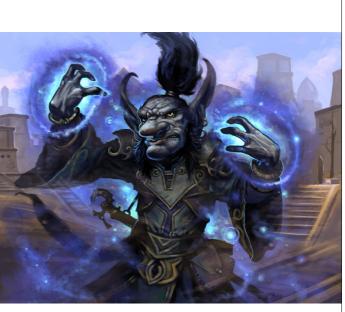


Name: Bun Evilbreaker Race: Goblin Appearance: Spent: 260 Unspent: -10

C												
ST	12	[20]	HP	13†	[0]	Basic Speed	6,25	5	[0
DX	12	[40]	Will	14†	[0]	Basic Move	6		[0
IQ	13 [*]	[80]	Per	14†	[0]	BL	29 I	b	(97.	(ST)/5
ΗТ	13†	[20]	FP	13	[0]	Thr 10	J-1	Sw	1d-	,
TL	3					[0]	SM	+0			
	des: -1 fro ides: +1 fr											
Visio			14*		t Check	(12†	Hiah	Jump)	2.17	′ft
Hear			14	Cons	sciousne	ess	13	Mone			,	0‡
Touc			14		h Checl		13					
	e/Smell		14 Deblin I		d Jump		yd 🛛)) (rem !	Manaud	. 10	00.64	
when t	target emit	ts heat			vision'	The Gre	eat Rur	n (Powe	r Item 1	1 FP)', +1	50
† Inclu	ides: -2 fro	om 'Cov	vardice'		l f	rom 'Ma	il Shirt	ť				
Nam			E		MBRAN		ABLI led	_	1		vц	
Lifting			×1	e «	Light » ×2		×3	r	lvy ×6		Х-Н ×1	
Basi	c		29 lt	5	58 lb		7 lb		74 lb		290	lb
Grou			<u>×1</u> 6 yd		_×0.8 4 yd		0.6 yd		₄0.4 2 yd		_×0. 1 y	
Wate			1 yd		1 yd		yd yd		yd yd			
					1		-2		-3		-4	
Dod	je		9		8		1		6		5	
					TING F		-				<u> </u>	
		-	1-Har Lift	-	2-Hand Lift [†]	-	ove / ver‡		rry or ack [§]		Sh Sligl	-
Nom						0	-					
Nam	-			ר	232 lb	34	8 lh	4:	35 lb		1450) lb
Basion * Take	C es 2 secon		58 lk	•		Double		a runnin) lb
Basion * Take	С		58 lk	•	1	Double	e with a		g start) Ib
Basio * Take † Take	C es 2 secon es 4 secon	ids to c	58 lk omplete omplete) Э	1	t Double Lose 1	e with a FP/se	a runnin ec while	g start		enc.	
Basio * Take † Take	C es 2 secon es 4 secon	ids to c	58 lb omplete omplete	PLATE	S AND	E Double Lose 1	e with a FP/se	a runnin ec while	g start		enc.	Pts
Basio * Take † Take † Take Nam Cleri Descri be the idealis	C es 2 secon es 4 secon c (Dung physical f physical f	geon 're the joe of E	58 lk omplete omplete FEMP Fanta mortal u vil that	PLATE Sy) {p. represent is the ho	. DF1:6] htative of the ply warrior	MET	e with a FP/se A-TR	a running c while RAITS Good. Yo	g start over X-	Hvy e	enc.	Pts 0
Basic * Take † Take † Take Cleri Descri be the idealis Gobl	C es 2 secon es 4 secon c (Dung ption: You physical f it iin (Dun	geon I're the ioe of E	58 lk omplete omplete FEMF Fanta mortal i vil that	PLATE PLATE represent is the ho asy) {p	. DF1:6]	<pre>bouble Lose 1 MET MET he Powe (p.7), bu 0 </pre>	e with a FP/se A-TR ers of C ut you'n	a running c while RAITS Good. Yo re no clo	g start over X-	Hvy e t not	enc.	Pts
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ADVANTAGES	
Name	Pts
Clerical Investment {p. B43}	[5]
Extra Power Investiture 2 (Holy) {p. B77}	[20]
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	
Holy Might Ally (Divine servant of equal points; 12 or less, *2;	[19]
Holy, -10%; Summonable, +100%) {p. B36}	
Power Investiture 3 (Holy) {p. B77}	[30]
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	
Signature Gear 4 (The Great Rum) {p. B85}	[4]
DISADVANTAGES	
Name	Pts
Gluttony (12 or less, *1) {p. B137}	[-5]
Honesty (12 or less, *1) {p. B138}	[-10]
Intolerance ("Evil" religions) {p. B140}	·-51
Sense of Duty (Adventuring companions) {p. B153}	[- 5]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Weirdness Magnet {p. B162}	[-15]

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]

Bun Evilbreaker

Axe/Mace {p. B208} 14 DX+2 [8] Parry: 10 I12 DX+0 [1] Brawling {p. B182} 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 Boots" to apply the 1 damage to Punch or Kick, as appropriate. 12 DX+0 [1] Parry: 9 Climbing {p. B183} 11 DX-1 [1] Innate Attack (Projectile) {p. B201} 14 DX+2 [4] Riding (Equines) {p. B217} 11 DX-1 [1] Shield (Shield) {p. B220} 14 DX+2 [4] Block: 10 12 HT [1] DX-1 [1] Stealth {p. B228} 11 DX-1 [1] PX-1 [1] Parry: 8 11 DX-1 [1] [1] DX-1 [1] HT based Level Relative Pts [1] [1] [1] [1] Id based Level Relative Pts [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]	SKILLS			
Parry: 10 Image: 10 <thimage: 10<="" th=""> Image: 10 <th< th=""><th></th><th></th><th></th><th>Pts</th></th<></thimage:>				Pts
Brawling {p. B182} Description: Notes: Calculated damage takes into account bouses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets?Rass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 9 11 DX-1 1 Climbing {p. B183} 11 DX-1 1 Innate Attack (Projectile) {p. B201} 14 DX+2 4 Parry: 10 11 DX-1 1 Riding (Equines) {p. B217} 11 DX-1 1 Stealth {p. B222} 11 DX-1 1 Wrestling {p. B28} 11 DX-1 1 Parry: 8 11 DX-1 1 Ibok: 10 Stealth {p. B228} 11 DX-1 1 Parry: 8 11 DX-1 1 1 Parry: 8 12 HT-1 1 1 Idbased Level Relative Pts Diagnosis/TL3 (Goblin) {p. B197} 11 IQ-2 1 Idfirst Aid/TL3 (Goblin) {p. B195} 14 IQ+1 1 Gesture {p. B198} 13 IQ+0 1 Public Speaking {p. B212} 12 IQ-1 <td< td=""><td>Axe/Mace {p. B208}</td><td>14</td><td>DX+2</td><td>[8]</td></td<>	Axe/Mace {p. B208}	14	DX+2	[8]
Description: Notes: Calculated damage takes into account bouses 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 Climbing {p. B183} 11 DX-1 1 Innate Attack (Projectile) {p. B201} 14 DX+2 [4] Parry: 9 11 DX-1 [1] 1 Riding (Equines) {p. B217} 11 DX-1 [1] Shield (Shield) {p. B220} 14 DX+2 [4] Block: 10 1 DX-1 [1] 1 Verstling {p. B228} 11 DX-1 [1] 1 Parry: 8 11 DX-1 [1] 1 HT based Level Relative Pts Hiking {p. B20} 12 HT-1 [1] Q based Level Relative Pts Diagnosis/TL3 (Goblin) {p. B195} 14 IQ+1 1 differ thidden Lore (Demon Lore) {p. B199} 12 IQ-1 1 Occultism {p. B212} 13 IQ+0 1 Panhandling {p. B216		10		r 41
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Will based Level Relative Pts Exorcism {p. B193} 14* Will+0 [4] Meditation {p. B207} 12 Will-2 [1] * Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or		-		L · J
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Meditation {p. B207} 12 Will-2 1 * Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or		Level	Relative	Pts
* Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or	Exorcism {p. B193}		Will+0	[4]
				L 1
	* Conditional: -4 from 'Exorcism' when user doesn't pos True Faith	sess Bless	ed, Power Investit	ure, or

	MELEE A	TTACKS		_			
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	-	-	
Brawling: Bite	12		1d-2 cut	C			
Brawling: Kick	10	-	1d-1 cr	C,1	_	_	
				-			
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Equipment based Medium Shield	Skill 14	Parry –	Damage 1d-1 cr	Reach 1	ST -	LC 4	Notes [2,3,4]
	-		v	Reach 1 1		LC 4 4	
Medium Shield	14	-	1d-1 cr	Reach 1 - 1 - 1 1	-	LC 4 4 4 4	

		n Al	NGED	ATTAC	NJ NJ							
Name	Skill	Damage	Acc	Range	1	RoF	Shot	s S	T Bulk	Rcl	LC	Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd /	150 yd	-	-	-	· _	-	-	~1-3en
	SLAM TABLE					HUMANOII	D HIT L	OCATI	ON TABL	E		
1	2–3	4–7		Roll	Location	n I	Mod.	Roll	Locatio	n		Mod.
14.2	14.0	1 4 4		0 4	Charl	7/	f(F)		Vitala*			0

1d-3	3	1d-2		1d-1	
PARRY	PARRY	BLOCK	DODO	GE OTHER	
10	9	10	8/9		
Axe/Mace	DX	Shield (Shield)	Light	:	
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 4/2* DB: 0	Skull DR: 6 DB: 0 Face DR: 0 DB: 0	ms 2 2 Hands DR: 2* DB: 0 bin	c. H es : JII - ce - so - bin - ns : nds ! JS :	IP # 2 7 5 5 5 0	
	Legs DR: 2 DB: 0 Feet DR: 2* DB: 0	. 0			

	Roll	Location	Mod.	Roll	Location	Mod.
	3–4	Skull	-7(f)/-5(b)	-	Vitals*	-3
	5	Face	-5(f)/-7(b)	-	Eyet	-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	
- I L	13–14	Left Leg	-2	-	Neck Vein/Artery	/ <mark>\$</mark> -8
- _	15	Hand	-4	-	Arm/Leg Joint¶	-5
- L	16	Foot	-4	-	Hand/Foot Joint	-7
-	17–18	Neck	-5			
-	† Only ta ‡ Only ta	rgetable by impaling, provide the second sec	piercing, and tig cutting, impaling	ht-beam b , piercing,	and tight-beam burning beam burning attacks	attacks
-	¶ Only ta	rgetable by crushing,	cutting, piercing,	and tight	beam burning attacks	
- -	¶ Only ta See also:	rgetable by crushing,	cutting, piercing,	and tight	-beam burning attacks lit Location Table, p. B55	2, and New
-	¶ Only ta See also:	rgetable by crushing, Hit Location, p. B398 ions, p. MA137.	cutting, piercing,	, and tight Imanoid H	lit Location Table, p. B55	2, and <i>New</i>
- -	¶ Only ta See also:	rgetable by crushing, u : Hit Location, p. B398 ions, p. MA137.	cutting, piercing, , Human and Hu	, and tight Imanoid H	lit Location Table, p. B55	2, and <i>New</i>
- -	¶ Only ta See also <i>Hit Locat</i>	rgetable by crushing, u : Hit Location, p. B398 ions, p. MA137.	AND SPEED Measure 2 yd	, and tight imanoid H D/RANC	lit Location Table, p. B55 SE TABLE Ing Size	
- -	¶ Only ta See also Hit Locat	rgetable by crushing, q : Hit Location, p. B398 ions, p. MA137. SIZE A ng Size	AND SPEED	, and tight imanoid H D/RANC Spd/F	lit Location Table, p. B55 SE TABLE Ing Size +8 +9	Measure 50 yd 70 yd
- -	¶ Only ta See also <i>Hit Locat</i> Spd/R 0 -1 -2	rgetable by crushing, (: Hit Location, p. B398 ions, p. MA137. SIZE / ng Size 0	AND SPEEL Measure 2 yd 3 yd 5 yd	, and tight imanoid H D/RANC Spd/F -8	lit Location Table, p. B55 SE TABLE Ing Size +8 +9 +10	Measure 50 yd 70 yd 100 yd
- -	¶ Only ta See also <i>Hit Locat</i> Spd/R 0 -1	rgetable by crushing, r : Hit Location, p. B398 ions, p. MA137. SIZE / ng Size 0 +1	AND SPEEL Measure 2 yd 3 yd	and tight imanoid H D/RANC Spd/F -8 -9	lit Location Table, p. B55 SE TABLE Ing Size +8 +9 +10	Measure 50 yd 70 yd
- -	¶ Only ta See also <i>Hit Locat</i> Spd/R 0 -1 -2	rgetable by crushing, r : Hit Location, p. B398 ions, p. MA137. SIZE / ng Size 0 +1 +2	AND SPEEL Measure 2 yd 3 yd 5 yd	and tight imanoid H D/RANC Spd/F -8 -9 -10	lit Location Table, p. B55 SE TABLE Ing Size +8 +9 +10	Meas 50 yd 70 yd 100 y

-13

-14

-15

+13

+14

+15

300 yd

500 yd

700 yd

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
131211109			-26 -27 -28 -29 -30		
87654	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
321	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64
HP loss affects	are cumulative	with each other	and any offects s	uffered from FP	loss

HP loss effects are cumulative with each other and any effects suffered from FP loss. less than 1/3 HP: Dodg/2 and Move/2 (round up).

 O 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.

Nothing. -1xHP 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 loss effects are cumulative with each other and any effects suffered from HP loss.

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

15 yd

20 yd

30 yd

+5

+6

+7

-5

-6

-7

				SPELL GRIM	OIRE				
~Holy -									
Communication & Empathy	Skill	Magery		Time	Duration	Casting Cost	College	Drorog	Page
Dispel Possession	16 [1]	PI 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE	5	.
(Holy)	10[1]		riogulai/it opoli	10 300.	motant	10	110, 02	Ŭ	M49
Gift of Letters (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
~Holy - Earth	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Earthquake (Holy)	16 [1]	PĬ 5	Area	30 sec.	1 min.	2/S	Ho, Ea		M54
Stone to Flesh (Holy)	16 [1]	PI 3	Regular	5 sec.	Instant	10	Ho, Ea	5	M53, B246
~Holy - Fire	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Flaming Weapon (Holy)	16 [1]	PI 3	Regular	2 sec.	1 min.	4/1	Ho, Fi	4	M75
~Holy - Food	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerea	Page
Essential Food (Holy)	15 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo		M79
Water to Wine (Holy)	16 [1]	PI 3	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	5	M79
~Holy - Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerea	Page
Awaken (Holy)	16 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He		M90, B248
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He		M166
Instant Neutralize	15 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Poison (Holy)									
Instant Regeneration (Holy)	15 [1]	PI 5	Regular	Special	Perm.	80	Ho, He		M93
Instant Restoration (Holv)	15 [1]	PI 4	Regular	Special	Perm.	50	Ho, He	5	M93
Major Healing (Holy)	15 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	16 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
~Holy - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
See Secrets (Holy)	16 [1]	PI 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
Seeker (Holy)	16 [1]	PI 2	Information	1 sec.	Instant	3	Ho, Kn	2	M105, B249
~Holy - Light &									
Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Sunbolt (Holy)	16 [1]	PI 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
~Holy - Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Bless (Holy)	16 [1]	PĪ 5	Regular	min.=cost	Special	Varies	Ho, MS		M129
Dispel Magic (Holy)	16 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS		M126, B250
Magic Resistance (Holy)	16 [1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
~Holy - Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Command (Holy)	16 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC		M136, B251
~Holy - Necromancy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerea	Page
Banish (Holy)	16 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne		M156, B252
~Holy - Protection &									
Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerea	Page
Armor (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW		M167, B253
Detect Poison (Holy)	16[1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He		M166
Watchdog (Holy)	16 [1]	PI 1	Area	10 sec.	10 hrs.	1/1	Ho, PW	1	M167
~Holy - Water	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Create Water (Holy)	16 [1]	PĬ 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

Qty	LOAD-OUTS « Combat »	Cost	Weight
1	Armor	470	30 lb
1	Description: Parent Item Boots {p. B284}	80	3 lb
	Description: TL:2 LC: DR:2* Locations: feet No	otes: [1] Concealable	as or under
	clothing. Notes: [1]		
	Location: feet		4.11
1	Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs	60	4 lb
	Location: legs		
1	Heavy Leather Sleeves {p. B283}	50	2 lb
	Description: TL:1 LC:4 DR:2 Locations: arms Location: arms		
1	Mail Shirt {p. B283}	150	16 lb
	Description: TL:2 LC:4 DR:4/2* Locations: torso under clothing. Split DR: use the lower DR again		able as or
	Notes: [1,3]	ist of doning attacks.	
1	Location: torso Pot-Helm {p. B284}	100	5 lb
	Description: TL:3 LC:4 DR:4 Locations: skull	100	0 10
_	Location: skull	00	
1	Leather Gloves {p. B284} Description: TL:1 LC: DR:2* Locations: hands	30	-
	Location: hands		
1	Belt	1860	19.5 lb
1	Description: Parent Item The Great Rum (Power Item 11 FP) 1800	4.5 lb
	{p. B271}	, 1000	1.0 10
	Description: TL:0 LC:4, Dam:sw+2 cut Reach:1	Parry:0U ST:11 Skill:	Axe/Mace
1	Notes: [2] Medium Shield {p. B273, B287}	60	15 lb
1	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1		
	Skill:Shield (Shield) Notes: [2,3,4] Can be used		
	(see the Melee Weapon Table p. B273) or shiel TL2+, you can give your small, medium, or large	e shield a spike to inc	rease
	damage: add \$20 and 5 lbs. Also available as a	buckler. You can rea	dy a buckler
	in one turn and drop it as a free action, just like one hand, and it does not allow a shield rush. U		
	regular shield skill. No effect on statistics. At TL	3+, iron shields are a	vailable but
	uncommon: x5 cost, x2 weight, +3 DR, and x2 H (made of Lexan, etc.) have x1/2 weight but othe		
	composition never affects DB. Notes: [2,3,4]		
1	Potion Belt {p. DF1:25}	315	2 lb
		de la sur la sur la sur la factoria de la sur la	
	Description: Notes: Belt with four slots, each of whi	ch can carry one grei	nade' bottle
	or two potion vials. Wearer can reach them with Re	ady or Fast-Draw. Pa	ldding
	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks.	ady or Fast-Draw. Pa tainers +2 DR vs. deli	idding iberate
1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29}	ady or Fast-Draw. Pa	idding iberate
1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	ady or Fast-Draw. Pa tainers +2 DR vs. deli	idding iberate 8 OZ
	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29}	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135	idding iberate 8 OZ
	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120	idding iberate 8 oz 8 oz
	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total	ady or Fast-Draw. Pa lainers +2 DR vs. deli 135 120	udding iberate 8 oz 8 oz 51.5 lb
	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost	ldding iberate 8 oz 8 oz 51.5 lb Weight
1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25}	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 <u>Cost</u> 805	ldding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb
1 Qty 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Ite ure).	Idding iberate 8 oz 51.5 lb Weight 30.54 lb ms liable to
1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288}	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 <u>Cost</u> 805 it is a free action. Itel ure). 50	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb
1 Qty 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if unss Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 <u>Cost</u> 805 it is a free action. Ite ure). 50 ice caves, arctic adv	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc.
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1 <u>Qty</u> 1 1 10 2	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con- attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if unst Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried mea Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Iter ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz
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1 Qty 1 1 10 2 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meal Wineskin {p. B288} Description: Notes: Holds 1 gallon of liquid Personal Basics {p. B288} Description: Notes: Minimum gear for camping: Includes utensils, tinderbox, and flint and steel.	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Iter ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20 5 -2 to any Survival roll	Idding iberate 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz 1 lb without it.
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1 1 1 1 1 1 1 1 1 1 1 1 1 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried mea Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid Personal Basics {p. B288} Description: Notes: Minimum gear for camping: Includes utensils, tinderbox, and flint and steel. Purse Description: Parent Item Copper Farthing Gold Mark Platinum Franc Silver Penny Healer's Kit {p. DF1:25}	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Ite ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20 t, cheese, etc. 5 -2 to any Survival roll 130 0 100 0 30 200	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz 1 lb without it. 10.24 dr 2.56 dr - 7.68 dr 10 lb
1 1 1 1 1 1 1 1 1 1 1 1 1 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried mea Wineskin {p. B288} Description: Notes: Minimum gear for camping: Includes utensils, tinderbox, and flint and steel. Purse Description: Parent Item Copper Farthing Gold Mark Platinum Franc Silver Penny Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty of	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Ite ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20 t, cheese, etc. 5 -2 to any Survival roll 130 0 100 0 30 200	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz 1 lb without it. 10.24 dr 2.56 dr - 7.68 dr 10 lb
1 1 1 1 1 1 1 1 1 1 1 1 1 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried mea Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid Personal Basics {p. B288 } Description: Notes: Minimum gear for camping: Includes utensils, tinderbox, and flint and steel. Purse Description: Parent Item Copper Farthing Gold Mark Platinum Franc Silver Penny Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty o gives +1 to First Aid skill. Holy Symbol {p. DF1:25}	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Ite ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20 5-2 to any Survival roll 130 0 100 0 30 200 of Esoteric Medicine s	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz 1 lb without it. 10.24 dr 2.56 dr - 7.68 dr 10 lb skill. Also
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1 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meal Wineskin {p. B288} Description: Notes: Minimum gear for camping: Includes utensils, tinderbox, and flint and steel. Purse Description: Parent Item Copper Farthing Gold Mark Platinum Franc Silver Penny Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty of gives +1 to First Aid skill. Holy Symbol {p. DF1:25} Description: Ordinary religious symbol made of blessed only by user's personal faith.	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Ite ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20 5-2 to any Survival roll 130 0 100 0 30 200 of Esoteric Medicine s	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz 1 lb without it. 10.24 dr 2.56 dr 2.56 dr 7.68 dr 10 lb skill. Also
1 Dty 1 1 1 1 0 1 0 3 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried mea Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid Personal Basics {p. B288} Description: Notes: Minimum gear for camping: Includes utensits, tinderbox, and flint and steel. Purse Description: Notes: Minimum gear for camping: Includes utensits, tinderbox, and flint and steel. Purse Description: Ratic equipment for one specially of gives +1 to First Aid skill. Holy Symbol {p. DF1:25} Description: Ordinary religious symbol made of blessed only by user's personal faith. Holy Water {p. DF1:25} Description: Small bottle holds enough (1/2 pint	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Ite ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20 t, cheese, etc. 20 5-2 to any Survival roll 130 0 100 0 0 30 200 of Esoteric Medicine s 50 wood, cheap metal, e 30 to damage an unhol	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz 1 lb without it. 10.24 dr 2.56 dr - 7.68 dr 10 lb skill. Also 1 lb y creature
1 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1	or two potion vials. Wearer can reach them with Re removes risk of accidental breakage and gives con attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Total Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping break if dropped must check for this (1 on 1d if uns Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meal Wineskin {p. B288} Description: Notes: Minimum gear for camping: Includes utensits, tinderbox, and flint and steel. Purse Description: Parent Item Copper Farthing Gold Mark Platinum Franc Silver Penny Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty of gives +1 to First Aid skill. Holy Symbol {p. DF1:25} Description: Ordinary religious symbol made of blessed only by user's personal faith. Holy Water {p. DF1:25}	ady or Fast-Draw. Pa tainers +2 DR vs. deli 135 120 s: 2645 Cost 805 it is a free action. Ite ure). 50 ice caves, arctic adv 20 t, cheese, etc. 20 t, cheese, etc. 20 5-2 to any Survival roll 130 0 100 0 0 30 200 of Esoteric Medicine s 50 wood, cheap metal, e 30 to damage an unhol	Idding iberate 8 oz 8 oz 51.5 lb Weight 30.54 lb ms liable to 8 lb entures, etc. 5 lb 8 oz 1 lb without it. 10.24 dr 2.56 dr - 7.68 dr 10 lb skill. Also 1 lb y creature

SCRATCH PAD		

POINTS SUMMARY		Pts	
Basic Attributes, Secondary Characteris	stics [161]	
Advantages, Perks	[80]	
Disadvantages, Quirks	[-55]	
Skills, Techniques	[48]	
Spells]	26]	
Τ	otal Points Spent:	260	
	Unspent Points:	-10	
CAMPAIGN LOG			
Points: (logged) 0 + (other) 0	= (total) 0		
Initial Character Creation			
Character created using GURPS Character Assistant 4			
22.08.2011: 0 pts			