Name: Roda von Goldbach
Race: Human
Appearance:

Player: Reto Mägli
Ht: **Wt:** **Age:**

Spent: 275
Unspent: 5

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	5,5	[0]
DX	10	[0]	Will	18	[0]	Basic Move	5	[0]
IQ	18	[160]	Per	18	[0]	BL	20 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr 1d-2	Sw 1d	

TL	3	[0]	SM	+0

Vision	18	Taste/Smell	18	Death Check	12
Hearing	18	Fright Check	18	High Jump	1.67 ft
Touch	18	Consciousness	12	Broad Jump	2.33 yd

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
	–	-1	-2	-3	-4
Dodge	8	7	6	5	4

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

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

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Merchant' when buying or selling

LANGUAGES

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

ADVANTAGES

Name	Pts
Faster Casting 4 {p. wiki}	[20]

Description: Reduces the time to gather energy by 1 second (1 minute, if not a Ritual Adept) per level. This effect can not reduce energy gathering time to below one second (minute, for non-Adepts). Further, there is a +1 bonus per level (maximum +10) on instantly gathering energy for Blocking spells.

Magery 5 (RPM Four Paths, -25%) {p. B66}	[38]

Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery

Magery 0 {p. B66}	[5]

Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.

Ritual Adept (RPM Four Paths, -25%) {p. MH1:25}	[30]

Description: This new advantage represents inherent magical power, and is only available to dedicated spellcasters (e.g., Wizards, Clerics, Druids). While the spells cast by a person only possessing Magery are slow and bound by several restrictions, yours are not. On level 1 you need a Grimoire to cast spells as a Ritual Adept. Level 2 does not have any restrictions.

DISADVANTAGES

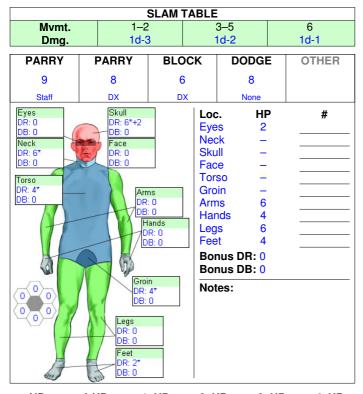| Name	Pts
Charitable (12 or less, *1) {p. B125}	[-15]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Intolerance ("Evil" religions) {p. B140}	[-5]
Obsession (To become the world's most powerfull Wizard) (Long-Term Goal) (12 or less, *1) {p. B146}	[-10]
Overconfidence (12 or less, *1) {p. B148}	[-5]

DISADVANTAGES (continued)

Name	Pts
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
Dislikes Orks {p. B164}	[-1]
Likes Wine {p. B164}	[-1]
Nosy {p. B164}	[-1]
Proud {p. B164}	[-1]

SKILLS

Name	Level	Relative	Pts
Alchemy/TL3 {p. B174, M210}	15	IQ-3	[1]
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

Name	Level	Relative	Pts
Climbing {p. B183}	9	DX-1	[1]
Diplomacy {p. B187}	16	IQ-2	[1]
Fast-Draw (Charm) {p. B194}	13	DX+3	[8]
Fast-Draw (Potion) {p. B194}	10	DX+0	[1]
First Aid/TL3 (Human) {p. B195}	18	IQ+0	[1]
Gesture {p. B198}	18	IQ+0	[1]
Hazardous Materials/TL3 (Magical) {p. B199}	17	IQ-1	[1]
Hidden Lore (Demon Lore) {p. B199}	17	IQ-1	[1]
Hidden Lore (Magical Items Lore) {p. B199}	17	IQ-1	[1]
Hidden Lore (Magical Writings Lore) {p. B199}	17	IQ-1	[1]
Hidden Lore (Spirit Lore) {p. B199}	17	IQ-1	[1]
Hiking {p. B200}	11	HT-1	[1]
Innate Attack (Projectile) {p. B201}	10	DX+0	[1]
Parry: 8			
Merchant {p. B209}	17	IQ-1	[1]
Observation {p. B211}	17	Per-1	[1]
Occultism {p. B212}	17	IQ-1	[1]
Path of Body {p. MH1:32}	17	IQ-1	[4]
Path of Energy {p. MH1:32}	17	IQ-1	[4]
Path of Magic {p. MH1:33}	17	IQ-1	[4]
Path of Matter {p. MH1:33}	17	IQ-1	[4]
Psychology (Human) {p. B216}	16	IQ-2	[1]
Research/TL3 {p. B217}	17	IQ-1	[1]
Riding (Equines) {p. B217}	9	DX-1	[1]
Savoir-Faire (High Society) {p. B218}	18	IQ+0	[1]
Scrounging {p. B218}	18	Per+0	[1]
Search {p. B219}	17	Per-1	[1]
Speed-Reading {p. B222}	17	IQ-1	[1]
Staff {p. B208}	9	DX-1	[1]
Parry: 9			
dStealth {p. B222}	13	DX+3	[1]
Teaching {p. B224}	17	IQ-1	[1]
Thaumatology {p. B225}	17	IQ-1	[4]
Wrestling {p. B228}	9	DX-1	[1]
Parry: 7			
Writing {p. B228}	17	IQ-1	[1]

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	10	8	1d-3 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	10	–	1d-3 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	8	–	1d-2 cr	C,1	–	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Quarterstaff: Staff Swing Skill used: Staff	9	9	1d+2 cr	1, 2	7†	4	4	
Quarterstaff: Staff Thrust Skill used: Staff	9	9	1d cr	1, 2	7†	4	4	

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

Mvmt.	1–2	3–5	6
Dmg.	1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
9	8	6	8	
Staff	DX	DX	None	

Eyes DR: 0 DB: 0
Skull DR: 6*+2 DB: 0
Neck DR: 6* DB: 0
Face DR: 0 DB: 0
Torso DR: 4* DB: 0
Arms DR: 0 DB: 0
Hands DR: 0 DB: 0
Groin DR: 4* DB: 0
Legs DR: 0 DB: 0
Feet DR: 2* DB: 0

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	6	_____
Hands	4	_____
Legs	6	_____
Feet	4	_____
Bonus DR: 0		
Bonus DB: 0		

Notes:

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 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

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 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 0.
-5×HP or less: Immediate death.

FP	0 FP				
12 11 10 9 8	0 -1 -2 -3 -4				
7 6 5 4 3	-5 -6 -7 -8 -9				
2 1	-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 vs. heart attack; every point of FP loss causes an equal loss of HP.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	**Backpack, Frame (TL1) {p. B288}** Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 909, Weight: 26.37 lb Description: TL:1 Notes: Holds 100 lbs. of gear.	1009	36.37 lb
1	**Purse (TL0) {p. B288}** Per Unit - Cost: 10 Contents - Cost: 804, Weight: 1.92 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	814	1.92 oz
4	**Copper Farthing (TL2)** Per Unit - Cost: 1, Weight: 2.56 dr	4	10.24 dr
8	**Gold Mark (TL2)** Per Unit - Cost: 100, Weight: 2.56 dr	800	1.28 oz
0	**Platinum Franc (TL2)**	0	–
0	**Silver Penny (TL2)**	0	–
1	**Personal Basics (TL0) {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	**Sleeping Fur (TL0) {p. B288}** Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
10	**Traveler's Rations (TL0) {p. B288}** Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
1	**Wineskin (TL0) {p. B288}** Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 lb Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
1	**Water (per gallon; TL0) {p. B288}** Description: TL:0	0	8 lb
1	**Quarterstaff (TL0; _Remove Attack Mode (2H Sword Swing), +0; _Remove Attack Mode (2H SwordThrust), +0) {p. LT69}** Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4]	10	4 lb
	Totals:	1009	36.37 lb

Qty	« Combat »	Cost	Weight
1	**Combat** Contents - Cost: 1240.5, Weight: 18.8 lb 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.	1240.5	18.8 lb
1	**Armor** Contents - Cost: 490.5, Weight: 13.8 lb 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.	490.5	13.8 lb
1	**Layered Leather, Light (Feet; TL1) {p. LT100-110}** Description: TL:1 DR:2* Locations: Feet Location: Feet	12	1.5 lb
1	**Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110}** Description: TL:0 DR:2* Locations: Groin Location: Groin	27.5	9.6 oz
1	**Layered Cloth, Light (Torso, Fortify +2, Lighten +1; TL0; ~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	300	9 lb
1	**Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2; TL0; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110}** Description: TL:0 DR:2* Locations: Skull, Face (1/6), Neck Location: Skull, Face (1/6), Neck	151	2.7 lb

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	**Combat**	1240.5	18.8 lb
1	**Hands** Contents - Cost: 750, Weight: 3 lb 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.	750	3 lb
1	**Grimoire (60 pages, 60 free; TL3)**	750	3 lb
1	**Belt** 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.	0	
1	**Ordinary Clothes (TL0; _Free, *0) {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.	0	2 lb
	Totals:	1240,5	18.8 lb

Qty	Horse	Cost	Weight
1	**Saddle Horse {p. B460}** Per Unit - Cost: 1200 Contents - Cost: 250, Weight: 18 lb Description: ST:21 DX:9 IQ:3 HT:11 Will:10 Per:12 Speed:5 Dodge:8 Move:6 SM:+1 (3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: An ordinary riding horse.	1450	18 lb
1	**Saddle & Tack (TL2) {p. B289}** Description: TL:2 Notes: Basic equipment for Riding skill.	150	15 lb
1	**Saddlebags (TL1) {p. B289}** Description: TL:1 Notes: Holds 40lbs.	100	3 lb
	Totals:	1450	18 lb

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[180]
Advantages, Perks	[93]
Disadvantages, Quirks	[-55]
Skills, Techniques	[57]
Total Points Spent:	**275**
Unspent Points:	**5**

CAMPAIGN LOG

Points: (logged) 5   + (other) 0   = (total) 5

Helden I   1.8.2177
- -
Super Session, super einstieg
König beinahe ermodet, geheilt
Orc Botschafter beinahe umgelegt
Gerestet
Zurück in die Stadt und umgehört
Ohr des Hofmagiers gewonnen
05.06.2013: 5 pts