

ST	12	[20]	HP	13 [†]	[0]	Basic Speed	6,25	[0]
DX	12	[40]	Will	14 [†]	[0]	Basic Move	6	[0]
IQ	13*	[80]	Per	14 [†]	[0]	BL	29 lb	(ST×ST)/5
HT	13 [†]	[20]	FP	13	[0]	Thr	1d-1	Sw 1d+2
TL	3	[0]	SM	+0				

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
 † Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision	14*	Fright Check	12 [†]	High Jump	2.17 ft
Hearing	14	Consciousness	13	Money	0 [‡]
Touch	14	Death Check	13		
Taste/Smell	14	Broad Jump	3 yd		

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
 ‡ Includes: +500 from 'Money', +1800 from 'The Great Rum (Power Item 11 FP)', +150 from 'Mail Shirt'
 † Includes: -2 from 'Cowardice'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

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

TEMPLATES AND META-TRAITS	
Name	Pts
Cleric (Dungeon Fantasy) {p. DF1:6} Description: You're the mortal representative of the Powers of Good. You might not be the physical foe of Evil that is the holy warrior (p.7), but you're no cloistered idealist...	[0]
Goblin (Dungeon Fantasy) {p. DF3:10} Description: True goblins are the small, not-too-stupid ones with needle-like teeth and a cowardly disposition.	[0]
Goblin-Kin Infravision {p. B60} Roll: 16 (Per+2)	[10]
Rapid Healing {p. B79}	[5]
Resistant to Metabolic Hazards (+3 to resist) {p. B81}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Appearance (Ugly) {p. B21}	[-8]
Cowardice (12 or less, *1) {p. B129}	[-10]
Social Stigma (Savage) {p. DF3:11}	[-10]

REACTION MODIFIERS	
Appearance: -2* * Includes: -2 from 'Appearance'	
Status: +0	
Other: +0† † Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Cowardice' when from trained fighters, when cowardice matters, -2 from 'Social Stigma (Savage)'	

CULTURAL FAMILIARITIES	
Native	Pts
Goblin (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]

LANGUAGES			
Native	Spoken	Written	Pts
Goblin (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	-	[1]



ADVANTAGES	
Name	Pts
Clerical Investment {p. B43}	[5]
Extra Power Investiture 2 (Holy) {p. B77} 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	[20]
Holy Might Ally (Divine servant of equal points; 12 or less, *2; Holy, -10%; Summonable, +100%) {p. B36}	[19]
Power Investiture 3 (Holy) {p. B77} 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	[30]
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}	[-5]
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]

SKILLS			
DX based	Level	Relative	Pts
Axe/Mace {p. B208} Parry: 10	14	DX+2	[8]
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}	11	DX-1	[1]
Innate Attack (Projectile) {p. B201} Parry: 10	14	DX+2	[4]
Riding (Equines) {p. B217}	11	DX-1	[1]
Shield (Shield) {p. B220} Block: 10	14	DX+2	[4]
Stealth {p. B222}	11	DX-1	[1]
Wrestling {p. B228} Parry: 8	11	DX-1	[1]
HT based	Level	Relative	Pts
Hiking {p. B20}	12	HT-1	[1]
IQ based	Level	Relative	Pts
Diagnosis/TL3 (Goblin) {p. B187}	11	IQ-2	[1]
First Aid/TL3 (Goblin) {p. B195}	14	IQ+1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Hidden Lore (Demon Lore) {p. B199}	12	IQ-1	[1]
Occultism {p. B212}	12	IQ-1	[1]
Panhandling {p. B212}	13	IQ+0	[1]
Public Speaking {p. B216}	12	IQ-1	[1]
Religious Ritual (Gork and Mork) {p. B217}	11	IQ-2	[1]
Research/TL3 {p. B217}	12	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	13	IQ+0	[1]
Surgery/TL3 (Goblin) {p. B223}	11	IQ-2	[2]
Teaching {p. B224}	12	IQ-1	[1]
Theology (Gork and Mork) {p. B226}	11	IQ-2	[1]
Writing {p. B228}	12	IQ-1	[1]
Per based	Level	Relative	Pts
Esoteric Medicine (Holy) {p. B192}	14	Per+0	[4]
Observation {p. B211}	13	Per-1	[1]
Scrounging {p. B218}	14	Per+0	[1]
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 True Faith

MELEE ATTACKS								
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
Medium Shield		14	-	1d-1 cr	1	-	4	[2,3,4]
The Great Rum (Power Item 11 FP): Primary		15	10	1d+5 cut	1	12	4	
The Great Rum (Power Item 11 FP): Pick		15	10	1d+4 imp	1	12	4	[2]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd / 150 yd	-	-	-	-	-	-	~1-3en

SLAM TABLE				
1	2-3	4-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	10	8/9	
Axe/Mace	DX	Shield (Shield)	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 2
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	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.

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.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9	0 -1 -2 -3 -4	13 14 15 16 17	28 27 28 29 30	39 40 41 42 43	52 53 54 55 56
8 7 6 5 4	-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
3 2 1	-10 -11 -12	23 24 25	36 37 38	49 50 51	62 63 64

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
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.
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SPELL GRIMOIRE									
~Holy - Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Dispel Possession (Holy)	16 [1]	PI 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE	5	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	Prereq	Page
Earthquake (Holy)	16 [1]	PI 5	Area	30 sec.	1 min.	2/S	Ho, Ea	6	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	Prereq	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	Prereq	Page
Essential Food (Holy)	15 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	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	Prereq	Page
Awaken (Holy)	16 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Instant Neutralize Poison (Holy)	15 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Instant Regeneration (Holy)	15 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	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]	PI 5	Regular	min.=cost	Special	Varies	Ho, MS	20	M129
Dispel Magic (Holy)	16 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS	13	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	Prereq	Page
Command (Holy)	16 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B251
~Holy - Necromancy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Banish (Holy)	16 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
~Holy - Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B253
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	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]	PI 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

LOAD-OUTS				SCRATCH PAD			
Qty	« Combat »	Cost	Weight				
1	Armor Description: Parent Item	470	30 lb				
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb				
1	Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs Location: legs	60	4 lb				
1	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms Location: arms	50	2 lb				
1	Mail Shirt {p. B283} Description: TL:2 LC:4 DR:4/2* Locations: torso Notes: [1,3] Concealable as or under clothing. Split DR: use the lower DR against crushing attacks. Notes: [1,3] Location: torso	150	16 lb				
1	Pot-Helm {p. B284} Description: TL:3 LC:4 DR:4 Locations: skull Location: skull	100	5 lb				
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-				
1	Belt Description: Parent Item	1860	19.5 lb				
1	The Great Rum (Power Item 11 FP) {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	1800	4.5 lb				
1	Medium Shield {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] 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. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 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: [2,3,4]	60	15 lb				
1	Potion Belt {p. DF1:25} 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.	315	2 lb				
1	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	135	8 oz				
1	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	120	8 oz				
Totals:		2645	51.5 lb				
Qty	Rucksack	Cost	Weight				
1	Quick-Release Backpack {p. DF1:25} 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).	805	30.54 lb				
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb				
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb				
2	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	8 oz				
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb				
1	Purse Description: Parent Item	130	10.24 dr				
0	Copper Farthing	0	-				
1	Gold Mark	100	2.56 dr				
0	Platinum Franc	0	-				
3	Silver Penny	30	7.68 dr				
1	Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty of Esoteric Medicine skill. Also gives +1 to First Aid skill.	200	10 lb				
1	Holy Symbol {p. DF1:25} Description: Ordinary religious symbol made of wood, cheap metal, etc., and blessed only by user's personal faith.	50	1 lb				
2	Holy Water {p. DF1:25} Description: Small bottle holds enough (1/2 pint) to damage an unholy creature with a suitable Weakness. Hurl it using the 'grenade' rules; see Concoctions (p.28).	30	2 lb				
Totals:		805	30.54 lb				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[161]
Advantages, Perks	[80]
Disadvantages, Quirks	[-55]
Skills, Techniques	[48]
Spells	[26]
Total 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		