

GURPS

CHARACTER SHEET

Name: Richard Talisker
Race: Human
Appearance: Guitarhero

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

Spent: 196
Unspent: 2

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', +1331 from 'Money', +1919 from 'Money'

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

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

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS	
Name	Pts
Underground Engineer (Banestorm) {p. BS215}	[0]
Description: In Ytarria, many factions try to suppress the advance of technology, especially gunpowder. Underground engineers don't let that stop them.	

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from '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) {p. B23, BS183}	[0]

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

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					SCRATCH PAD				
DX based		Level	Relative	Pts					
Axe/Mace {p. B208}		10	DX+0	[2]					
Parry: 8									
Brawling {p. B182}		10	DX+0	[1]					
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.									
Parry: 8									
Climbing {p. B183}		10	DX+0	[2]					
Guns/TL5 (Rifle) {p. B198}		16*	DX+6	[20]					
Riding (Equines) {p. B217}		10	DX+0	[2]					
Stealth {p. B222}		10	DX+0	[2]					
Throwing {p. B226}		10	DX+0	[2]					
Wrestling {p. B228}		9	DX-1	[1]					
Parry: 7									
HT based		Level	Relative	Pts					
Hiking {p. B20}		10	HT+0	[2]					
Singing {p. B220}		10	HT+0	[1]					
IQ based		Level	Relative	Pts					
Acting {p. B174}		15	IQ+1	[4]					
Area Knowledge (Azer) {p. B176}		14	IQ+0	[1]					
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]					
Camouflage {p. B183}		14	IQ+0	[1]					
Chemistry/TL5 {p. B183}		13	IQ-1	[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]					
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]					
Holdout {p. B200}		14	IQ+0	[2]					
Usernotes: Den Bonus des Mantels erhält man nur, wenn man den Mantel trägt, deshalb kannst du hier nicht einfach +4 zum Skill schreiben. Dein Skill ist so hoch wie du Punkte ausgegeben hast. Wenn du den Mantel benutzen kannst um etwas zu verstecken, dann hast du 14+4... und nur dann!									
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]					
Physics/TL5 {p. B213}		12	IQ-2	[2]					
Smith/TL3 (Iron and Steel) {p. B221}		15†	IQ+1	[1]					
Smith/TL5 (Iron and Steel) {p. B221}		15†	IQ+1	[1]					
Teaching {p. B224}		13	IQ-1	[1]					
Traps/TL3 {p. B226}		15	IQ+1	[4]					
Per based		Level	Relative	Pts					
Observation {p. B211}		13	Per-1	[1]					
Scrounging {p. B218}		15	Per+1	[2]					
* Conditional: +1 from 'Weapon Bond (Guitargun)'									
† Includes: +2 from 'Artificer'									
‡ Conditional: +1 from 'First Aid Kit'									

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

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

ATTACKS TABLES COLUMN NOTES

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

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

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

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

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

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

Bonus DR: 0
Bonus DB: 0

Notes:

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

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

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

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

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

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

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
5 4 3 2 1	-5 -6 -7 -8 -9

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

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

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item (Virtual)	560	28.8 lb
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Leather Helm {p. B284} Description: TL:1 LC:4 DR:2 Locations: skull, face Location: skull, face	20	8 oz
1	Buff Leather Coat {p. B283} Description: TL:4 LC:4 DR:2* Locations: body, limbs Usernotes: HT64 - gibt aber nur 4 Holdout wenn etwas unter dem Mantel versteckt wird! Location: body, limbs	310	23.3 lb
23	Guitargun (Ammunition) 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 {p. B266} Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	320	6.5 lb
1	Axe {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace	50	4 lb
1	Black Powder Grenade {p. 277} Description: TL:5 LC:2 Dam:3d Fuse:3-5 Notes: [1] Takes a Ready maneuver to light the fuse (impossible in rain, etc.) - or five Ready maneuvers if you must insert the fuse first! Detonates 3-5 seconds later, depending on fuse length. Notes: [1]	5	1 lb
2	Health Potion	240	1 lb
1	Guitargun (Signature Gear) {p. HT120} Description: TL:5 LC:3 Ammo:0.6 lb. Damage:3d+1 pi+ Acc:3 Range:300/2200 RoF:2 Shots:15+1(2) ST:9+ Bulk:-5 Rcl:2 Skill:Guns (Rifle) Usernotes: Winchester M1873, .44-40	8400	8.9 lb
Totals:		9280	44.2 lb
Qty	House	Cost	Weight
1	House equipment Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	12100	80 lb
1	Portable Armoury Tool Kit TL5 {p. B289} Description: TL:5 Notes: Basic equipment for Armoury skill.	2850	20 lb
1	Portable Electric Tool Kit TL5 {p. B289} Description: TL:5 Notes: Basic equipment for Armoury skill.	4000	20 lb
1	Portable Machinist Tool Kit TL5 {p. B289} Description: TL:5 Notes: Basic equipment for Machinist skill.	2850	20 lb
1	Portable Mechanic Tool Kit TL5 {p. B289} Description: TL:5 Notes: Basic equipment for Mechanic skill.	2400	20 lb
Totals:		12100	80 lb
Qty	Rucksack	Cost	Weight
1	Backpack, Frame {p. B288} Description: TL:1 Notes: Holds 100 lbs. of gear.	1980	104.68 lb
1	Bandages {p. B289} Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	10	2 lb
1	Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	928	1.58 lb
70	Coin: Copper Farthing {p. BS44}	70	1.4 lb
12	Coin: Silver Penny {p. BS44}	48	12.29 dr
4	Coin: Gold Mark {p. BS44}	800	2.05 oz
1	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	5	1.5 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Pickaxe {p. B289} Description: TL:2 Notes: Improves digging speed.	15	8 lb

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Backpack, Frame {p. B288}	1980	104.68 lb
1	Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Crowbar, 3' {p. B289} Description: TL:2 Notes: Treat as small mace in combat, at -1 to skull.	20	3 lb
2	Wineskin (4 liters of water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb
1	Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners.	20	4 lb
1	Cord, 3/16" (per 10 yards) {p. B288} Description: TL:0 Notes: Supports 90 lbs.	1	8 oz
1	Sleeping Fur {p. B288} Description: TL:0 Notes: Warm unless wet.	50	8 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
3	Torch {p. B288} Description: TL:0 Notes: Burns for 1hr.	9	3 lb
1	Whetstone {p. B289} Description: TL:1 Notes: For sharpening tools and weapons.	5	1 lb
4	Black Powder Grenade {p. 277} Description: TL:5 LC:2 Dam:3d Fuse:3-5 Notes: [1] Takes a Ready maneuver to light the fuse (impossible in rain, etc.) - or five Ready maneuvers if you must insert the fuse first! Detonates 3-5 seconds later, depending on fuse length. Notes: [1]	20	4 lb
1	Old, brown robe	0	3 lb
1	Smoking Gear	30	4 lb
1	Pipe (Early tobacco pipe)	3	1 lb
1	Tobacco	12	1 lb
1	First Aid Kit {p. B289} Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Lantern {p. B288} Description: TL:2 Notes: Burns for 24 hours on 1 pint of oil.	32	3.1 lb
1	Oil (per pint) {p. B288} Description: TL:2 Notes: For lantern.	2	1 lb
1	magnifier lens	10	1.6 oz
1	Portable Armoury Tool Kit TL3 {p. B289} Description: TL:3 Notes: Basic equipment for Armoury skill.	600	20 lb
1	Robe of Ministry of Serendipity	0	3 lb
Totals:		1980	104.68 lb

NOTES

Black Powder Grenade*Explosion*

kein dodge

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

Fragment

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

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

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	90
Advantages, Perks	74
Disadvantages, Quirks	-55
Skills, Techniques	87
Total Points Spent:	196
Unspent Points:	2

CAMPAIGN LOG

Points: (logged) 48 + (other) 0 = (total) 48

Area Knowledge Azer gratis erhalten 7. 11. 2011

<enter notes here>

22.10.2011: 1 pts

War was? 16.09.2011

2Pkt für bis am Ende bleiben

1Pkt für Study Teacher (200Std)

Mit Beruf 1131Kupfer verdient

Crafting - Portable Mechanik Kit TL5

Skillfortschritt

147 Study Smith/TL3

110 Study Merchant

20.10.2011: 3 pts

CAMPAIGN LOG (continued)	
Das Buch Dämonenfibel	26.08.2011
<ul style="list-style-type: none"> - 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 	
<i>26.08.2011: 8 pts</i>	
Reputation (Won the Tournament in Azer)	27. Juli 2011
<enter notes here>	
<i>27.07.2011: 2 pts</i>	
Turniersieg	27. Juli 2011
<ul style="list-style-type: none"> - Überfall vom Ministerium Glückliche Zufälle (Anus) - Wachhund gekauft (Mischling namens Bello) - 5 gewöhnliche Kleider gekauft - Gustel schmiedet Hufeisen und beschlägt Pferde (200/Monat) 	
<i>27.07.2011: 10 pts</i>	
Patron: Master Adolphe	4. Juli 2011
<i>07.04.2011: 10 pts</i>	
Azer erkundet	4. Juli 2011
<ul style="list-style-type: none"> - Haus mit Schmiede gekauft (1500; 100/Monat) - Gustel als Gehilfe und Lehrling angestellt (100/Monat) 	
<ul style="list-style-type: none"> - Quest: Nekromant Torinos im Norden aufsuchen 	
<i>07.02.2011: 8 pts</i>	
Gahr	
<ul style="list-style-type: none"> - Quest: Gahr befreit und nach Azer geflüchtet 	
<i>07.01.2011: 6 pts</i>	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
<i>13.06.2011: 0 pts</i>	

DESCRIPTION

Richard Talisker ist ein Underground Engineer. Er wurde in Sauvons der grössten Stadt im südöstlich gelegenen Araterre geboren. Sein Vater Henri war Whiskeydestillier 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.