. B183} 9 DX-1 Diagnosis/TL3 (Human) {p. B187} 13 IQ-2	[-15] [-10] [-5] [-5] [-5] Pts [-1] [-1]				
Usernotes: 3d burning Ding to evil, supernatural foes within 16 yards (No DR) DISADVANTAGES Name Fanaticism (Kromm) {p. B136} Honesty (12 or less, *1) {p. B138} Intolerance ("Evil" religions) {p. B140} Sense of Duty (Adventuring companions) {p. B153} QUIRKS Name Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163} Unused Quirk 4 {p. B163} Unused Quirk 5 {p. B163} SKILLS Name Level Relative Alchemy/TL3 {p. B174, M210} 12 IQ-3 Climbing {p. B183} 9 DX-1	[-15] [-10] [-5] [-5] [-5] Pts [-1] [-5] [-5]				

SKILLS (continued)							
Name	Level	Relative	Pts				
First Aid/TL3 (Human) {p. B195}	15	IQ+0	[1]				
Gesture {p. B198}	15	IQ+0	[1]				
Herb Lore/TL3 {p. B199, M211}	12	IQ-3	[1]				
Hidden Lore (Demon Lore) {p. B199}	14	IQ-1	[1]				
Hiking {p. B200}	11	HT-1	[1]				
Meditation {p. B207}	13	Will-2	[1]				
Naturalist (Ärdè) {p. B211}	13	IQ-2	[1]				
Occultism {p. B212}	14	IQ-1	[1]				
Panhandling {p. B212}	15	IQ+0	[1]				
Pharmacy/TL3 (Herbal) {p. B213}	13	IQ-2	[1]				
Physician/TL3 (Human) {p. B213}	13	IQ-2	[1]				
Poisons/TL3 {p. B214}	13	IQ-2	[1]				
Public Speaking {p. B216}	14	IQ-1	[1]				
Religious Ritual (Kromm) {p. B217}	13	IQ-2	[1]				
Research/TL3 {p. B217}	14	IQ-1	[1]				
Savoir-Faire (High Society) {p. B218}	15	IQ+0	[1]				
Scrounging {p. B218}	12	Per+0	[1]				
Speed-Reading {p. B222}	14	IQ-1	[1]				
Staff {p. B208}	9	DX-1	[1]				
Parry: 10							
dStealth {p. B222}	10	DX+0	[1]				
Surgery/TL3 (Human) {p. B223}	12	IQ-3	[1]				
Teaching {p. B224}	14	IQ-1	[1]				
Theology (Kromm) {p. B226}	13	IQ-2	[1]				
Writing {p. B228}	14	IQ-1	[1]				
* Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith							

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	10	_	1d-3 cr	С	_	_	_	
Skill used: DX								
Kick	8	_	1d-2 cr	C,1	_	_	_	
Skill used: DX-2								
Punch	10	9	1d-3 cr	С	-	_	-	
Skill used: DX								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Long Staff: Swing	9	10	1d+2 cr	2,3	10†	3.3335	4	
Skill used: Staff								
Long Staff: Thrust	9	10	1d cr	2,3	10†	3.3335	4	
Skill used: Staff								

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						
			6 1d-1			
1d-3		1d-2		-		
PARRY	PARRY	BLOCK	DODGE	OTHER		
9*	9*	7*	9*			
DX	DX	DX	None			
DX DX None DR: 0 DR: 6*+2 DR: 6*+2 PR: 6* DB: 0 Face Neck - DR: 6* DR: 0 DR: 0 Neck DR: 0 DR: 0 DR: 0 Neck DR: 0 DR: 0 DR: 0 Neck DR: 4* DR: 0 DR: 0 Face DR: 0 DR: 0 DR: 0 - DB: 0 DR: 0 - - DB: 0						
* Includes: +1 from	m 'Combat Reflexes	1				
HP 0 HP -1 × HP -2 × HP -3 × HP -4 × HP 10 9 8 7 6 0 -1 -2 3 -4 10 11 12 13 14 20 21 22 26 4 30 31 32 33 34 40 41 42 43 44 5 4 3 2 1 5 6 -7 8 -9 15 161 7 18 19 20 21 22 26 4 30 31 32 33 34 40 41 42 43 44 HP loss effects are cumulative with each other and any effects suffered from FP loss. Iess 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						
-5×HP or less: Immediate death.						
FP 0 FP 121170 98 0 -1 -2 -3 -4 76543 5 -6 -7 -8 -9 21 -10 -11 10 -11 -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						
	-1	vs. h caus	eart attack; every es an equal loss c	point of FP loss		

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

<u>⊋ty</u>	LOAD-OUTS Backpack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	1862	25.43 lb
	Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 1562, Weight: 22.43 lb		
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr	ree action. Iter	ms liable to
1	break if dropped must check for this (1 on 1d if unsure). Purse {p. B288}	1477	2.88 oz
	Per Unit - Cost: 10 Contents - Cost: 1467, Weight: 2.88 oz		
	Description: Notes: Holds 3 lbs. of small items (coins, p	ersonal basics	
7	Copper Farthing	7	1.12 oz
4	Per Unit - Cost: 1, Weight: 2.56 dr Gold Mark	400	10.24 dr
	Per Unit - Cost: 100, Weight: 2.56 dr		
1 6	Platinum Franc Silver Penny	1000	2.56 dr 15.36 dr
0	Per Unit - Cost: 10, Weight: 2.56 dr	60	15.30 01
1	Personal Basics {p. B288}	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to an Includes utensils, tinderbox, and flint and steel.	y Survival roll	without it.
1	Sleeping Fur {p. B288}	50	8 lb
10	Description: Notes: A winter bedroll, suitable for ice cav Traveler's Rations {p. B288}	es, arctic advo 20	entures, etc. 5 Ib
10	Per Unit - Cost: 2, Weight: 8 oz		0 10
1	Description: TL:0 Notes: One meal of dried meat, chees	se, etc. 10	8.25 lb
1	Wineskin {p. B288} Per Unit - Cost: 10, Weight: 4 oz	10	0.20 10
	Contents - Weight: 8 lb Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Water (per gallon) {p. B288}	0	8 lb
	Description: TL:0	1862	25.43 lb
.	Totals:		
עזג <u>.</u> 1	« Combat » Combat	Cost 888	Weight 19.8 lb
÷.,	Contents - Cost: 888, Weight: 19.8 lb		
	Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an iten	n a "child" righ	nt click on it
	and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" forma	t under the pa	arent. Any
	item may be assigned as a parent by right clicking on it and this entry is here for convenience, as it is automatically des		
1	Armor	490.5	
1	Contents - Cost: 490.5, Weight: 13.8 lb	490.5	13.8 lb
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur	490.5 ts assigned to e, allowing yo	13.8 lb it as u to file
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish	490.5 ts assigned to e, allowing yo i. To make an	13.8 lb it as u to file item a
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin	490.5 ts assigned to e, allowing yo i. To make an child items wil g on the parei	13.8 lb it as u to file item a II be hidden nt and
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned	490.5 ts assigned to e, allowing yo . To make an child items wil g on the paren dren will be sh ed as a parent	13.8 lb it as u to file item a Il be hidden nt and iown in a t by right
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is h	490.5 ts assigned to e, allowing yo . To make an child items wil g on the paren dren will be sh ed as a parent	13.8 lb it as u to file item a Il be hidden nt and iown in a t by right
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the chilt "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is 1 is automatically designated a Parent.	490.5 ts assigned to e, allowing yo . To make an child items wil g on the paren dren will be sh ed as a parent	13.8 lb it as u to file item a II be hidden nt and town in a t by right nience, as it
	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is f is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110}	490.5 ts assigned to e, allowing yo i. To make an child items wil g on the parent dren will be sh ed as a parent here for conve	13.8 lb it as u to file item a II be hidden nt and town in a t by right nience, as it
	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet)	490.5 ts assigned to e, allowing yo i. To make an child items wil g on the parent dren will be sh ed as a parent here for conve	13.8 lb it as u to file item a Il be hidden nt and iown in a t by right
	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is t is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet	490.5 ts assigned to e, allowing yo i. To make an child items wil g on the parent dren will be sh ed as a parent here for conve	13.8 lb it as u to file item a II be hidden nt and toy right nience, as it 1.5 lb
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2) (~Fortify (Groin) (+2),	490.5 ts assigned to e, allowing yo . To make an child items wii g on the parei dren will be sh ed as a parent here for conve	13.8 lb it as u to file item a II be hidden nt and toy right nience, as it 1.5 lb
1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DFL:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110}	490.5 ts assigned to e, allowing yo . To make an child items wii g on the parei dren will be sh ed as a parent here for conve	13.8 lb it as u to file item a II be hidden nt and toy right nience, as it 1.5 lb
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1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is 1 is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DFI:2" Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DFI:2" Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DFI:2" Locations: Torso Location: Torso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (+3), +56;	490.5 ts assigned to e, allowing yo . To make an child items wil g on the parei dren will be sh ad as a parent nere for conve 12 27.5 300	13.8 lb it as u to file item a II be hidden nt and it by right nience, as it 1.5 lb 9.6 oz
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1 1 1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin), Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DR:2* Locations: Torso Location: Groso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6) Location: Skull, Face (1/6), Neck	490.5 ts assigned to e, allowing yo . To make an child items wil g on the parent dren will be sh ad as a parent nere for conve 12 27.5 300 151	13.8 lb it as u to file item a II be hidden nt and it by right nience, as it 1.5 lb 9.6 oz 9 lb 2.7 lb
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1 1 1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin), Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DR:2* Locations: Torso Location: Groso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6) Location: Skull, Face (1/6), Neck	490.5 ts assigned to e, allowing yo . To make an child items wil g on the parent dren will be sh ad as a parent nere for conve 12 27.5 300 151 , Neck 22.5	13.8 lb it as u to file item a ll be hidden nt and iown in a by right 1.5 lb 9.6 oz 9 lb 2.7 lb 3.33 lb
1 1 1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is 1 is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DFI:2" Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DFI:2" Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DFI:2" Locations: Torso Location: Groin Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DFI:2" Locations: Skull, Face (1/6) Location: Skull, Face (1/6), Neck Hands Contents - Cost: 22.5, Weight: 3.33 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur	490.5 ts assigned to e, allowing yo . To make an child items wil g on the parent dren will be sh ed as a parent here for conve 12 27.5 300 151 , Neck 22.5 ts assigned to e, allowing yo	13.8 lb it as u to file item a II be hidden nt and iown in a by right nience, as it 1.5 lb 9.6 oz 9 lb 2.7 lb 3.33 lb it as u to file
1 1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is 1 is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DR:2* Locations: Torso Location: Torso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6) Location: Torso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6) Location: Skull, Face (1/6), Neck Hands Contents - Cost: 22.5, Weight: 3.33 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The	490.5 ts assigned to e, allowing yo . To make an child items wil g on the parei dren will be sh ad as a parent 12 27.5 300 151 , Neck 22.5 ts assigned to e, allowing yo . To make an child items wil	13.8 lb it as u to file item a ll be hidden nt and item a it by right nience, as it 1.5 lb 9.6 oz 9 lb 2.7 lb 3.33 lb it as u to file item a ll be hidden
1 1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DF:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DF:2* Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DF:2* Locations: Torso Location: Groiso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DF:2* Locations: Skull, Face (1/6) Location: Grois 2.5, Weight: 3.33 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child cli" The by default; you may show the child items by right clickin	490.5 ts assigned to e, allowing yo . To make an child items will g on the paren- dren will be sh ed as a parent here for conve 12 27.5 300 151 , Neck 22.5 ts assigned to e, allowing yo . To make an child items will g on the paren	13.8 lb it as u to file item a II be hidden nt and item in a iter right nience, as it 1.5 lb 9.6 oz 9 lb 2.7 lb 3.33 lb it as u to file item a II be hidden nt and
1 1 1	Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The by default; you may show the child items by right clickin selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigne clicking on it and selecting "Make Parent"; this entry is 1 is automatically designated a Parent. Layered Leather, Light (Feet) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2) (~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin Layered Cloth, Light (Torso, Fortify +2, Lighten +1) (~Fortify (Torso and Vitals) (+2), +100; ~Lighten (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DR:2* Locations: Torso Location: Torso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6) Location: Torso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2) (~Fortify (Neck, Skull) (x1/2), +35) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6) Location: Skull, Face (1/6), Neck Hands Contents - Cost: 22.5, Weight: 3.33 lb Description: In GCA a "Parent" item can have other trail "Children." This is essentially an organizational structur multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The	490.5 ts assigned to e, allowing yo . To make an child items wil g on the parent there will be sh ad as a parent 227.5 300 151 , Neck 22.5 ts assigned to e, allowing yo to make an child items wil g on the parent dran will be sh	13.8 lb it as u to file item a ll be hidden nt and iown in a t by right nience, as it 1.5 lb 9.6 oz 9 lb 2.7 lb 2.7 lb 3.33 lb it as u to file item a ll be hidden nt and iown in a t by right

	LC	AD-OUTS (conti	nued)	
Qty	« Combat »		Cost	Weight
1	Hands	Expensive, *1.5)	22.5	3.33 lb 3.33 lb
	{p. MA230} Description: TL:0	LC:4 [Mode:swing Dam	age:sw+2 cr Reach:2,3 F	Parry:+2
	ST:10† Skill:Staff Skill:Staff]], [Mode:thrust Damage	thr+2 cr Reach:2,3 Parry	:+2 ST:10†
1	Belt Contents - Cost: 375	Weight: 10.67 oz	375	10.67 oz
	Description: In GCA	a "Parent" item can have	e other traits assigned to nal structure, allowing yo	
	multiple traits togethe	er under the parent item	if you wish. To make an d of" The child items wil	item a
	by default; you may s	show the child items by i	right clicking on the parer ed the children will be sh	nt and
	"tree" format under th	ne parent. Any item may	be assigned as a parent is entry is here for conve	by right
	is automatically design	gnated a Parent.		
1	Holy Symbol (Expensive,	, Biessed *1.5) {p. DF1:25}	375	10.67 oz
	Description: Sand		aives +1 to rolls for Exorc	ism, True
1	Ordinary Clothe		0	2 lb
	{p. B266} Description: One cor	nplete outfit, ranging in a	quality from castoff rags t	o designer
			undergarments, plus a tu g tunic, robe or dress - ar	
	footwear. 20% of cos	Q /	tals: 888	19.8 lb
		SCRATCH PA		
-	ITS SUMMARY			Pts
	Attributes, Secono ntages, Perks	bary Characteristi	CS	[<u>105</u>] [181]
Disad	dvantages, Quirks			[-40]
Skills	, Techniques	Tot	al Points Spent:	[29] 275
			Unspent Points:	5
		CAMPAIGN LO		
Poin Held	ts: (logged) 5	+ (other) 0	= (total) 5	1.8.2177
	er Session, super e	einstieg		
Köni	g beinahe ermodet	, geheilt		
Gere	Botschafter beinah stet	e ungelegt		
Zurü	ck in die Stadt und	•		
	des Hofmagiers ge 2013: 5 pts	wonnen		
Initia	I Character Creat			
	acter created using	GURPS Charact	er Assistant 4	
	•			