Blut und Schätze vs Forgotten Realms
GURPS Dungeon Fantasy

Name: Arbor Threelover
Race: High Elf
Appearance: Like a Elf > Gay

Player: Koschi
Ht: 180   **Wt:** 140   **Age:** 28

Spent: 270
Unspent: -20

CHARACTER SHEET

ST	10*	[10]	HP	10	[0]	Basic Speed	6	[-5]
DX	12	[40]	Will	15	[0]	Basic Move	6	[0]
IQ	15†	[80]	Per	15	[0]	BL	20 lb	(ST×ST)/5
HT	13	[30]	FP	13	[0]	Thr 1d-2	Sw 1d	
TL	3				[0]	SM	+0	

* Includes: -1 from 'Racial ST Penalty'
† Includes: +1 from 'High Elf (Dungeon Fantasy)'

Vision	15	Fright Check	15	High Jump	2.17 ft
Hearing	15	Consciousness	13	Money	0
Touch	15	Death Check	13		
Taste/Smell	15	Broad Jump	3 yd		

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	–	-1	-2	-3	-4
Dodge	9	8	7	6	5

LIFTING FEATS

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

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

REACTION MODIFIERS

Appearance: +1*
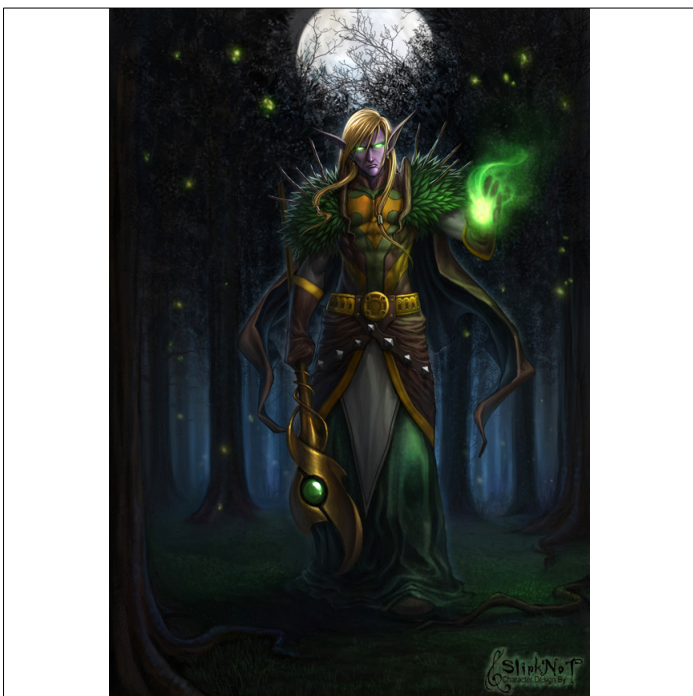* Includes: +1 from 'Appearance'

Status: +0

Other: +0†
† Conditional: +1 from 'Green Thumb', -1 from 'Odious Personal Habit ("Dirty Hippy")' when people are offended by your manners, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -1 from 'Stubbornness', +1 from 'Musical Ability', +2 from 'Voice' when your voice can be heard, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known

LANGUAGES

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

Non-native	Spoken	Written	Pts
common {p. B24}	Broken	–	[1]

TEMPLATES AND META-TRAITS

Name	Pts
Druid (Dungeon Fantasy) {p. DF1:6}	[0]

Description: Your friends call you a "nature priest" but you're dedicated to Life above all.

Name	Pts
High Elf (Dungeon Fantasy) {p. DF3:7}	[20]

Features: Gold or silver hair.
Description: High elves are the ones in splendid clothing who go about singing laments and being ominous.

Racial ST Penalty -1 (Size, +0%)	[-10]
Elven Gear {p. DF3:7}	[1]
Appearance (Attractive) {p. B21}	[4]
Magery 0 {p. B66}	[5]

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

Musical Ability 1 {p. B90}	[5]

Description: Group Performance (Conducting), Musical Composition, Musical Influence, Musical Instrument, Singing

Voice {p. B97}	[10]
Sense of Duty (Nature) {p. B153}	[-15]

ADVANTAGES

Name	Pts
Druidic Medium (Druidic, -10%; Specialized: Nature Spirits, -50%) {p. B68}	[4]
Druidic Speak With Plants (Druidic, -10%) {p. B87}	[14]
Green Thumb 1 {p. B90}	[5]

Description: Biology, Farming, Gardening, Herb Lore, Naturalist

Name	Pts
Power Investiture 5 (Druidic) {p. B77}	[50]

Description: 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

DISADVANTAGES

Name	Pts
Intolerance (Urbanites) {p. B140}	[-5]
Odious Personal Habit ("Dirty Hippy") {p. B22}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Phobia (Machines; 12 or less, *1) {p. B148}	[-5]
Sense of Duty (Nature) {p. B153}	[-15]
Stubbornness {p. B157}	[-5]
Vow (Vegetarianism) {p. B160}	[-5]

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

SKILLS

DX based

DX based	Level	Relative	Pts
Brawling {p. B182} 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: 9	12	DX+0	[1]
Climbing {p. B183}	12	DX+0	[2]
Innate Attack (Projectile) {p. B201} Parry: 10	14	DX+2	[4]
dRiding (Equines) {p. B217}	12	DX+0	[1]
Staff {p. B208} Parry: 12	15	DX+3	[12]
Stealth {p. B222}	12	DX+0	[2]

HT based	Level	Relative	Pts
Hiking {p. B20}	12	HT-1	[1]

IQ based	Level	Relative	Pts
Animal Handling (Equines) {p. B175}	14	IQ-1	[1]
Camouflage {p. B183}	15	IQ+0	[1]
Diagnosis/TL3 (Elven) {p. B187}	13	IQ-2	[1]
Disguise/TL3 (Animals) {p. B187}	14	IQ-1	[1]
dFirst Aid/TL3 (Elven) {p. B195}	16	IQ+1	[1]
Gesture {p. B198}	15	IQ+0	[1]
Herb Lore/TL3 {p. B199, M211}	15*	IQ+0	[4]
Hidden Lore (Elemental Lore) {p. B199}	14	IQ-1	[1]
Mimicry (Animal Sounds) {p. B210}	15†	IQ+0	[1]
Naturalist (Earth) {p. B211}	15*	IQ+0	[2]
Pharmacy/TL3 (Herbal) {p. B213}	13	IQ-2	[1]
Poisons/TL3 {p. B214}	13	IQ-2	[1]
Religious Ritual (Druidic) {p. B217}	13	IQ-2	[1]
Theology (Druidic) {p. B226}	13	IQ-2	[1]
Veterinary/TL3 {p. B228}	13	IQ-2	[1]
Weather Sense {p. B209}	14	IQ-1	[1]

Per based	Level	Relative	Pts
Esoteric Medicine (Druidic) {p. B192}	15	Per+0	[4]
Survival (Woodlands) {p. B223}	14	Per-1	[1]

* Includes: +1 from 'Green Thumb'   † Includes: +2 from 'Voice'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	C	–	–	
Brawling: Bite	12	–	1d-3 cr	C	–	–	
Brawling: Kick	10	–	1d-2 cr	C,1	–	–	
Equipment based	**Skill**	**Parry**	**Damage**	**Reach**	**ST**	**LC**	**Notes**
Quarterstaff (Fine): Staff swing	15	12	1d+2 cr	1,2	7†	4	
Quarterstaff (Fine): Staff thrust	15	12	1d cr	1,2	7†	4	
Quarterstaff (Fine): Sword swing	7	6	1d+2 cr	1,2	9†	4	
Quarterstaff (Fine): Sword thrust	7	6	1d-1 cr	2	9†	4	

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.

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Lightning (Druidic)	12	~1d-1 burn	3	50 yd / 100 yd	–	–	–	–	–	–	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
12	9	7	9	
Staff	DX	DX	None	

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

Bonus DR: 0
Bonus DB: 0

Notes:

HUMANOID HIT LOCATION TABLE

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

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

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

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
See also: *Harsh Realism – Armor Gaps*, p. LT101.

	HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP

10 9 8 7 6 | 0 -1 -2 -3 -4 | -10 -11 -12 -13 -14 | -20 -21 -22 -23 -24 | -30 -31 -32 -33 -34 | -40 -41 -42 -43 -44
5 4 3 2 1 | -5 -6 -7 -8 -9 | -15 -16 -17 -18 -19 | -25 -26 -27 -28 -29 | -35 -36 -37 -38 -39 | -45 -46 -47 -48 -49

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5×HP or less: Immediate death.

SIZE AND SPEED/RANGE TABLE

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

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

	FP	0 FP

13 12 11 10 9 | 0 -1 -2 -3 -4
8 7 6 5 4 | -5 -6 -7 -8 -9
3 2 1 | -10 -11 -12

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.

SLAM TABLE

1–2	3–5	6–7
1d-3	1d-2	1d-1

SPELL GRIMOIRE

~Druidic - Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Body of Wind (Druidic)	18 [1]	PI 4	Regular/R-HT	2 sec.	1 min.	8/4	Dru, Ai	10	M27
Lightning (Druidic)	18 [1]	PI 4	Missile	1 to 3 sec.	Instant	1 to Magery#	Dru, We, Ai	6	M196, B244
Wall of Wind (Druidic)	18 [1]	PI 2	Area	Instant#	1 min.	2/H	Dru, Ai	3	M25

~Druidic - Animal	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Partial Shapeshifting (Chameleon Eyes, Druidic)	17 [1]	PI 5	Regular/R-Will	10 sec.	1 hour	3/1	Dru, An	12	M34
Partial Shapeshifting (Crocodile Jaws, Druidic)	17 [1]	PI 5	Regular/R-Will	10 sec.	1 hour	5/2	Dru, An	12	M34
Partial Shapeshifting (Saber Teeth, Druidic)	17 [1]	PI 5	Regular/R-Will	10 sec.	1 hour	5/2	Dru, An	12	M34
Partial Shapeshifting (Scorpion Tail, Druidic)	17 [1]	PI 5	Regular/R-Will	10 sec.	1 hour	7/3	Dru, An	12	M34
Partial Shapeshifting (Spider Arms, Druidic)	17 [1]	PI 5	Regular/R-Will	10 sec.	1 hour	7/3	Dru, An	12	M34
Partial Shapeshifting (Turtle Shell, Druidic)	17 [1]	PI 5	Regular/R-Will	10 sec.	1 hour	3/1	Dru, An	12	M34
Shapeshifting (Bear, Druidic)	17 [1]	PI 4	Special	3 sec.	1 hour	10/4	Dru, An	6	M32, DF5:6
Shapeshifting (Giant Eagle, Druidic)	17 [1]	PI 4	Special	3 sec.	1 hour	7/3	Dru, An	6	M32, DF5:7
Shapeshifting (Great Cat (Lion), Druidic)	17 [1]	PI 4	Special	3 sec.	1 hour	10/4	Dru, An	6	M32, DF5:8
Shapeshifting (Insect Swarm, Druidic)	17 [1]	PI 4	Special	3 sec.	1 hour	10/4	Dru, An	6	M32, DF5:9
Shapeshifting (Kraken, Druidic)	17 [1]	PI 4	Special	3 sec.	1 hour	7/3	Dru, An	6	M32, DF5:10

~Druidic - Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Cure Disease (Druidic)	18 [1]	PI 2	Regular	10 min.	Instant	4	Dru, He	5	M91, F170
Detect Poison (Druidic)	18 [1]	PI 1	Area/Information	2 sec.	Instant	2	Dru, PW, He	1	M166
Instant Neutralize Poison (Druidic)	17 [1]	PI 3	Regular	1 sec.	Instant	8	Dru, He	2	M92
Recover Energy (Druidic)	18 [1]	PI 1	Special	Special	Special	none	Dru, He	1	M89, B248

~Druidic - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Detect Magic (Druidic)	18 [1]	PI 1	Regular	5 sec.	Instant	2	Dru, Kn	–	M101, B249
Remember Path (Druidic)	18 [1]	PI 3	Regular	10 sec.	1 hr.	3/1	Dru, Kn	7	M107

~Druidic - Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Dispel Magic (Druidic)	18 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Dru, MS	13	M126, B250

~Druidic - Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Detect Poison (Druidic)	18 [1]	PI 1	Area/Information	2 sec.	Instant	2	Dru, PW, He	1	M166

~Druidic - Water	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Fog (Druidic)	18 [1]	PI 2	Area	1 sec.	1 min.	2/H	Dru, We, Wa	4	M193, B253

~Druidic - Weather	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Fog (Druidic)	18 [1]	PI 2	Area	1 sec.	1 min.	2/H	Dru, We, Wa	4	M193, B253
Lightning (Druidic)	18 [1]	PI 4	Missile	1 to 3 sec.	Instant	1 to Magery#	Dru, We, Ai	6	M196, B244

Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Climbing	13 [1]	0	Regular	1 sec.	1 min.	1 to 3/S	BC	–	M35

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	Combat	340	18 lb

Contents - Cost: 340, Weight: 18 lb

1	Potion Belt {p. DF1:25}	60	1 lb

Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.

1	Quarterstaff (Fine) (Fine, +2 CF) {p. B273, B274}	30	4 lb

Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]

1	Armor	250	13 lb

Contents - Cost: 250, Weight: 13 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	Cloth Armor {p. B283}	30	6 lb

Description: TL:1 LC:-- DR:1* Locations: torso, groin Notes: [1] Concealable as or under clothing.
Notes: [1]
Location: torso, groin

1	Cloth Sleeves {p. B283}	20	2 lb

Description: TL:1 LC:-- DR:1* Locations: arms Notes: [1] Concealable as or under clothing.
Notes: [1]
Location: arms

1	Ordinary Clothes {p. B266}	120	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	Boots {p. B284}	80	3 lb

Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing.
Notes: [1]
Location: feet

	Totals:	**340**	**18 lb**

Qty	Travel	Cost	Weight
1	Travel	660	4.98 lb

Contents - Cost: 660, Weight: 4.98 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	Quick-Release Backpack (Power Item 4 FP) {p. DF1:25}	305	4.5 lb

Per Unit - Cost: 300, Weight: 3 lb
Contents - Cost: 5, Weight: 1.5 lb
Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).

1	Rope, 3/8" (per 10 yards) {p. B288}	5	1.5 lb

Description: TL:1 Notes: Supports 300lbs.

1	Purse {p. B288}	355	7.68 oz

Per Unit - Cost: 10
Contents - Cost: 345, Weight: 7.68 oz
Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)

45	Copper Farthing	45	7.2 oz

Per Unit - Cost: 1, Weight: 2.56 dr

3	Gold Mark	300	7.68 dr

Per Unit - Cost: 100, Weight: 2.56 dr

0	Platinum Franc	0	–
0	Silver Penny	0	–

	Totals:	**660**	**4.98 lb**

SCRATCH PAD

CAMPAIGN LOG

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

Initial Character Creation
Character created using GURPS Character Assistant 4
14.01.2012: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[155]
Advantages, Perks	[94]
Disadvantages, Quirks	[-50]
Skills, Techniques	[48]
Spells	[23]
Total Points Spent:	**270**
Unspent Points:	**-20**