



CHARACTER SHEET

Name: Ironsights
Race: Human
Appearance:

Player: Denis Kozic
Ht: 1.90m Wt: 85kg

Age: 32

Spent: 332
Unspent: 18

ST 18	[80]	HP 18	[0]	Basic Speed 7	[-15]
DX 15	[100]	Will 10	[0]	Basic Move 7	[0]
IQ 10	[0]	Per 10	[0]	BL 65 lb	(ST×ST)/5
HT 16	[60]	FP 16	[0]	Thr 1d+2	Sw 3d
TL 3	[0]	SM +0			

Vision 10	Fright Check 12*	High Jump 2.67 ft
Hearing 10	Consciousness 16	Money -35825†
Touch 10	Death Check 16	
Taste/Smell 10	Broad Jump 3.67 yd	

* Includes: +2 from 'Combat Reflexes'
† Includes: +2000 from 'Money', +10000 from 'Money'

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	65 lb	130 lb	195 lb	390 lb	650 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	130 lb	520 lb	780 lb	975 lb	1.62 tn

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

Name	Pts
Knight (Dungeon Fantasy) {p. DF8}	[0]

Description: Officially, you might not be a knight, but you're more dedicated than some fop living in a castle.

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

* Conditional: +2 from 'Born War-Leader', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

Name	Pts
Born War-Leader 2 {p. B89, BS184}	[10]
Combat Reflexes {p. B43}	[15]
High Pain Threshold {p. B59}	[10]
Weapon Master (Sword; one specific weapon) {p. B99}	[20]

Name	Pts
Code of Honor (Chivalry) {p. B127}	[-15]
Honesty (12 or less, *1) {p. B138}	[-10]
Obsession (Slay a specific type of monster; 12 or less, *1) {p. B146}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]

DX based	Level	Relative	Pts
Axe/Mace {p. B208}	18	DX+3	[12]
Brawling {p. B182}	16	DX+1	[2]
Broadsword {p. B208}	19	DX+4	[16]
Climbing {p. B183}	14	DX-1	[1]



DX based	Level	Relative	Pts
Fast-Draw (Pike) {p. B194}	16*	DX+1	[1]
Fast-Draw (Spear) {p. B194}	16*	DX+1	[1]
Fast-Draw (Sword) {p. B194}	17*	DX+2	[2]
Knife {p. B208}	15	DX+0	[1]
Shield (Shield) {p. B220}	17	DX+2	[4]
Spear {p. B208}	18	DX+3	[12]
Stealth {p. B222}	14	DX-1	[1]
Thrown Weapon (Spear) {p. B226}	18	DX+3	[8]
Wrestling {p. B228}	15	DX+0	[2]
HT based	Level	Relative	Pts
Hiking {p. B20}	15	HT-1	[1]
IQ based	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	11	IQ+1	[4]
Connoisseur (Weapons) {p. B185}	11	IQ+1	[4]
First Aid/TL3 (Human) {p. B195}	10†	IQ+0	[1]
Gesture {p. B198}	10	IQ+0	[1]
Leadership {p. B204}	11‡	IQ+1	[1]
Strategy (Land) {p. B222}	11‡	IQ+1	[2]
Tactics {p. B224}	11‡	IQ+1	[2]

* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Born War-Leader'
‡ Conditional: +1 from 'First Aid Kit'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	16	12	1d+1 cr	C	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	16	-	1d+1 cr	C	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	14	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bowie Knife (Large): knife swing <small>Skill used: Knife</small>	15	11	3d-1 cut	C, 1	7	4	
Bowie Knife (Large): knife thrust <small>Skill used: Knife</small>	15	11	1d+2 imp	C, 1	7	4	
Bowie Knife (Large): shortsword swing <small>Skill used: Broadsword-2</small>	17	12	3d-1 cut	1	7	4	
Bowie Knife (Large): shortsword thrust <small>Skill used: Broadsword-2</small>	17	12	1d+2 imp	C, 1	7	4	
Broadsword: swing <small>Skill used: Broadsword</small>	19	13	3d+7 cut	1	10	4	
Broadsword: thrust <small>Skill used: Broadsword</small>	19	13	1d+5 cr	1	10	4	
Broadsword of Seeking: swing <small>Skill used: Broadsword+1</small>	20	13	3d+8 cut	1	10	4	
Broadsword of Seeking: thrust <small>Skill used: Broadsword+1</small>	20	13	1d+5 cr	1	10	4	
Medium Shield <small>Skill used: Shield (Shield)</small>	17	-	1d+2 cr	1	-	4	[2,3,4]
Pick <small>Skill used: Axe/Mace</small>	18	13U	3d+1 imp	1	10	4	[2]
Spear: one-handed thrust <small>Skill used: Spear</small>	18	13	1d+4 imp	1*	9	4	[1]
Spear: two-handed thrust <small>Skill used: Spear</small>	18	13	1d+5 imp	1,2*	9†	4	
Spear (Fine): one-handed thrust <small>Skill used: Spear</small>	18	13	1d+5 imp	1*	9	4	[1]
Spear (Fine): two-handed thrust <small>Skill used: Spear</small>	18	13	1d+6 imp	1,2*	9†	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear: thrown <small>Skill used: Thrown Weapon (Spear)</small>	18	1d+5 imp	2	18 yd / 27 yd	1	T(1)	9	-3	-	4	
Spear: woomera <small>Skill used: Thrown Weapon (Spear)-4</small>	14	3d+3 imp	2	27 yd / 36 yd	1	1(1)	7	-6	-	4	
Spear (Fine): thrown <small>Skill used: Thrown Weapon (Spear)</small>	18	1d+6 imp	2	18 yd / 27 yd	1	T(1)	9	-3	-	4	
Spear (Fine): woomera <small>Skill used: Thrown Weapon (Spear)-4</small>	14	3d+4 imp	2	27 yd / 36 yd	1	1(1)	7	-6	-	4	

ATTACKS TABLES COLUMN NOTES

Reach "": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

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

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

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE				
1	2	3-5	6-8	
1d-3	1d-2	1d-1	1d	
PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	12*	10/11*	
Broadsword	DX	Shield (Shield)	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	10	
Hands	7	
Legs	10	
Feet	7	
Bonus DR:	0	
Bonus DB:	2	

Notes:

* Includes: +1 from 'Combat Reflexes'

HP				0 HP				-1xHP				-2xHP				-3xHP				-4xHP									
18	17	16	15	14	0	-1	-2	-3	-4	18	19	20	21	22	36	37	38	39	40	54	55	56	57	58	72	73	74	75	76
13	12	11	10	9	-5	-6	-7	-8	-9	23	24	25	26	27	41	42	43	44	45	59	60	61	62	63	77	78	79	80	81
8	7	6	5	4	10	11	12	13	14	28	29	30	31	32	46	47	48	49	50	64	65	66	67	68	82	83	84	85	86
3	2	1			-15	-16	-17			33	34	35			51	52	53			69	70	71			87	88	89		

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

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

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

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

-5xHP or less: Immediate death.

FP				0 FP					
16	15	14	13	12	0	-1	-2	-3	-4
11	10	9	8	7	-5	-6	-7	-8	-9
6	5	4	3	2	-10	-11	-12	-13	-14
1					-15				

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.

Roll	Location	Penalty	Roll	Location	Penalty
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	Torso	-	-	Jaw	-6
11	Groin	-3	-	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			

* 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, piercing, and tight-beam burning attacks

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

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.

Name	Level	Relative	Pts
Targeted Attack (Broadsword Swing/Neck) (p. MA68)	17	def+3	[4]

SA1: Quickdraw: Fastdraw Sword, thrust imp, 18 Skill
SA2: Picker: Draw Pick/use Pick, 18 Skill
SD1: Adda: All-out defense double

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	229
Advantages, Perks	55
Disadvantages, Quirks	-35
Skills, Techniques	83
Total Points Spent:	
Unspent Points:	
	332
	18

CAMPAIGN LOG
Points: (logged) 75 + (other) 0 = (total) 75
Im Dönegon
Höllenschnecke besiegt.. <i>17.03.2011: 10 pts</i>
Fafnir Ex!
Die Party macht ne Seefahrt, überredet Piratencrew mit dem Flussschiff über Ozean von Abendgate nach Sumpfblick fahren, trifft Octoplus und crasht in Hafen in Sumpfblick. In Sumpfblick macht Party Deal mit Thoran welcher Ihnen Position von Fafnir gibt gegen Versprechen von Pflanze für Ultra-Life Trank. Finden Nymphen aber finden nur wenig heraus, treffen auf Fafnir mit seinen 4 Pfeilern und lösen dieses Rätsel schnell und killen anschließend Fafnir. Händler Drachmen hat sie verfolgt und verspricht Ihnen Drachenitems zu machen. Party nimmt vorderstes, linkes Horn mit und fährt zurück nach Riverside. Es verbleiben 9 Tage um im Castle Everglory das Horn dem Shamanen zu geben in der Hoffnung das Meccano überlebt. <i>23.02.2011: 10 pts</i>
<enter caption here>
<enter notes here> <i>01.03.2011: 10 pts</i>
<enter caption here>
<enter notes here> <i>27.12.2010: 10 pts</i>
Ragnaros gekillt
Ragnaros gelegt! <i>17.11.2010: 10 pts</i>
Nachtrag
Charupdates verloren, Punkte von 3 Sessions gegeben. <i>16.11.2010: 25 pts</i>
Initial Character Creation
Character created using GURPS Character Assistant 4 <i>22.03.2010: 0 pts</i>