

Name: Kämpfer Ohne Template Race: Human

Appearance:

Player: Stefan Leuenberger Ht: Wt: Age: Spent: 260 Unspent: 0

## **CHARACTER SHEET**

ST	17	[	70]	HP	19	[	4]	Basic Speed	7		[	0]
DX	14	[	80]	Will	10	[	0]	Basic Move	7		[	0]
IQ	10	[	0]	Per	10	[	0]	BL	58 I			:ST)/5
нт	14	[	40]	FP	14	[	0]	Thr 1c	l+2	Sw	3d-	-1
TL	3					[	0]	SM	+0			
Visio	n		10	Frigh	t Che	ck	14*	High	Jump	)	2.67	' ft
Hear	ing		10	Cons	cious	ness	14	Mon	эy .		ļ	50
Touc	h		10	Deatl	h Che	ck	14					
Tast	e/Smell		10	Broad	Jump	3.67	' yd					
* Inclu	des: +2 fro	om 'Cor	nbat Re	eflexes', -	+2 from	'Fearles	sness'					

	ENC	JMBRAN(	CE TABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	58 lb	116 lb	174 lb	348 lb	580 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								
1-Hand 2-Hand Shove / Carry on Shift Name Lift Lift† Over‡ Back§ Slightly								
Basic	116 lb	464 lb	696 lb	870 lb	1.45 tn			
* Takes 2 seconds to complete								

	REACTION MODIFIERS
Appearance: +0	
Status: +0	
Other: +0	

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

ADVANTAGES		
Name		Pts
Combat Reflexes (p. B43)	[	15]
Fearlessness 2 (p. B55)	[	4
High Pain Threshold (p. B59)	[	10]
Roll to ignore pain: 13 (Will+3)		
Weapon Master (Flail) (one specific weapon) (p. B99)	[	20 ]

PERKS		
Name		Pts
Quick-Sheathe (Flail) {p. MA51, MA51,HT249,PU2:7}	[	1]
Sacrificial Parry (Flail) (p. PU2:7)	[	1]
Shield-Wall Training (p. MA51, PU2:7)	[	1
Trademark Move (Rapid Strikes first to the leg with 1	_[	1]
deceptive (15) followed by a deceptive headbanger (14)) {p.		
PU2:8}		

DISADVA	NTAGES
Name	Pts
PLATZHALTER	[ -50.1
FLAIZHALIER	[ 50]

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			
Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX+0	[ 4]
Armoury/TL3 (Body Armor) {p. B178}	9	IQ-1	[ 1]
Armoury/TL3 (Melee Weapons) {p. B178}	9	IQ-1	[ 1]

SKILLS (continu	ed)		
Name	Level	Relative	Pts
Brawling {p. B182}	14	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: 11	10	IQ+0	r 41
Carousing (p. B183)	16	HT+2	[ 1]
Carousing (p. B183)	13	DX-1	[ 4]
Climbing {p. B183}	9	IQ-1	11
Connoisseur (Weapons) {p. B185}	15*	DX+1	<u>                                     </u>
Fast-Draw (Charm) {p. B194}			
Fast-Draw (Flail) {p. B194}	15*	DX+1	[ 1]
Fast-Draw (Knife) {p. B194}	15*	DX+1	[ 1]
Fast-Draw (Potion) {p. B194}	15*	DX+1	[ 1]
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[ 1]
Flail {p. B208}	18	DX+4	[ 20]
Parry: 13 Forced Entry {p. B196}	14	DX+0	[ 1]
Gesture (p. B198)	10	IQ+0	11
Hiking {p. B200}	13	HT-1	<u>† 1</u> 1
Judo {p. B203}	14	DX+0	1 41
Parry: 11			. ,
Knife (p. B208)	16	DX+2	[ 4]
Parry: 11	9	IQ-1	[ 1]
Leadership {p. B204}	13	DX-1	<u>                                     </u>
Riding (Equines) {p. B217}			
Scrounging {p. B218}	10	Per+0	[ 1]
Shield (Shield) {p. B220} Block: 12	16	DX+2	[ 4]
Soldier/TL3 {p. B221}	9	IQ-1	「 <u>1</u> 1
Stealth {p. B222}	13	DX-1	11
Tactics (p. B224)	8	IQ-2	11
Throwing {p. B226}	13	DX-1	11
Thrown Weapon (Knife) {p. B226}	15	DX+1	21
* Includes: +1 from 'Combat Reflexes'			

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		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	14	11	1d+1 cr	С	_	_	_	
Skill used: Brawling			_	. L				
Brawling: Bite	14	_	1d+1 cr	C	_		_	
Skill used: Brawling								
Brawling: Kick	12	_	1d+2 cr	C,1	_	_	_	
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Shield: Bash	16	_	1d+2 cr	1	_	25	4	[2,4]
Skill used: Shield (Shield)				L				
Large Shield: Rush	16		slam+3 cr	1	_	25	4	[2,4]
Skill used: Shield (Shield)								
Long Knife: Knife swing	16	12	3d-2 cut	C,1	7	1.5	4	
Skill used: Knife				L				
Long Knife: Knife thrust	16	12	1d+2 imp	C,1	7	1.5	4	
Skill used: Knife			·					
Morningstar (Dwarven): Swing	18	13	3d+8 cr	1	12	6	4	[9]
Skill used: Flail								

1 1d-3	2 1d-2	<b>3–5</b> 1d-1	6–7 1d	<b>8</b> 2d
PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	12 <sup>*</sup>	11*	
Judo	DX	Shield (Shield)	None	
Eyes DR: 0 DB: 0 Neck DR: 4/2* DB: 0  Torso DR: 4/2* DB: 0	Groi DR: DB: DR: DB: DR: 4/2* DB: 0 Feet DR: 2* DB: 0	Sku Fac Toi Grown Hai Leg Fee Bo Bo No O No	es 2 ck - ull - ce - cion - ns 10 nds 7 gs 10	#
* Includes: +1 fror	n 'Combat Reflexes'			

**SLAM TABLE** 

		HF	)			0	Н	Ρ			-1	×ŀ	ΗP			-2	×ŀ	łΡ			-3	×ŀ	łΡ			-4	×ŀ	ΙP	
19	18	17	16	15	0	-1	-2	-3	-4	-19	-20	-21	-22	-23	-38	-39	-40	-41	-42	-57	-58	-59	-60	-61	-76	-77	-78	-79	-80
14	13	12	11	10	-5	-6	-7	-8	-9	-24	-25	-26	-27	-28	-43	-44	-45	-46	-47	-62	-63	-64	-65	-66	-81	-82	-83	-84	-85
9	8	7	6	5	-10	-11	-12	-13	-14	-29	-30	-31	-32	-33	-48	-49	-50	-51	-52	-67	-68	-69	-70	-71	-86	-87	-88	-89	-90
4	3	2	1		-15	-16	-17	-18		-34	-35	-36	-37		-53	-54	-55	-56		-72	-73	-74	-75		-91	-92	-93	-94	

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 Nething. Do Nothing.

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

-5×HP or less: Immediate death

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

 $\ensuremath{\mathsf{FP}}$  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.

TECHNIQUES			
Name	Level	Relative	Pts
Headbanger (Targeted Attack Flail	15	def+4	[ 5]
Swing/Skull) {p. MA68}			

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## LOAD-OUTS Weight Qty « Combat » Cost Large Shield (p. B273, B287) Large Shleid {p. B273, B287} 90 25 lb Description: TL:1 LC:4 DB:3 Dam:thr or Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. At TL3+, iron shields are available but uncommon: X6 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4] Leather Armor Suit {p. L18} Description: TL:1 LC:- DR:2\* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding seperately, or account for its DR and weight. Long Knife (\_Remove Attack Mode 120 1.5 lb (Shortsword Swing), +0; \_Remove Attack Mode (Shortsword Thrust), +0) [p. MA228, MA229] Description: TL:2 LC:4 [Mode:knife swing Damage:sw-1 cut Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:knife thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Knife], [Mode:shortsword swing Damage:sw-1 cut Reach:1 Parry:0 ST:7 Skill:Shortsword], [Mode:shortsword thrust Damage:thr imp Reach:C,1 Parry:0 ST:7 Skill:Shortsword] Morningstar (Dwarven) (Weapon Master Damage Bonus, +0; Dwarven, +4 CF) {p. LT66} Description: TL:3 LC:4, Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Flail, DX-6, Axe/Mace-4, Two-Handed Flail-3 Notes: [9] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, nunchaku, thonged club, Notes: [9] 950 52 lb Totals:

SCRATCH PAD					

CAMPAIGN LOG								
Points: (logged) 0	+ (other) 0	= (total) 0						
Initial Character Crea	tion							
19.12.2012: 0 pts								

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	194
Advantages, Perks	53
Disadvantages, Quirks	-55
Skills, Techniques	68
Total Points Spent:	260
Unspent Points:	0

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## **NOTES**

Entwicklungsmöglichkeiten

+0.5 Basic Speed [10]

+1 Basic Move

+2 ST

DX

IQ HT

+Weapon Master

Flail Skill

Mehr Waffen Skills

IQ Fighter Skills

Extra Attack