HELDEN

Name: Garrett
Race: Human
Appearance: As a child Garrett was recruited by the Thieves Guild of Tanasul but eventually left it to take from the rich and give to himself.

Player: Tiziano Kummer
Ht: 1.76m   **Wt:** 150 lbs   **Age:** 23
Spent: 274
Unspent: 6

CHARACTER SHEET

ST 12	[20]	**HP** 12	[0]	Basic Speed 7	[0]		
DX 16	[120]	**Will** 11	[0]	Basic Move 7	[0]		
IQ 11	[20]	**Per** 12	[5]	**BL** 29 lb (ST×ST)/5			
HT 12	[20]	**FP** 12	[0]	Thr 1d-1	Sw 1d+2		
TL 3			[0]	**SM** +0			

Vision	12	Fright Check	13*	High Jump	1.06 yd
Hearing	12	Consciousness	12	Money	-11250†
Touch	12	Death Check	12		
Taste/Smell	12	Broad Jump	4.33 yd		

* Includes: +2 from 'Combat Reflexes'   † Includes: +500 from 'Money'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
	–	-1	-2	-3	-4
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

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

REACTION MODIFIERS

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

* Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)' when known by fellow Thieves

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Heroic Archer {p. MA45}	[20]
Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket) **2** {p. B89}	[14]
Weapon Master (Bow) **(one specific weapon)** {p. B99}	[20]

PERKS

Name	Pts
Double Draw	[1]
No Nuisance Rolls (Double-Draw) {p. PU2:16}	[1]
No Nuisance Rolls (Fast-Draw (Arrow)) {p. PU2:16}	[1]
Strongbow {p. MA51, PU2:7}	[1]

DISADVANTAGES

Name	Pts
Greed (6 or less, *2) {p. B137}	[-30]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Trickster (12 or less, *1) {p. B159}	[-15]

QUIRKS

Name	Pts
Dislikes Beggars {p. B164}	[-1]
Nosy {p. B164}	[-1]
Obsession (Must steal expensive stuff) {p. B164}	[-1]
Proud {p. B164}	[-1]
Trademark (Leaves small item at crime scene) {p. B164}	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX-2	[1]
Acting {p. B174}	10	IQ-1	[1]
Armoury/TL3 (Missile Weapons) {p. B178}	10	IQ-1	[1]

SKILLS (continued)

Name	Level	Relative	Pts
Bow {p. B182}	20	DX+4	[16]
Brawling {p. B182}	16	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: 12			
Camouflage {p. B183}	11	IQ+0	[1]
Cartography/TL3 {p. B183}	10	IQ-1	[1]
Climbing {p. B183}	15	DX-1	[1]
Connoisseur (Literature) {p. B185}	10	IQ-1	[1]
Connoisseur (Visual Arts) {p. B185}	10	IQ-1	[1]
Connoisseur (Wine) {p. B185}	10	IQ-1	[1]
Counterfeiting/TL3 {p. B185}	9	IQ-2	[1]
Disguise/TL3 (Human) {p. B187}	10	IQ-1	[1]
Escape {p. B192}	14	DX-2	[1]
Fast-Draw (Arrow) {p. B194}	17*	DX+1	[1]
Fast-Draw (Charm) {p. B194}	17*	DX+1	[1]
Fast-Draw (Nageteppo) {p. B194}	17*	DX+1	[1]
Fast-Talk {p. B195}	10	IQ-1	[1]
Filch {p. B195}	15	DX-1	[1]
First Aid/TL3 (Human) {p. B195}	11	IQ+0	[1]
Forced Entry {p. B196}	16	DX+0	[1]
Forgery/TL3 {p. B196}	9	IQ-2	[1]
Gambling {p. B197}	10	IQ-1	[1]
Garrote {p. B197}	16	DX+0	[1]
Gesture {p. B198}	11	IQ+0	[1]
Hiking {p. B200}	11	HT-1	[1]
dHoldout {p. B200}	13†	IQ+2	[1]
Jumping {p. B203}	16	DX+0	[1]
Lip Reading {p. B205}	11	Per-1	[1]
Lockpicking/TL3 {p. B206}	12†	IQ+1	[1]
Observation {p. B211}	13†	Per+1	[1]
Pickpocket {p. B213}	16†	DX+0	[1]
Riding (Equines) {p. B217}	15	DX-1	[1]
Scrounging {p. B218}	12	Per+0	[1]
Search {p. B219}	13†	Per+1	[1]
Shadowing {p. B219}	10	IQ-1	[1]
Sleight of Hand {p. B221}	14	DX-2	[1]
Smuggling {p. B221}	10	IQ-1	[1]
Stealth {p. B222}	20†	DX+4	[8]
Streetwise {p. B223}	10	IQ-1	[1]
Throwing {p. B226}	15	DX-1	[1]
Traps/TL3 {p. B226}	12†	IQ+1	[1]
Urban Survival {p. B228}	11	Per-1	[1]
Wrestling {p. B228}	15	DX-1	[1]
Parry: 11			

* Includes: +1 from 'Combat Reflexes'   † Includes: +2 from 'Larcenist (Lockpicking, Observation, Search, Stealth, Traps, Holdout, Pickpocket)'

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch Skill used: Brawling	16	12	1d-1 cr	C	–	–	–	
Brawling: Bite Skill used: Brawling	16	–	1d-1 cr	C	–	–	–	
Brawling: Kick Skill used: Brawling-2	14	–	1d cr	C,1	–	–	–	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Composite Bow (ST 14): Barbed-head Skill used: Bow	20	1d+3 imp	3	280 yd / 350 yd	1	1(2)	10†	-7	–	4	4	[3]
Composite Bow (ST 14): Bodkin Point Skill used: Bow	20	1d+3(2) pi	3	280 yd / 350 yd	1	1(2)	10†	-7	–	4	4	[3]

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

1–2	3–4	5–8
1d-3	1d-2	1d-1

TECHNIQUES (continued)

* Includes: +2 from 'Heroic Archer'

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	10*	11*	
DX	DX	DX	None	

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

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	7	_____
Hands	5	_____
Legs	7	_____
Feet	5	_____
Bonus DR: 0		
Bonus DB: 0		

Notes:

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
7 6 5 4 3	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

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.

TECHNIQUES

Name	Level	Relative	Pts
Double-Draw (Fast-Draw(Arrow) WM) {p. B229}	17	def+1	[2]
Dual-Weapon Attack (Bow) {p. MA83, B230}	20*	def+4	[3]

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	Backpack, Frame {p. B288}	11532	32.89 lb

Per Unit - Cost: 100, Weight: 10 lb
Contents - Cost: 11432, Weight: 22.89 lb
Description: TL:1 Notes: Holds 100 lbs. of gear.

1	Purse {p. B288}	1347	6.24 oz

Per Unit - Cost: 10
Contents - Cost: 1337, Weight: 6.24 oz
Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)

7	Copper Farthing	7	1.12 oz

Per Unit - Cost: 1, Weight: 2.56 dr

3	Gold Mark	300	7.68 dr

Per Unit - Cost: 100, Weight: 2.56 dr

1	Platinum Franc	1000	2.56 dr
3	Silver Penny	30	7.68 dr

Per Unit - Cost: 10, Weight: 2.56 dr

1	Säckchen mit Edelsteinen (Geklaut von Fürst Hungerland)	0	4 oz
1	Personal Basics {p. B288}	5	1 lb

Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.

1	Sleeping Fur {p. B288}	50	8 lb

Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.

10	Traveler's Rations {p. B288}	20	5 lb

Per Unit - Cost: 2, Weight: 8 oz
Description: TL:0 Notes: One meal of dried meat, cheese, etc.

1	Wineskin {p. B288}	10	8.25 lb

Per Unit - Cost: 10, Weight: 4 oz
Contents - Weight: 8 lb
Description: TL:0 Notes: Holds 1 gallon of liquid.

1	Water (per gallon) {p. B288}	0	8 lb

Description: TL:0

1	Meisterwerk (Kleines Gemälde, Bulk -1)	10000	4 oz

Usernotes: Legality Class 1, Bulk -1 - es handelt sich um ein bekanntes Meisterwerk, du schätzt es auf 10 Platin

		Totals:	11532	32.89 lb

Qty	« Combat »	Cost	Weight
1	Combat	1218	26.5 lb

Contents - Cost: 1218, Weight: 26.5 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	188	13.5 lb

Contents - Cost: 188, Weight: 13.5 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) {p. LT100-110}	12	1.5 lb

Description: TL:1 DR:2* Locations: Feet
Location: Feet

1	Layered Leather, Light (Groin) {p. LT100-110}	6	12 oz

Description: TL:1 DR:2* Locations: Groin
Location: Groin

1	Layered Leather, Light (Torso, Lighten 1) (~Lighten (Torso and Vitals) (x3/4, +50) {p. LT100-110}	170	11.25 lb

Description: TL:1 DR:2* Locations: Torso
Location: Torso

1	Hands	900	4 lb

Contents - Cost: 900, Weight: 4 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	Composite Bow (ST 14) (Bodkin Point, +0) {p. B275}	900	4 lb

Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3]
Notes: [3][3]

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	Combat	1218	26.5 lb
1	Belt	0	—

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	Ordinary Clothes (_Free, *0) {p. B266}	0	2 lb

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.

1	Hip Quiver, Large {p. DF1:24}	130	7 lb

Per Unit - Cost: 30, Weight: 2 lb
Contents - Cost: 100, Weight: 5 lb
Description: Holds 50 arrows or bolts. Two compartments

25	Arrow (Barbed) {p. LT78,B275}	50	2.5 lb

Per Unit - Cost: 2, Weight: 1.6 oz

25	Arrow (Bodkin) {p. LT78,B275}	50	2.5 lb

Per Unit - Cost: 2, Weight: 1.6 oz

		Totals:	1218	26.5 lb

SCRATCH PAD

DESCRIPTION

As a child Garrett was recruited by the Thieves Guild of Tanasul but eventually left it to take from the rich and give to himself.

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[185]
Advantages, Perks	[73]
Disadvantages, Quirks	[-55]
Skills, Techniques	[71]
Total Points Spent:	**274**
Unspent Points:	6

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

Initial Character Creation

Character created using GURPS Character Assistant 4

06.02.2013: 0 pts