

Name: Sir Koschimus Race: Human

Appearance:

Player: Philipp Koschmann Ht: Wt: Age:

Spent: 280 Unspent: 0

CHARACTER SHEET

	_	_	_							
ST	15*	[40]	HP	15	[0]	Basic Speed 6,25	[0]
DX	13 [†]	[40]	Will	12	[0]	Basic Move 6	[0]
IQ	12	[40]	Per	12	[0]	BL 45 II	b (ST	×ST)/5
нт	12 [‡]	[20]	FP	12	[0]	Thr 1d+1	Sw 2d	+1
TL	3					[0]	SM +0	•	
* Includes: +1 from 'Extra ST'										
Vioio	'n		10	Toota	/Cm	ااه	10	Dooth Cho	olc .	10*

Vision 1:	2	Taste/Smell	12	Death Check 13*	
Hearing 1	2	Fright Check	14†	Broad Jump 3 yd	
Touch 1	2	Consciousnes	s 13*	High Jump 2.17 ft	Ī
* Includes: +1 from 'Fit'		† In	cludes: +2	from 'Combat Reflexes'	

ENCUMBRANCE TABLE									
Name	« None »	Light	Med	Hvy	X-Hvy				
Lifting	×1	×2	×3	×6	×10				
Basic	45 lb	90 lb	135 lb	270 lb	450 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				
Jump	6 yd	4 yd	3 yd	2 yd	1 yd				
		1	-2	-3	-4				
Dodge	10	9	8	7	6				

LIFTING FEATS									
	1-Hand	2-Hand	Shove /	Carry on	Shift				
Name	Lift*	Lift†	Over [‡]	Back [§]	Slightly				
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn				
* Takes 2 second † Takes 4 second			Double with a Lose 1 FP/sec	running start while over X-H	y enc.				

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous
situations if Sense of Duty is known, +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

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ADVANTAGES		_
Name	-	Pts
Combat Reflexes (p. B43)	Ļ	15
Damage Resistance 1 (_Free, *0; Divine, -10%) {p. B46, P45}	l —	0]
Divine Favor 11	[90]
Extra Attack 1 (_Free, *0; Divine, -10%; Multi-Strike, +20%) {p. B54, P49}	[0]
Extra DX 1 (_Free, *0; Affects DX, +0%; Divine, -10%) {p. B15} Description: The Extra DX advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra DX advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[0]
Extra ST 1 (_Free, *0; Affects ST, +0%; Divine, -10%) {p. B14} Description: The Extra ST advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[0]
Fighting Hymn Usernotes: DR 1; DX +1; ST+1; Fit; Injury Tolerance (No Eyes, Head, Vitals); Regeneration; Extra Attack (Multistrike)	[18]
Fit (_Free, *0; Divine, -10%) {p. B55}	_[_	0
Injury Tolerance (_Free, *0; Divine, -10%; No Eyes, +5; No Head, +7; No Vitals, +5) {p. B60, P52}	[0]
Protection from Evil (Enhanced) Usernotes: Use holy symbol or assert your faith: Quick Contest Will+10 vs Enemies Will - Cannot approach closer than Margin of Success	[7]
Regeneration (Slow: 1HP/12Hr) (_Free, *0; Divine, -10%) {p. B80, P70}	[0]

ADVANTAGES (continued)		
Name	I	Pts
Wrath of the Righteous 1 (Affects Insubstantial, +20%; Area	[10]
Effect (4 yd), +100%; Cosmic: Irresistible attack, +300%;		
Cosmic: No active defense allowed, +300%; Cosmic: No die		
roll required, +100%; Increased Range (1/2D Range only)		
(x10), +15%; Low Signature, +10%; Reduced Range (x1/5), -		
20%) {p. B61, P53}		
DEDIC		

PERKS	
Name	Pts
Grip Mastery (Axe) {p. MA50, PU2:6}	[1]
Off-Hand Weapon Training (Axe/Mace) (p. MA50)	[1]
Quick-Sheathe (Axe) {p. MA51, MA51, HT249, PU2:7}	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (Chivalry) {p. B127}	[-15]
Honesty (12 or less, *1) {p. B138}	[-10]
Impulsiveness (12 or less, *1) {p. B139}	[-10]
Intolerance ("Evil" religions) {p. B140}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-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				
Name	Level	Relative		Pts
Aerobatics (p. B174)	11	DX-2	[1]
Axe/Mace {p. B208}	18	DX+5	[20]
Parry: 13				
Brawling {p. B182}	13	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: 10	11	10.4	_	401
Cleric! {p. DF1:18} Description: Replaces any Philosophy, Religious Ritual,	11	IQ-1	L	12]
or Theology skill for the priest's faith, plus Diagnosis,				
First Aid, Hidden Lore (Demon Lore, Spirit Lore, Undead				
Lore, etc.), Occultism, Public Speaking, Surgery, and				
Teaching. Make a Will-based roll for Exorcism or Meditation, or a Per-based roll for Esoteric Medicine				
(Holy).				
Climbing {p. B183}	12	DX-1	[1]
Fast-Draw (Axe) {p. B194}	14*	DX+1	Ī	1]
Fast-Draw (Charm) {p. B194}	14*	DX+1	[1]
Gesture {p. B198}	12	IQ+0	[1]
Hiking {p. B200}	11	HT-1	[1]
Research/TL3 {p. B217}	11	IQ-1	[1]
Scrounging {p. B218}	12	Per+0	[1]
Speed-Reading {p. B222}	11	IQ-1	[1]
Stealth (p. B222)	12	DX-1	[1]
Wrestling (p. B228)	12	DX-1	[1]
Parry: 10				
* 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	13	10	1d cr	С	_	_	_	
Skill used: Brawling				. L				
Brawling: Bite	13	_	1d cr	С	_			
Skill used: Brawling				. L				
Brawling: Kick	11	_	1d+1 cr	C,1				
Skill used: Brawling-2								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Axe: 1H	19	13	2d+3 cut	1	11	4	4	
Skill used: Axe/Mace+1								
Axe: 1H	19	13	2d+3 cut	1	12	4.5	4	
Skill used: Axe/Mace+1								
Axe: Hammer		13	2d+3 cr	1	12	4.5	4	
Skill used: Axe/Mace+1								

ı	RANGED ATTACKS												
	Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
ĺ	Wrath of the Righteous:	_	1d bu (4 yd)	3	20 yd / 20 yd	1	_	_	_	1	_	_	
	Primary												

1 2–3 1d-3 1d-2			4–6	7 1d	
10-3				1d-1	Id
PARRY	PARRY	BLC	OCK	DODGI	OTHER
10*	10*	10* 8		10*	
DX	DX	D	X	None	
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 Torso DR: 5 DB: 0	Gro DR: DB: DB: DB: DB: 0 Feet DR: 2*	i: 0 i: 0 dands OR: 0 OB: 0	Bo	es 2 ck — ull — ee — eso — oin — ns 8 nds 6 gs 8	
* Includes: +1 from	m 'Combat Reflexes	<u> </u>	† Includ	es: +1 from 'D	amage Resistance'

SLAM TABLE

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

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.

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

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.

O 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 ex least Immediate unconsciousness: Yell can be

-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			
Dual-Weapon Attack (Axe/Mace)	18	def+4	[5]			
{p. MA83, B230}						
Targeted Attack (Axe/Mace Swing/Neck)	15	def+2	[3]			
{p. MA68}						

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	LOAD-OUTS	00-1	\//ai=k+
Qty	Quick-Release Backpack {p. DF1:25}	Cost 844	Weight 25.42 lb
	Per Unit - Cost: 300, Weight: 3 lb	044	20.42 10
	Contents - Cost: 544, Weight: 22.42 lb		
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a f break if dropped must check for this (1 on 1d if unsure).	ree action. Iter	ms liable to
1	Purse {p. B288}	459	2.72 oz
•	Per Unit - Cost: 10	100	2.72 02
	Contents - Cost: 449, Weight: 2.72 oz		
	Description: Notes: Holds 3 lbs. of small items (coins, p		
9	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	9	1.44 oz
4	Gold Mark	400	10.24 dr
-	Per Unit - Cost: 100, Weight: 2.56 dr	400	10.27 01
0	Platinum Franc	0	_
4	Silver Penny	40	10.24 dr
	Per Unit - Cost: 10, Weight: 2.56 dr		
1	Personal Basics (p. B288)	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to ar	ny Survival roll	without it.
1	Includes utensils, tinderbox, and flint and steel. Sleeping Fur {p. B288}	50	8 lb
•	Description: Notes: A winter bedroll, suitable for ice cay		
10	Traveler's Rations (p. B288)	20	5 lb
	Per Unit - Cost: 2, Weight: 8 oz		
4	Description: TL:0 Notes: One meal of dried meat, chee:		0.05.1
1	Wineskin {p. B288} Per Unit - Cost: 10, Weight: 4 oz	10	8.25 lb
	Contents - Weight: 8 lb		
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Water (per gallon) {p. B288}	0	8 lb
	Description: TL:0	011	25.42 lb
	Totals:	844	
Qty	« Combat »	Cost	Weight
1	Combat	1905.5	30.67 lb
	Contents - Cost: 1905.5, Weight: 30.67 lb	opionod to it -	o "Children "
	Description: In GCA a "Parent" item can have other traits a This is essentially an organizational structure, allowing you		
	together under the parent item if you wish. To make an iter	m a "child" righ	nt click on it
	and select "Make Child of" The child items will be hidden the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" formation		
	item may be assigned as a parent by right clicking on it an	d selecting "Ma	ake Parent";
4	this entry is here for convenience, as it is automatically de		ent. 19.5 lb
1	Armor Contents - Cost: 405.5, Weight: 19.5 lb	405.5	19.5 10
	Description: In GCA a "Parent" item can have other train	ts assigned to	it as
	"Children." This is essentially an organizational structur		
	multiple traits together under the parent item if you wish "child" right click on it and select "Make Child of" The		
		child items wil	item a
	by default; you may show the child items by right clicking	child items will ng on the pare	item a II be hidden nt and
	selecting "Show Components." Once displayed the chil	child items will ng on the parei dren will be sh	item a II be hidden nt and lown in a
	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign	child items will ng on the parendren will be sh ed as a parent	item a II be hidden nt and lown in a t by right
1	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent.	child items will ng on the parendren will be sh ed as a parent	item a II be hidden nt and lown in a t by right
	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is	child items will ng on the parendren will be sh ed as a parent	item a II be hidden nt and lown in a t by right
	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Layered Cloth, Light (Coif, Padding, Fortify +3) (~Fortify	child items wil ng on the parei dren will be sh ed as a parent here for conve	item a II be hidden int and iown in a it by right inience, as it
	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Layered Cloth, Light (Coif,	child items wil ng on the parei dren will be sh ed as a parent here for conve	item a II be hidden int and iown in a it by right inience, as it
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	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Layered Cloth, Light (Coif, Padding, Fortify +3) (~Fortify (Neck, Skull) (+3), +56) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6)	child items wi g on the parel dren will be sh ed as a parent here for conve	item a II be hidden int and iown in a it by right inience, as it
4	selecting "Show Components." Once displayed the chil "tree" format under the parent. Any item may be assign clicking on it and selecting "Make Parent"; this entry is is automatically designated a Parent. Layered Cloth, Light (Coif, Padding, Fortify +3) (~Fortify (Neck, Skull) (+3), +56) {p. LT100-110} Description: TL:0 DR:2* Locations: Skull, Face (1/6), Location: Skull, Face (1/6), Neck	child items wii g on the parei dren will be sh ed as a parent here for conve	item a II be hidden int and lown in a by right inience, as it
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	LOAD-OUTS (continued)					
Qty	« Combat »	Cost	Weight			
1	Hands	1125	8.5 lb			
1	Axe (_Remove Attack Mode (2H),	450	4 lb			
	+0; Dwarven, +4 CF; Balanced,					
	+4 CF) {p. LT65} Description: TL:0 LC:4, [1H Dam:sw+2 cut Reach:1	Pornacio I CT	10			
	Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mac					
	Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mad					
	Polearm-4, Two-Handed Flail-4]					
1	Axe (_Remove Attack Mode (2H),	675	4.5 lb			
	+0; Hammer, +25; Dwarven, +4					
	CF; Balanced, +4 CF) {p. LT65}					
	Description: TL:0 LC:4, [1H Dam:sw+2 cut Reach:1 Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mac					
	Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mad					
	Polearm-4, Two-Handed Flail-4]					
	Notes:					
1	Belt	375	10.67 oz			
	Contents - Cost: 375, Weight: 10.67 oz Description: In GCA a "Parent" item can have other trai	te accionad to	vit ac			
	"Children." This is essentially an organizational structure					
	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 chil					
	"tree" format under the parent. Any item may be assign	ed as a paren	t by right			
	clicking on it and selecting "Make Parent"; this entry is	here for conve	enience, as it			
1	is automatically designated a Parent. Holy Symbol, Blessed	375	10.67 07			
'	(Expensive, *1.5) {p. DF1:25}	0/0	10.07 02			
	Description: Sanctified by a high priest. Gives +1 to	rolls for Exord	cism. True			
	Faith, etc. (but not clerical spells).	TOTAL TOT EXOTE	3.0.11, 11.00			
1	Ordinary Clothes (_Free, *0)	0	2 lb			
	{p. B266}					
	Description: One complete outfit, ranging in quality from					
	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.		Juitable			
	Totals:	1905,5	30.67 lb			
	SCRATCH PAD					
	SUNATUR PAD					

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	POINTS SUMMARY	Pts
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POINTS SUMMARY	Pts		
Basic Attributes, Secondary Characteristics [140]		
Advantages, Perks [143]		
Disadvantages, Quirks [-55]		
Skills, Techniques [52]		
Total Points Spent:	280		
Unspent Points:	0		
0.4410.41.00			

CAMPAIGN LOG							
Points: (logged) 0	+ (other) 0	= (total) 0					
Initial Character Creation							
Character created using GURPS Character Assistant 4							
06.09.2013: 0 pts							