

CHARACTER SHEET

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DA 100 1 0 Will 160 1 0 Move 3 1 0 IQ 18 [160] Per 18 [0 BL 20 lb (ST-ST)P HT 12 [20] FP 12 [0 The 1-2 SW 1d ITL 3 [0 SM +0 Itsee Write [p. Name Unused Quirt Vision 18 Tright Check 18 Beach Check 12 Horny 1.67 Name Alchemy/TL3 (B Brawling (D. B) Description: Notes: 12 Beach Check 12 Brawling (D. B) Description: Notes: 14 Beach Check 12 Brawling (D. B) Description: Notes: 14 Alchemy/TL3 (B Description: Notes: 14 Description: Notes: 14 Alchemy/TL3 (B Description: Notes: 14 Description: Notes: 12 Description: Notes: 12 Description: Notes: 14 Descriptio		DISADV		
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Name Nome b Light Med Hyy X-Hyy Lifting 20 to 20	Brawling {p. B182}			
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LIFTING FEATS I-Hand 2-Hand Shove / Carry on Shift Name Lift ' Over + Back \$ Slightly Basic 40 lb 160 lb 240 lb 300 lb 1000 lb *Takes 4 seconds to complete . ± Double with a running start . . *Takes 4 seconds to complete . ± Double with a running start . . *Takes 4 seconds to complete . ± Double with a running start . . *Takes 4 seconds to complete . ± Double with a running start . . *Conditional: +2 from "Overconfidence' when young or naive individuals2 from "Overconfidence' when second from Werchant (p. Enders) . . Youry or selling LANGUAGES . . . Name Spoken Written Pts . . Faster Casting 4 (p. wiiki) [201 . . . Description: Reduces the time to gather energy by 1 second (1 minute, if not a Mager) . . . Ridding (Equines with Mager) and the Mager) modifiers with Magery and the Magery modifiers with Magery and the Magery modifiers with Magery and the Magery modifiers with				
1-Hand 2-Hand Shove / Carry on Shift Name Lift Over+ Back \$ Slightly Basic 40 lb 160 lb 240 lb 300 lb 1000 lb 'Takes 2 seconds to complete ‡ Double with a running stat (p. B199) 'Takes 4 seconds to complete ‡ Double with a running stat (p. B199) 'Takes 4 seconds to complete \$ Lose 1 FP/sec while over X-Hvy enc. 'Appearance: +0 Status: +0 (p. B199) Other: +0' 'Conditional: +2 from 'Overconfidence' when young or naive individuals2 from 'Overconfidence' when experienced NPCs. +2 from 'Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous situations if Sense of Duty (Adventuring companions) when in dangerous by 1 second (1 minute, if not a Rinal Adept prevel. This elifect can not reduce energy gathering lime to below one second (minute, for non-Adepts). Further, there is a +1 bonus per level Second (1 minute, for Body (1 Path of Body (2	Gesture {p. B198}			
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Daskic 40 ID 180 ID 240 ID 300 ID 1000 ID * Takes 2 seconds to complete 1 2 Double with a running stat 1 (D. B. 199) Hidden Lore (N. (p. B199) Appearance: +0 REACTION MODIFIERS Hidden Lore (N. (p. B199) Hidden Lore (N. (p. B199) Status: +0 Hidden Lore (N. (p. B199) Hidden Lore (N. (p. B199) 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 Merchart when buying or selling Merchant (p. B. 200) LANGUAGES Name Path of Energy Ratual Adepti per level. This effect can not reduce energy gathering time to below one second function, for one second function, for one Adepts, Further, there is a 1 bonus per level one second function, for Adepts, Further, there is a 1 bonus per level one for Adepts, Further, there is a 1 bonus per level one second function, for Adepts, Further, there is a 1 bonus per level one second function, for Adepts, Further, there is a 1 bonus per level one second function, for Adepts, Further, there is a 1 bonus per level one second function, for Adepts, Further, there is a 1 bonus per level on for Adepts, Further, there is a 1 bonus per level on for Adepts, Further, there is a 1 bonus per level one second functions with Magery and the Magery on Adept, adapt adapt adept and fmagery 0 addites with any other rait adapt (p. B. 200) Secondition: Adapt (p. B. 200) Description: Magery	Lift [†] Over [‡] Back [§] Slightly Hiddon Loro (Domo			
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REACTION MODIFIERS Appearance: +0 Hidden Lore (N Status: +0 Hidden Lore (N 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 Hikiden Lore (N Common (Native) {p. B24} Native Pth Name Spoken Written Path of Energy Path of Body (F) Path of Matice Path of Matice' Name Path of Matice' Ritual Adept por level. This feet can not reduce energy to fileoxing spells. Path of Matice' Magery 0 (F) Pel level. This effect an not reduce energy for Blocking spells. Scorounging (P. Magery 0 (F) Pel level. This effect an not reduce energy for Blocking spells. Scorounging (P. Magery 0 (F) Pel level. This effect an not reduce energy for Blocking spells. Scorounging (P. Magery 0 (P. B66) Staff (P. B22) Speed-Reading: Staff (P. B20) Description: WARNING: Always use the Magery motifiers with Magery 0. Speed-Reading: Staff (P. B20) Magery 0 (P. B66) Solar Staff (P. B20) Speed-Reading: Staff (P. B20) Descript	S Lose 1 FP/sec while over X-Hvy enc. {p. B199}			
Appearance: +0 Hiking {p. B200 Status: +0 Hiking {p. B200 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 (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangerous situations if Sense of Duty (Adventuring Companions) when in dangero (Coultism (P) Exception: Reduces the time to gather energy by 1 second (1 minute, if not a Ritual Adept) (P. While Magery colling energy tor Blocking spells. Mager 2 (Coultism (P) Exception: Magery 0 (D) Sing the Magery modifiers with Magery and the Magery 0 modifiers with Magery on presson (P) Exception: Magery 0 (p) Ed6 (Correct Magery Correct Magery Correct Magery 2 (p) Ed6) (p) Exception: Magery 0 (p) Ed6 (Correct Magery 0 modifiers with Magery 0. Secench (p. B22) Magery 0 (Hidden Lore (Magic	al Writi		
Status: +0 Hiking {p. B20C 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 Innate Attack (IP arry: 8 Name Spoken Written Pts Common (Native) {p. B24} Native Native Path of Body {p Name Pts Path of Energy Faster Casting 4 {p. wiki} [20] Path of Matjer 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 on-Adetpis, Further, there is a +1 bonus per level Riding (Equine Savoir-Faire (H Scorounging {p. Seconfoin: WARINIC: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery Modifiers with Magery and the Magery 0 (p. B66) [5] Magery 0 {p. B66} [5] [5] Description: Warking use or the meaculated. For standard magic use Syntactic Magery. The Magery Modifiers with Magery 0. Using the Magery 0 modifiers with Magery 0. Using the Magery 0 modifiers with Magery 0. Using the Magery 0. The Magery advantage is set to have Magery 0 as a per-eq. WARNING: Always use the Magery modifiers with Magery 0. Using the Magery 0. The Magery advantage is set to have Magery 0 as a per-eq. WARNING: Always use the Magery modifiers with may other item can cause your spells to be miscalculated	[p: b100]	Lore) (r		
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 (Adventuring companions)' when in dangerous situations if Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Merchant' (p. B) Name Spoken Written Pts Common (Native) {p. B24} Native Native 0 ADVANTAGES Path of Body (f. Path of Body (f. Path of Magic (Path of Body (f. Path of Magic (Path of Path of Magic (Path o				
"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 O ADVANTAGES Path of Body {p Name Pts Faster Casting 4 {p. wiki} [201] 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. Riding (Equine: Savoir-Faire (H Scrounging [p. Beach float agery 0. Using the Magery modifiers with Magery 0. How and the 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 Windcard magic use Wildcard Magery 0. Staff {p. B22 Magery 0 (p. B66) [51] Description: WARINNG: Always use the Magery nordifiers with Magery 0. Staff {p. B22 Magery of policies with Magery 0 on the base 5 points from Magery 0. Staff {p. B22 Thauamatology Wrestling (p. B Description: WARINNG: Always use the Magery nordifiers with Magery 0. Staff {p. B22 Magery of the level sabov 0. on the base 5 points	Innate Attack (Proje	ectile) {p		
Control of seturations in Series of Duly is known, +1 from Metchant when buying or selling Observation {p Name Spoken Written Pts Common (Native) {p. B24} Native Native 0 ADVANTAGES Name Path of Eddy {p Name Pts Faster Casting 4 {p. wiki} [201 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 Riding (Equiner: Savoir-Faire (H) Scrounging {p. Second (1 minute, if not a Ritual Magery 0 ron-Adepts). Further, there is a +1 bonus per level (maximum +10) on instantly gathering energy for Blocking spells. Savoir-Faire (H) Scrounging {p. Second (1 minute, if not a Ritual Magery 0 with Magery 0. Using the Magery modifiers with Magery and the Magery 0 with Gard magic use Walcard Mager use Magery, for Ritual Magery (0 is included as a separate item from the normal Magery advantage, due to the fact that may 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 mager presents 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 restr				
LANGUAGES Name Spoken Written Pts Common (Native) {p. B24} Native Native 0 ADVANTAGES Path of Magic { Path of Magic { Name Pts [20] Path of Magic { Easter Casting 4 {p. wiki} [20] Path of Magic { Description: Reduces the time to gather energy by 1 second (1 minute, if not a 20] Riding (Equine: Magery 5 (RPM Four Paths, -25%) {p. B66} [38] Riding (Equine: Description: WARNING: Always use the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Widcard Magery and the Magery 0 (p. B66) [38] Description: WARNING: Always use the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Widcard Magery (1 p. B203) Speed-Reading Staff (p. B208) Magery 0 (p. B66) [5] [5] Description: Magery 0 is included as a separate item from the normal Magery 0. [5] Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery 0. [5] Description: This new advantage represents inherent magical power, and is only available to dedicated spellcaters (e.g., Wizards, Cierics, Druids). While the spells cast by a person only possessing Magery are slow and bound by several restrictions, yours are not	ous situations if Sense of Duty is known +1 from 'Merchant'			
LANGUAGES Name Spoken Written Pts Common (Native) {p. B24} Native Native 0 ADVANTAGES Path of Magic { Name Pts Faster Casting 4 {p. wiki} [20] Bescription: 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 Biocking spells. [20] Magery 5 (RPM Four Paths, -25%) {p. B66} [38] Description: WARNING: Aways use the Magery modifiers with Magery and the Magery 0. Guiffers with Magery 0. The Magery 0 for Wildcard magic use Magery, for Ritual Magery 0 is included as a separate item from the normal Magery 1. for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery 0. The Magery 0 olis included as a separate item from Magery 0. The Magery and the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use the Magery 0. Using the Magery 0 as a pre-req. WARNING: Aways use the Magery 0 as a pre-req. WARNING: Aways use 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 spel	Occultism {p. B212			
Common (Native) {p. B24} Native Native 0 ADVANTAGES Path of Magic / Path of Matter 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 instartly gathering energy for Blocking spells. [38] Magery 5 (RPM Four Paths, -25%) {p. B66} [38] Description: WARNING: Always use 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 Syntactic Magery [51] Magery 0 {p. B66} [51] 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 and the bagery nodifiers with Magery and the bagery nodifiers with Magery 0. Using the Magery modifiers with mager are to now reduces (p. B22) Thaumatology Wrestling {p. B22} Using the Magery modifiers with any other item can cause your spells to be miscalculated. [51] Ritual Adept (RPM Four Paths, -25%) {p. MH1:25} [30]	LANGUAGES Path of Body {p. Mi	H1:32}		
ADVANTAGES Path of Matter 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. [20] 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 on Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Plower Investiture, for Syntactic magic use Wildcard Magery 0. Elerical Magery 0 (p. B66) [5] Cherical Magic use Power Investiture, for Syntactic magic use Syntactic 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. Using the Magery modifiers with Magery 0. Using the Magery modifiers with Magery 0. Using the Magery modifiers with may other item can cause your spells to be miscalculated. [30] Ritual Adept (RPM Four Paths, -25%) {p. MH1:25} [30] Description: Stapers on 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. [30] DisADVANTAGES Pts Name Pts <th< td=""><td></td><td>MH1:32</td></th<>		MH1:32		
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. [20] 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 outper trait can cause your spells to be miscalculated. For standard magic use Magery, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery [51] Magery 0 (p. B66) [51] 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 modifiers with Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with any other item can cause your spells to be miscalculated. [30] 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. [30] DISADVANTAGES [4] [4]		IH1:33} /H1:33\		
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Ritual Adept) per level. This effect can not reduce energy gathering time to below SaVoir-Faire (H one second (minute, for non-Adepts). Further, there is a +1 bonus per level Scrounging {p. (maximum +10) on instantly gathering energy for Blocking spells. [38] Description: WARNING: Always use the Magery modifiers with Magery and the [38] Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For Syntactic magic use Magery, for [38] Magery 0 {p. B66} [5] Description: Magery 0 is included as a separate item from the normal Magery [5] Magery of the levels above 0, not the base 5 points from Magery 0. [5] Magery of Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. [5] Magery of the levels above 0, not the base 5 points from Magery 0. [5] Magery of Magery modifiers with any other item can cause your spells to be miscalculated. [30] Ritual Adept (RPM Four Paths, -25%) {p. MH1:25} [30] Description: This new advantage represents inherent magical power, and is only available to dedicated spelicasters (e.g., Wizards, Clerics, Druids). While the spels 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. [30] DISADVANTAGES	gather energy by 1 second (1 minute, if not a			
(maximum +10) on instantly gathering energy for Blocking spells. Search {p. B21 Magery 5 (RPM Four Paths, -25%) {p. B66} [38] Description: WARNING: Always use the Magery modifiers with Magery and the Magery of 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 Power Investiture, for Syntactic magic use Wildcard Magery, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery Staff {p. B20} Magery 0 {p. B66} [51] 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 modifiers with Magery 0 modifiers with Magery 0. Using the Magery ondifiers with Magery 0 modifiers with Magery 0. Staff {p. B22 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. 30 Disadvantages 15 Impulsiveness (12 or less, *1) {p. B125} 15 Impulsiveness (12 or less, *1) {p. B139} 10	ct can not reduce energy gathering time to below Savoir-Faire (High			
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Description: Warning: Aways use 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 Staff {p. B208} Parry: 9 Magery 0 {p. B66} [51] 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 on odifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated. S0 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. 30 DISADVANTAGES	aths, -25%) {p. B66}	B222}		
Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Gerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery d Stealth {p. B22 Magery 0 {p. B66} [5] [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. Using 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 spelicasters (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. OISADVANTAGES Name Pts [-15] [-15] Impulsiveneess (12 or less, *1) {p. B125} [-15] [-10]	0. Using the Magery modifiers with magery and the Staff {p. B208}			
Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery Teaching {p. B: 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 outliers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated. 30] Ritual Adept (RPM Four Paths, -25%) {p. MH1:25} [30] Description: This new advantage represents inherent magical power, and is only available to dedicated spelicasters (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. 30] DISADVANTAGES Pts Charitable (12 or less, *1) {p. B125} [-15] Impulsiveness (12 or less, *1) {p. B139} [-10]				
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Magery advantage is set to have Magery 0 as a pre-req. WARNING: Älways use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Writing {p. B22 Using the Magery modifiers with any other item can cause your spells to be miscalculated. 30 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	hany kinds of enhancements and limitations are Wrestling {p. B228}	:		
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Disadvantages Disadvantages Name Pts Charitable (12 or less, *1) {p. B125} [-15] Impulsiveness (12 or less, *1) {p. B139} [-10]				
Name Pts Charitable (12 or less, *1) {p. B125} [-15] Impulsiveness (12 or less, *1) {p. B139} [-10]				
Charitable (12 or less, *1) {p. B125} [-15] Impulsiveness (12 or less, *1) {p. B139} [-10]	DISADVANTAGES			
Impulsiveness (12 or less, *1) {p. B139} [-10]				
Obsession (To become the world's most powerfull Wizard) [-10]				
(Long-Term Goal) (12 or less, *1) {p. B146}	or less, *1) {p. B146}			
Overconfidence (12 or less, *1) {p. B148} [-5]				

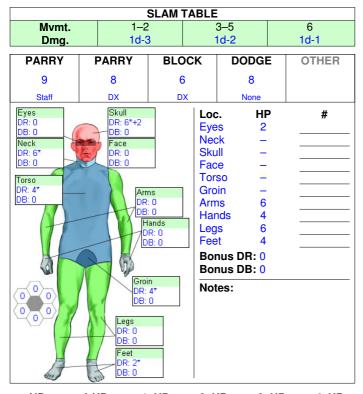
DISADVANTAGES (continued)	
lame	Pts
Sense of Duty (Adventuring companions) {p. B153}	[-5]
QUIRKS	
lame	Pts
Unused Quirk 1 {p. B163}	[-1]
Dislikes Orks {p. B164}	[-1]
.ikes Wine {p. B164}	[-1]
losy {p. B164}	[-1]
Proud {p. B164}	[-1]

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						
Climbing {p. B183}	9	DX-1	[1]			
Diplomacy {p. B187}	16	IQ-2				
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				
Gesture {p. B198}	18	IQ+0	11			
Hazardous Materials/TL3 (Magical)	17	IQ-1	11			
{p. B199}						
Hidden Lore (Demon Lore) {p. B199}	17	IQ-1	[1]			
Hidden Lore (Magical Items Lore)	17	IQ-1	i 1			
{p. B199}						
Hidden Lore (Magical Writings Lore)	17	IQ-1	[1]			
{p. B199}						
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	<u>IQ+0</u>	[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				
Thaumatology {p. B225}	17	IQ-1				
Wrestling {p. B228}	9	DX-1	[7] [1]			
Parry: 7		DAT	د ¹			
Writing {p. B228}	17	IQ-1	[1]			

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	10	8	1d-3 cr	C	_	_	_	
Skill used: Brawling								
Brawling: Bite	10	-	1d-3 cr	C	-	_	-	
Skill used: Brawling			L	L				
Brawling: Kick	8	-	1d-2 cr	C,1	-	-	-	
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Quarterstaff: Staff Swing	9	9	1d+2 cr	1, 2	7†	4	4	
Skill used: Staff			L	L				
Quarterstaff: Staff Thrust	9	9	1d cr	1, 2	7†	4	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.



 HP
 0 HP
 -1×HP
 -2×HP
 -3×HP
 -4×HP

 10 9 8 7 6
 0 -1 -2 -3 -4
 10 -11 +2 +3 +4
 20 -2 -2 -2 -4
 30 -3 +2 -3 -4
 40 -4 + 4 -4 -4

 5 4 3 2 1
 -5 -6 -7 -8 -9
 -5 +6 +7 -8 -9
 -5 +6 +7 +8 +9
 -5 -6 -7 -8 -9
 -5 +6 +7 +8 +9

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
12111098	
76543	-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.

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

OryBackpackCostWeight1Backpack, Frame (TL1) (p. B288)100936.37 lbPer Linti- Cost: 100, Weight: 10.800036.37 lbPer Linti- Cost: 100B288)8141.92 ozPer Linti- Cost: 1026.37 lb8141.92 ozContents - Cost: 800, Weight: 1.82 oz0001.28 ozDescription: TL-1 Notes: Holds 31bs. of ganz.8101.0.24 drPer Linti- Cost: 10, Weight: 2.55 dr0-0Platinum Franc (TL2)0-1Personal Basics (TL0) (p. B228)51101Description: Notes: Minimum geaf for camping: -21 oany Survival roll without it.Induess utensis, Indeform, ganz and		LOAD-OUTS		
Per Unit - Cost: 100, Weight: 26.3 fb Description: TL:1 Notes: Holds 100 lbs. of gear. 1 Purse (TL0) [b, B288] 814 1.92 oz Description: TL:1 Notes: Holds 100 lbs. of gear. 4 Cooper Farthing (TL2) 4 10.24 dr Per Unit - Cost: 10. Weight: 2.56 dr 0 - 0 Platinum Franc (TL2) 0 - 0 Silver Penny (TL2) 0 - 1 Description: Notes: A winter bedroil, suitable for loce caves, and a winter bedroil suitable for loce caves, and a divertiones, etc. 1 Wineskin (TL0) (p. B228) 50 8 lb Description: TL0 Notes: A winter bedroil, suitable for loce caves, and caventures, etc. - 1 Wineskin (TL0) (p. B228) 0 8 lb Description: TL0 Notes: Holds 1 galon of liguid - - 1 Ouarterstaff (TL0); Remove Attack 10 4 lb Mood (2H Sword) Swing), -0;	Qty	Backpack	Cost	
Contents - Cost: 809, Weight: 8.37 Ib Description: TL-1 Note: Holds 100 lbs. of gar. 1 Purse (TLD) {p. B288} 814 1.92 oz Per Unit - Cost: 104, Weight: 1.92 oz Description: Notes: Kidds 3 lbs. of small items (coins, personal basics, etc.) 4 Copper Farthing (TL2) 4 10.24 dr 9 Full Mit - Cost: 100, Weight: 2.56 dr 8 0 Platinum Franc (TL2) 0 - 0 Silver Penny (TL2) 0 - 0 Silver Penny (TL2) 0 - 1 Personal Basics (TL0) {p. B288} 5 1 lb Description: Notes: Minitre bedoll, suitable for ice caves, arctic adventures, etc. 10 Traveler's Rations (TL0) {p. B288} 10 8.25 lb Per Unit - Cost: 10, Weight: 4 oz Contents - Weight: 8 oz Description: TL0.00 (p. B288) 10 8.25 lb 1 Quarterstaff (TL0) (p. B288) 0 8 lb Description: TL0.00 (p. B288) 0 8 lb Description: TL0.00 (p. B288) 10 8.25 lb 8 0 8.25 lb 1 Quarterstaff (TL0) (p. Dere	1		1009	36.37 lb
1 Purse (TLD) {p. B288} Per Unit - Cost: 104 Contents - Cost: 804, Weight: 1.92 oz Description: Notes: Holds 3 bis. of small items (coins, personal basics, etc.) 4 Copper Farthing (TL2) 4 10.24 dr Per Unit - Cost: 100, Weight: 256 dr 8 Gold Mark (TL2) 0 - 0 Platinum Franc (TL2) 0 - 0 Silver Penny (TL2) 0 - 1 Personal Basics (TL0) {p. B288} 5 1 bit 1 Silver Penny (TL2) 0 - 1 Traveler's Rations (TL0) {p. B288} 0 8 bit 1 Traveler's Rations (TL0) {p. B288} 10 8.25 bit 1 Water (per gallon; TL0) {p. B288} 0 8 bit 2 Description: TL0. Notes: Holds 1 gallon of liquid 1 4 bit 1 Water (per gallon; TL0) {p. B288} 0 8 bit 2 Description: TL0. Notes: Holds 1 gallon o				
Par Unit - Cost: 10, Weight: 12 or Description: Notes: Holds 3 lis. of small items (coins, personal basis, etc.) 4 Cooper Farthing (TL2) 4 10.24 dr Per Unit - Cost: 10, Weight: 2.56 dr 0 Platinum Franc (TL2) 0 - 0 Silver Penny (TL2) 0 - 1 Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensits, indertox, and fiint and steel. 5 1 10 Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensits, indertox, and fiint and steel. 6 10 Traveler's Rations (TL0) (p. B288) 50 8 lb 10 Traveler's Rations (TL0) (p. B288) 10 8.25 lb Per Unit - Cost: 10. Weight: 402 6 10 8.25 lb Per Unit - Cost: 10. Weight: 402 6 8 lb 0 8 lb Description: TL0 Noses: Holds: 1 galen of liquid. 1 8.25 lb 7 11 Water (Per gallon; TL0) (p. B288) 0 8 lb 0 8 lb Description: TL0 Nord Swing), +0; Remove Attack 10 4 lb Mode (2H Sword Swing), +0; Remove Attack Mode (2H Sword Dr.5, Broadsword, A Fore Sword J) <th>1</th> <th></th> <th>Q1/</th> <th>1 02 07</th>	1		Q1/	1 02 07
Contents - Cost: 804, Weight: 1:29 or Peerfulner: Note: 1:405 3 lbs. of small items (coils, personal basics, etc.) 4 Copper Farthing (TL2) 4 10:24 dr Per Unit - Cost: 1:00, Weight: 2:56 dr 8 Gold Mark (TL2) 800 1:28 oz Per Unit - Cost: 1:00, Weight: 2:56 dr 0 Platinum Franc (TL2) 0 0 Silver Penny (TL2) 0 0 Silver Penny (TL2) 0 0 Silver Penny (TL2) 0 1 Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensits, includes), and it in and steel. 1 Silver Penny (TL0) (p. B288) 50 8 lb 1 Wineskin (TL0) (p. B288) 10 8.25 lb 1 Wineskin (TL0) (p. B288) 0 8 lb 1 Water (per gallon; TL0) (p. B288) 0 8 lb 1 Water (per gallon; TL0) (p. B288) 0 8 lb 2 Description: TL0 Notes 100 (p. L769) Description: TL0 Notes 2 Description: TL0 Notes 100 (p. L769) Description: TL0 Notes	'		014	1.92 02
4 Copper Farthing (TL2) 4 10.24 dr 8 Gold Mark (TL2) 800 1.28 oz 9 Per Unit-Cost: 100, Weight: 2.56 dr 0 - 0 Silver Penny (TL2) 0 - 0 Silver Penny (TL2) 0 - 1 Personal Basics (TL0) (p. B288) 5 1 bit 1 Description: Notes: Minitum gear for camping: 2 to any Survival roll without it. Includes utensits, includebox, and film and steel. 1 Steeping Fur (TL0) (p. B288) 50 8 bit 0 Traveler's Rations (TL0) (p. B288) 20 5 bit 10 Traveler's Rations (TL0) (p. B288) 0 8 bit 11 Wineskin (TL0) (p. B288) 0 8 bit 12 Water (per gallon; TL0) (p. B288) 0 8 bit 13 Water (per gallon; TL0) (p. B288) 0 8 bit 14 Outarterstaff (TL0; Remove Attack 10 4 bit 15 Description: TL0 Neight: 8 at 10 9 at /s bit 16 Outarterstaff (TL0; Cameswe2 c		Contents - Cost: 804, Weight: 1.92 oz		
Per Unit - Cost: 1, Wight: 2.56 dr 800 1.28 oz Per Unit - Cost: 100, Weight: 2.56 dr 0 - 0 Pitatirum Franc (TL2) 0 - 1 Personal Basics (TL0) {p. B288} 5 1 b Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensis, inderbox, and linit and steel. 5 1 b 1 Steeping Fuur (TL0) {p. B288} 50 8 b Description: Notes: A winter bodroll, suitable for ice caves, anctic adventures, etc. 10 Traveler's Rations (TL0) {p. B288} 10 8.25 b Per Unit - Cost: 10, Weight: 4 oz Contents: Weight: 8 b 20 5 bit 20 5 bit 1 Water (per gallon; TL0) {p. B288} 0 8 b 20 5 bit 20 20 21 bit 21 bi	4			
Per Unit-Cost: 100, Weight: 2.56 dr 0 Platinum Franc (TL2) 0 1 Personal Basics (TL0) {p. B288} 5 1 lb Description: Notes: A winstr bedroll, suitable for ice caves, andic adventures, etc. 1 Steeping Fur (TL0) {p. B288} 50 8 lb Description: Notes: A winstr bedroll, suitable for ice caves, andic adventures, etc. 10 Traveler's Rations (TL0) {p. B288} 20 5 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL0 besc: Hone meal of dried meat, chesse, etc. 1 Wineskin (TL0) {p. B288} 0 8 lb Description: TL0 Unit - Cost: 10, Weight: 4 oz 10 4 lb Outarterstaff (TL0; _Remove Attack 10 4 lb Mode (2H Sword Swing), +0;		Per Unit - Cost: 1, Weight: 2.56 dr		
0 Platinum Franc (TL2) 0 0 Silver Penny (TL2) 0 1 Personal Basics (TL0) (p. B288) 5 1 lb 1 Sleeping Fur (TL0) (p. B288) 50 8 lb 10 Traveler's Rations (TL0) (p. B288) 20 5 lb 10 Traveler's Rations (TL0) (p. B288) 20 5 lb 11 Wint-Skin (TL0) (p. B288) 10 8.25 lb 12 Per Unit-Cost: 2: Weight: 8 oz 20 5 lb 13 Water (per gallon; TL0) (p. B288) 0 8 lb 20 Description: TL0 Netes: Holds 1 gallon of liquid 20 20 21 Water (per gallon; TL0) (p. D288) 0 8 lb 22 Description: TL0 Netes: Holds 1 gallon of liquid 20 8 lb 23 Description: TL0 C4, Damswerz or Reach: 1, 2 Parry2 ST7 SkillStaff, DX-5, Polearm-4, Spear-2], Damswerz or Reach: 1, 2 Parry2 ST7 SkillStaff, DX-5, Polearm-4, Spear-2], Damswerz or Reach: 1, 2 Parry0 ST3 Skill-Nor-Handd Sword, DX-5, Breadsword-4, Foree Sword-4], Damster-1 or Reacht2 Parry0 ST3 24 Combat Cost Weight 35 Cost Weight 3.10 24 <th>8</th> <th>Gold Mark (1L2) Per Unit - Cost: 100, Weight: 2.56 dr</th> <th>800</th> <th>1.28 oz</th>	8	Gold Mark (1L2) Per Unit - Cost: 100, Weight: 2.56 dr	800	1.28 oz
1 Personal Basics (TL0) (p. B288) 5 1 lb 1 Description: Notes: Minimu gest for camping: 2 to any Survival roll without it. 1 Sleeping Fur (TL0) (p. B288) 50 8 lb 1 Description: Notes: A whiter bedrots. suitable for loc caves, arctic adventures, etc. 10 Traveler's Rations (TL0) (p. B288) 20 5 lb 1 Wineskin (TL0) (p. B288) 10 8.25 lb 2 Description: TL0 Notes: Holds 1 gallon of liquid. 10 8.25 lb 1 Water (per gallon; TL0) (p. B288) 0 8 lb 2 Description: TL0 Notes: Holds 1 gallon of liquid. 1 4 lb 1 Water (per gallon; TL0) (p. B288) 0 8 lb 2 Description: TL0 Notes: Holds 1 gallon of liquid. 1 4 lb Mater (per gallon; TL0) (p. D. T69) Description: TL0.10 C4, IDam:wave 2 releach: 1.2 Parry-2 S17. Skill Staff, DX-5, Polearm 4, Spear-2], Dam:wave 2 releach: 1.2 Parry-2 S17. Skill Staff, DX-5, Polearm 4, Spear-2], Dam:wave 2 releach: 1.2 Parry 517. Skill Staff, DX-5, Polearm 4, Spear-2], Dam:wave 2 releach: 1.2 Parry 517. Skill Staff, DX-5, Polearm 4, Spear-2], Dam:wave 2 releach: 1.2 Parry 10 S17. Skill Staff, DX-5, Polearm 4, Spear-2], Dam:wave 2 releach: 1.2 Parry 517. Skill Staff, DX-5, Polearm 4, Spear-2], Dam:wave 2 releach: 1.2 Parry 10 S17. Skil	0		0	-
 Description: Notes: Minimum data for camping: -2 to any Survival roll without it indives utensiti, inderbox, and litera distetel. Sleeping Fur (TL0) {p. B288} 50 8 lb Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc. 10 Traveler's Rations (TL0) {p. B288} 20 5 lb Per Unit - Cost: 2, Weight: 8 az Description: TL0 bles: One meal of dried meat, cheese, etc. Wineskin (TL0) {p. B288} 10 8.25 lb Per Unit - Cost: 2, Weight: 8 az Contents - Weight: 8 b Description: TL0 bles: Holds: 1 gallon of liquid. Watter (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 bles: Holds: 1 gallon of liquid. Watter (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 bles: Holds: 1 gallon of liquid. Watter (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 bles: Holds: 1 gallon of liquid. Watter (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 bles: Holds: 1 gallon of liquid. Watter (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 bles: Holds: 1 gallon of liquid. Watter (per gallon; TL0) {p. B288} 0 8 lb Description: TL0 bles: Word Party ST: 5 kill: Staff, DX-5, Polearm-4, Spear-2], [Damm+2 or Reach:1, 2 Parry 2 ST: 5 kill: Staff, DX-5, Polearm-4, Spear-2], [Damm+2 or Reach:1, 2 Parry 2 ST: 5 kill: Staff, DX-5, Polearm-4, Spear-2], [Damm+2 or Sword-4], Entroe Sword-4] Contents - Osci: 1200, 5 kindsword-4, Force Sword-4] Combat Contents - Cosci: 1200, 5 kindsword-4, Force Sword-4] Contents - Cosci: 1200, 5 kindsword-4, Force Sword-4]<th></th><th></th><th>-</th><th>_</th>			-	_
Includes utensite, inderbox, and tilth and steel. 1 Steeping Fur (TLO) {p. B288} 50 8 bb 10 Traveler's Rations (TLO) {p. B288} 20 5 lb 11 Wineskin (TLO) {p. B288} 10 8.25 lb 12 Wineskin (TLO) {p. B288} 10 8.25 lb 13 Water (per gallon; TLO) {p. B288} 0 8 lb Description: TL3 Notes: Holds 1 gallon of liquid. 1 4 lb 14 Water (per gallon; TLO) {p. L769} 0 8 lb Description: TL3 Description; TL3 10 4 lb Mode (2H Sword Swing), +0; 	1		-	
Description: Notes: A winder bedroll, subable for ice caves, arctic adventures, etc. 10 Traveler's Rations (TL0) {p. B288} 20 5 lb Per Unit - Coat: 10, Weight: 4 oz Contents - Weight: 8 lb 10 8.25 lb 1 Wineskin (TL0) {p. B288} 10 8.25 lb Per Unit - Coat: 10, Weight: 4 oz Contents - Weight: 8 lb 10 8.25 lb 1 Water (per gallon; TL0) {p. B288} 0 8 lb Description: TL-0 Notes: Holds 1 gallon of liquid. 1 4 lb Mode (2H Sword Swing), +0; - Remove Attack Mode (2H Sword Thrust), +0) {p. LT69} 20 8 lb Description: TL-0.10:4, (Damsw-2 or Reach: 1, 2 Parry 2 ST7 Skill:Staft, DX-5, Poleam-4, Spear-2], (Damsw-2 or Reach: 1, 2 Parry 2 ST7 Skill:Staft, DX-5, Poleam-4, Spear-2], Damsw-2 or Reach: 1, 2 Parry 2 ST7 Skill:Staft, DX-5, Poleam-4, Spear-2], (Damsw-2 or Reach: 1, 2 Parry 2 ST7 Skill:Staft, DX-5, Poleam-4, Spear-2], Damsw-2 or Reach: 1, 2 Parry 3 ST9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], Force Sword-4] Combat Cost Weight 1 Combat 1240.5 18.8 lb 13.8 lb			y Survivar foir	without it.
10 Traveler's Rations (TL0) {p. B288} 20 5 lb 1 Wineskin (TL0) {p. B288} 10 8.25 lb 1 Wineskin (TL0) {p. B288} 10 8.25 lb 1 Per Unit - Cost: 10, Weight: 4 oz 0 8.25 lb 2 Contents - Weight: 8 lb 0 8.1b 2 Description: TL-0 Notes: Holds 1 gallon of liquid. 4 lb 1 Quarterstaff (TL0); Remove Attack 10 4 lb Mode (2H Sword Swing), +0; _Remove Attack Mode (2H SwordThrust), +0) (p. LT69) 0 9.05 0 Description: TL-0.1C-4, Dam:sw-2 or Reacht: 2 Parry: 2 ST-7 Skill:Staff, DX-5, Poleam-4, Spear-2], Damth-2 or Reacht: 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], Damth-1 or Reach: 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], Damth-1 or Reach: 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Stroadsword-4, Force Sword-4], Damth-1 or Reach: 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Stroadsword-4, Force Sword-4], Damth-1 or Reach: 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Stroadsword-4, Force Sword-4], Damth-1 or Reach: 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Stroadsword-4, Force Sword-4], Damth-1 or Reach: 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Maght: 18.8 lb 1 Combat 1240.5 18.8 lb 18.0 Soription: In GOA a "Parent' Item an have other traits assigned to it as "Children." This is essentially an organizational	1			
Per Unit - Cost: 2. Weight 6 or 2 1 Wineskin (TL0) {p. B288} 10 8.25 lb Per Unit - Cost: 10, Weight: 4 or 2 Contents - Weight: 8 lb 0 8 lb Description: TL-0 Notes: Holds 1 gallon of liquid. 1 4 Water (per gallon; TL0) {p. B288} 0 8 lb 1 Quarterstaff (TL0; _Remove Attack 10 4 lb Mode (2H Sword Swing), +0; _Remove Attack Mode (2H Sword Thrust), +0) {p. LT69} Description: TL-0.1C3, IDamsw-2 or Reach: 1, 2 Parry: 2 ST-7 Skill:Staff, DX-5, Poleam-4, Spear-2], Damsw-2 or Reach: 1, 2 Parry: 2 ST-7 Skill:Staff, DX-5, Poleam-4, Spear-2], Damsw-2 or Reach: 1, 2 Parry: 2 ST-7 Skill:Staff, DX-5, Poleam-4, Spear-2], Damsw-2 or Reach: 1, 2 Fore Sword, IT-Weight: Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Totals: 1009 36.37 lb Qty Qty Velocity Weight: 18.8 lb Description: In GCA a "Parent" item can have other traits assigned to it as "Childen: This is essentially on organizational structure, allowing you to life untliple traits Totals: 1009 36.37 lb Other Sword Swing); +01 Cost: Weight Cost: Weight Cost: Weight Cost: Weight Cost: Weight Cost: Weight	10			
1 Wineskin (TL0) {p. B288} Per Unit - Cost: 10, Weight: 4 or Contents - Weight: 8 lb Description: TL-0 Notes: Holds 1 gallon of liquid. 1 0 8.25 lb 1 Water (per gallon; TL0) {p. B288} Description: TL-0 Notes: Holds 1 gallon of liquid. 0 8 lb 1 Quarterstaff (TL0): Remove Attack 10 4 lb Mode (2H Sword Swing), +0; Remove Attack Mode (2H Sword Thrust), +0) {p. LT69} Description: TL-0.1C/4, (Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 ST:7 Skill/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Reach:1, 2 Parry2 Stirl/Staff, DX-5, Poleam-4, Spear-2], Damsw+2 or Poleam-4, Spear-2], Damsw+2 or Reach, 2 Parry2 Stirl/		Per Unit - Cost: 2, Weight: 8 oz		0.0
 Per Unit - Cost: 10, (Weight: 4 or Contents - Weight: 8 lb Description: TL-0 Netes: Holds 1 gallon of liquid. Water (per gallon; TL0) (p. B228) 0 8 lb Description: TL-0 Netes: Holds 1 gallon of liquid. Cuarterstaff (TL0; _Remove Attack 10 4 lb Mode (2H Sword Swing), +0; _Remove Attack Mode (2H SwordThrust), +0) (p. LT69) Description: TL-0.LC4, (Dam:sw-2 or Reach:1, 2 Parry: 2 ST-7 Skill:Staff, DX-5, Polearm-4, Spear-2], (Dam:th-2 or Reach:1, 2 Parry: 2 ST-7 Skill:Staff, DX-5, Polearm-4, Spear-2], (Dam:sw-2 or Reach:1, 2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], (Dam:th-1 or Reach:2 Parry: 0 ST-9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Combat > Cost Velight: 18.8 lb Description: In GOA and Parent' tiem 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 tiem 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 "Make Parent"; this entry is here for convenience, as it is automatically designated 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 clicking on the parent and select "Make Child of" The child items by right clicking on the assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent? This endown you to file multiple traits together under the parent? Armor 490.5 13.8 lb Contents - Cost: 490.5, Weight: 13.8 lb Description: TL:0 CR2 * 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 them if you	1			8 25 lb
Description: TL-0 Notes: Holds 1 gallon of liquid. 1 Watter (per gallon; TL.0) {p. B288} 0 0 8 lb 1 Quarterstaff (TLC; _Remove Attack 10 4 lb Mode (2H Sword Swing), +0; _Remove Attack Mode (2H Sword Thrust), +0) {p. LT69} 9 Description: TL:0 UC4, [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 Still:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry:2 Still:Staff, DX-5, Polearm-4, Spear-2], [Damswe2 or Reach1, 2 Parry,2 Still:Staff, DX-5, Polearm-4, Parry,2 Still:Staff, DX-5, [Damswe3 or Reach1, 2 Par	·	Per Unit - Cost: 10, Weight: 4 oz	10	0.2010
1 Water (per gallon; TL0) {p. B288} 0 8 lb 1 Ouarterstaff (TL0; Remove Attack 10 4 lb Mode (2H Sword Swing), +0; Remove Attack Mode (2H SwordThrust), +0) (p. LT69) Description: TL:0 LC4, (Damsw-2 or Reach:1, 2 Parry 2 ST:7 Skiil:Staff, DX-5, Polearm-4, Spear-2), [Damsw-2 or Reach:1, 2 Parry 2 ST:7 Skiil:Staff, DX-5, Polearm-4, Spear-2), [Damsw-2 or Reach:1, 2 Parry 0 ST:9 Skiil:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Totals: 1009 36.37 lb Output: Staff, DX-5, Broadsword-4, Force Sword-4] Combat Cost Weight: Output: Staff, DX-5, Broadsword-4, Force Sword-4] Totals: 1009 36.37 lb Output: Staff, DX-5, Broadsword-4, Force Sword-4] Combat Cost Weight: 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 whit. To make an item a "Child" right click on it and selecting "Show Components." Once displayed the children will be shown in a "ree" format under the parent. Any item may be assigned as a parent by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "Child" right click on it and select				
1 Quarterstaff (TL0; _Remove Attack 10 4 lb Mode (2H Sword Swing), +0; _Remove Attack Mode (2H SwordThrust), +0) (p. LT69) Description: TL0 C4, [Damskr+2 or Reach1, 2 Parry.2 ST.7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damskr+2 or Reach1, 2 Parry.2 ST.7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damskr+2 or Reach1, 2 Parry.2 ST.7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damskr+2 or Reach1, 2 Parry.2 ST.9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Totals: 1009 36.37 lb Cost: 1240.5, Weight: 18.8 lb 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 clicking on the parent and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. 1 Arrnor 490.5 13.8 lb 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. Any tem may be assigned as a parent by right clicking on the apsert and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. 1 Arrnor 490.5 13.8 lb Cost: 490.5, Weight: 13.8 l	1	Water (per gallon; TL0) {p. B288}	0	8 lb
Mode (2H Sword Swing), +0; Remove Attack Mode (2H Sword Thrust), +0) (p. LT69) Description: TL:0 LC:4, (Damsw+2 or Reach:1, 2 Parry:2 ST:7 Skill:Staft, DX-5, Polearm-4, Spear-2), [Damsw-2 or Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword DX-5, Broadsword-4, Force Sword-4]. Force Sword-4] Totals: 1009 36.37 lb Other Sword Sword J, Damsthr-1 or Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Totals: 1009 36.37 lb Other Sword Sword, DX-5, Broadsword-4, Force Sword-4] Combat * Cost Weight: Cost Cost Cost Cost Weight Cost Weight: 18.8 lb Cost Cost Cost Cost Cost Cost	1	Description: TL:0	10	/ 1h
	'		10	4 ID
Description: TL-01C-4, [Damsthr+2 of Reach:1, 2 Parry:2 ST-7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Damsthr+2 of Reach:1, 2 Parry:0 ST-9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], IDamsthr+1 or Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], IDamsthr+1 or Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], IDamsthr+1 or Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], IDamsthr+1 or Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Totals: 1009 36:37 lb Qty « Combat » Cost Weight: 18.8 lb Contents - Cost: 1240.5, Weight: 18.8 lb Contents - Cost: 1240.5, Weight: 18.8 lb Cost Weight: 1009 36:37 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 limit you wish. To make an item a "child" right click on it and select "Show Components." Once displayed the children will be shown in a "tree" format under the parent. 1 Armor 490.5 13.8 lb 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. 1 Armor 490.5 <				
Polearm-4, Spear-2), Dam:thr-2 or Reach1, 2 Parry: 2 517: 5411:Staff, DX-5, Polearm-4, Spear-2), Dam:swe 2 or Reach1, 2 Parry: 0 519 5411:Nov-Handed Sword, DX-5, Broadsword-4, Force Sword-4), Dam:thr+1 or Reach:2 Parry: 0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4) Combat * Cost Weight 1 Combat * Cost Weight 1 Combat * Cost 1240.5, Weight: 18.8 lb Description: In GOA * "Parent" Hem 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 ol" The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. 1 Armor 490.5 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 "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 "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent; this entry is here for convenience, as it is automatically designated a Parent. 1 Layered Cloth, Light (Groin, Fortify 27.5 9.6 oz +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Feet 1 Layered Cloth, Light (Torso, 300 9 lb Fortify +2, Lighten +1; TL0; ~Fortify (Torso and Vitals) (x3/4), +50) {p. LT100-110} Description: TL:0 DR:2* Locations: Torso Location: Torso 1 Layered Cloth, Light (Coif, 151 2.7 lb Padding, Fortify +3, Lighten +2; TL0; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p.				
Polearm-4, Spear-2], (Dam:sw-2 or Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4), (Dam:th+1 er Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4), Force Sword-4) Totals: 1009 36.37 lb City « Combat » Cost Weight 1 Combat 1240.5 18.8 lb 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. 1 Armor 490.5 13.8 lb 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 "childr "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 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 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 and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item ma				
Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] Totals: 1009 36.37 lb Qty Combat Cost Weight 1 Combat 1240.5 18.8 lb 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 bidden by default; you may show the child items ying on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. And selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. 1 Armor 490.5 13.8 lb 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 them if you wish. To make an item a "child" right click on it and select "Make Child ot" The child items will be shown in a "tree" format under the parent will be shown in a "tree" format under the parent. Make Parent"; this entry is here for convenience, as it is automatically designated a parent. 1 Armor 490.5 13.8 lb Contents - Cost: 490.5, Weight: 13.8 lb 14.1111111111111111111111111111111		Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0	ST:9 Skill:Two	-Handed
Totals: 1009 36.37 lb Qty « Combat » Cost Weight 1 Combat 1240.5 18.8 lb 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 "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. 1 Armor 490.5 13.8 lb 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 tiem 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. 1 Layered Leather, Light (Feet; TL1) 12 1.5 lb (p. LT100-110) Description: TL: 10 R:2" Locations: Feet Location: Feet 1 Layered Cloth, Light (Groin, Fortify +2; TL				Parry:0 ST:9
1 Combat 1240.5 18.8 lb 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 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. 1 Armor 490.5 13.8 lb 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 shown in a "tree" format under the parent. Any item may be assigned as a parent 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. 1 Layered Leather, Light (Feet; TL1) 12 1.5 lb 1 Layered Leather, Light (Groin, Fortify 27.5 9.6 oz 2 ticking on it and selecting: "Make Parent"; this entry is here for convenience, as it is automatically designated a Pa				36.37 lb
 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 item 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. Armor 490.5 13.8 lb 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 ot "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. Layered Leather, Light (Feet; TL1) Layered Cloth, Light (Groin, Fortify 27.5 9.6 oz +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL: DR:2* Locations: Groin Location: Groin Layered Cloth, Light (Torso, 300 9 lb 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 Layered Cloth, Light (Coif, 151 2.7	Qty	« Combat »	Cost	Weight
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 "Make Parent". 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. 1 Armor 490.5 13.8 lb 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. 1 Layered Leather, Light (Feet; TL1) 12 1.5 lb {p. LT100-110} Description: TL:0 DR:2* Locations: Feet Location: Feet 1 Layered Cloth, Light (Torso, 2.2	1		1240.5	18.8 lb
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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. 1 Armor 490.5 13.8 lb 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. 1 Layered Leather, Light (Feet; TL1) 12 1.5 lb {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet 1 Layered Cloth, Light (Groin, Fortify 27.5 9.6 oz +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin 1 Layered Cloth, Light (Torso, 300 9 lb 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 1 Layered Cloth, Light (Coif, 151 2.7 lb 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			assigned to it a	s "Children."
 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. 1 Armor 490.5 13.8 lb 2000 Contents - Cost: 490.5, Weight: 13.8 lb 2000 Description: In GCA a "Parent"; the parent item if you wish. To make an item a "child" right click on it and select "Make Child for" 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. 1 Layered Leather, Light (Feet; TL1) 12 1.5 lb {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Location: Feet Location: Groin Location: Groin Location: Groin 1 Layered Cloth, Light (Torso, 300 9 lb 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: Groin Location: Torso 1 Layered Cloth, Light (Coif, 151 2.7 lb 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: Torso Location: Torso Source Location: Torso Source Location: Torso Locatio		Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you	u to file multiple	e traits
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. 1 Armor 490.5 13.8 lb 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 childnen 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. 1 Layered Leather, Light (Feet; TL1) 12 1.5 lb {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet 1 Layered Cloth, Light (Groin, Fortify 27.5 9.6 oz +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin 1 Layered Cloth, Light (Torso, ~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 151 2.7 lb 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		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 iter and select "Make Child of" The child items will be hidden	u to file multipl m a "child" righ n by default; yo	e traits It click on it u may show
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Description: TL:0 DR:2* Locations: Skull, Face (1/6), Neck	1	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 iter 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 item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically der Armor 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 clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL: DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin 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 Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2; TL0; ~Fortify (Neck, Skull) (+3),	u to file multipl m a "child" righ by default; yo j "Show Comp at under the pa d selecting "M signated a Par 490.5 ts assigned to re, allowing you . To make an child items wil g on the parer dren will be sh ed as a parent here for conve 12 27.5 300	e traits t click on it u may show onents." trent. Any ake Parent"; ent. 13.8 lb it as u to file item a be hidden it and own in a by right 1.5 lb 9.6 oz 9 lb
	1	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 iter 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 item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically der Armor 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 clicking selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned clicking on it and selecting "Make Parent"; this entry is I is automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin 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: Troso Location: Torso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2; TL0; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2),	u to file multipl m a "child" righ by default; yo j "Show Comp at under the pa d selecting "M signated a Par 490.5 ts assigned to re, allowing you . To make an child items wil g on the parer dren will be sh ed as a parent here for conve 12 27.5 300	e traits t click on it u may show onents." trent. Any ake Parent"; ent. 13.8 lb it as u to file item a be hidden it and own in a by right 1.5 lb 9.6 oz 9 lb
	1	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 iter 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 item may be assigned as a parent by right clicking on it an this entry is here for convenience, as it is automatically der Armor Contents - Cost: 490.5, Weight: 13.8 lb Description: In GCA a "Parent" item can have other trait "Children." This is essentially an organizational structure 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 clicking on it and selecting "Make Parent"; this entry is to is automatically designated a Parent. Layered Leather, Light (Feet; TL1) {p. LT100-110} Description: TL:1 DR:2* Locations: Feet Location: Feet Layered Cloth, Light (Groin, Fortify +2; TL0; ~Fortify (Groin) (+2), +20) {p. LT100-110} Description: TL:0 DR:2* Locations: Groin Location: Groin 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 Location: Torso Layered Cloth, Light (Coif, Padding, Fortify +3, Lighten +2; TL0; ~Fortify (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (+3), +56; ~Lighten (Neck, Skull) (x1/2), +35) {p. LT100-110}	u to file multipl m a "child" righ by default; yo j "Show Comp at under the pa d selecting "M signated a Par 490.5 Its assigned to e, allowing you to make an child items wil g on the parer dren will be sh ed as a parent here for conve 12 27.5 300	e traits t click on it u may show onents." trent. Any ake Parent"; ent. 13.8 lb it as u to file item a be hidden it and own in a by right 1.5 lb 9.6 oz 9 lb

	LOAD-OUTS (continued)		
Qty		Cost	Weight
1	Combat	1240.5	18.8 lb
1	Hands	750	3 lb
	Contents - Cost: 750, Weight: 3 lb		
	Description: In GCA a "Parent" item can have other traits		
	"Children." This is essentially an organizational structure		
	multiple traits together under the parent item if you wish. "child" right click on it and select "Make Child of" The c	10 make an i bild itoms will	tem a
	by default; you may show the child items by right clicking	on the paren	t and
	selecting "Show Components." Once displayed the child	ren will be sho	own in a
	"tree" format under the parent. Any item may be assigned		
	clicking on it and selecting "Make Parent"; this entry is he is automatically designated a Parent.	ere for conver	nience, as it
1	Grimoire (60 pages, 60 free; TL3)	750	3 lb
1	Belt	0	010
	Description: In GCA a "Parent" item can have other traits	0	
	"Children." This is essentially an organizational structure		
	multiple traits together under the parent item if you wish.	To make an i	tem a
	"child" right click on it and select "Make Child of " The c	child items will	be hidden
	by default; you may show the child items by right clicking	on the paren	t and
	selecting "Show Components." Once displayed the child "tree" format under the parent. Any item may be assigned	ren will be sho d as a parent	own in a
	clicking on it and selecting "Make Parent"; this entry is h	ere for conver	nience, as it
	is automatically designated a Parent.		,
1	Ordinary Clothes (TL0; _Free, *0)	0	2 lb
	{p. B266}		
	Description: One complete outfit, ranging in quality from	castoff rags to	o designer
	fashions, depending on Status. At minimum: undergarme		
	or shirt with hose, skirt, or trousers - or a long tunic, robe footwear. 20% of cost of living; 2lbs.	or dress - an	d suitable
	Totals:	1240,5	18.8 lb
~			
Qty		Cost	Weight
1	Saddle Horse {p. B460}	1450	18 lb
	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	5 Dodge:8 Mo	ve:6 SM:+1
	(3 hexes); 1200 lbs. Traits: Domestic Animal; Enhanced Mo		
	Hooves; Peripheral Vision; Quadruped; Weak Bite. Notes: /	An ordinary ric	ding horse.
1	Saddle & Tack (TL2) {p. B289}	150	15 lb
	Description: TL:2 Notes: Basic equipment for Riding skill		
1	Saddlebags (TL1) {p. B289}	100	3 lb
	Description: TL:1 Notes: Holds 40lbs.		
	Totals:	1450	18 lb
	ITS SUMMARY		Pts
-	Attributes, Secondary Characteristics		180
	ntages, Perks		93
	dvantages, Quirks		-55
SKIIIS	, Techniques		57
	Total Points	•	275
	Unspent	Points:	5
	CAMPAIGN LOG		
Delini	ts: $(logged) 5 + (other) 0 = 0$	(total) <mark>5</mark>	

	CAMPAIGN LOC	j .	
Points: (logged) 5	+ (other) <mark>0</mark>	= (total) <mark>5</mark>	
Helden I			1.8.2177
Super Session, super	einstieg		
König beinahe ermode	et, geheilt		
Orc Botschafter beina	he umgelegt		
Gerestet			
Zurück in die Stadt un	d umgehört		
Ohr des Hofmagiers g	ewonnen		
05.06.2013: 5 pts			