



Name: Sucher - Jungsucher (2)
Race: Imisén - Oljipuni
Appearance:

Player: Pylae NPC
Ht: 175 cm Wt: 75 kg Age: 16

Spent: 175
Unspent: 0

ST 12 [20]	HP 13 [2]	Basic Speed 5 [-10]
DX 11 [20]	Will 13 ^[2] [0]	Basic Move 5 [0]
IQ 11 [20]	Per 12 [5]	BL 29 lb (ST×ST)/5
HT 11 ^[1] [10]	FP 12 [3]	Thr 1d-1 Sw 1d+2
[1] Cond. +1 from 'Fit'		[2] +2 from 'Imisén'

TL 3 [0]	SM +0
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Vision 13 ^[1]	Fright Check 13	Broad Jump 2.67 yd
Hearing 12	Consciousness 14 ^[2]	Initiative (1d3+) 5
Touch 12	Death Check 14 ^[3]	
Taste/Smell 12	High Jump 1.92 ft	
[1] +1 from 'Acute Vision'	[2] +2 from 'Hard to Subdue', +1 from 'Fit'	[3] +2 from 'Hard to Kill', +1 from 'Fit'

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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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
□□□□□	□□□□□

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.

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

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY		PARRY		BLOCK		DODGE		OTHER	
8	9	6	7/8						
DX	Brawling	DX	Light						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0+2	2	—	Groin	1*	0+2	—	—
Neck	0	0+2	—	—	Arms	1*	0+2	7	—
Skull	2	0+2	—	—	Hands	2*	0+2	5	—
Face	0	0+2	—	—	Legs	1*	0+2	7	—
Torso	1*	0+2	—	—	Feet	2*	0+2	5	—

LIFTING FEATS					
Name	1-Hand Lift ^[1]	2-Hand Lift ^[2]	Shove / Over ^[3]	Carry on Back ^[4]	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
[1] Takes 2 seconds to complete			[3] Double with a running start		
[2] Takes 4 seconds to complete			[4] Lose 1 FP/sec while over X-Hvy enc.		



SLAM TABLE					
Mvmt.	1	2-3	4-7	8-11	12
Dmg.	1d-3	1d-2	1d-1	1d	2d

JUMP TABLE					
Mvmt.	Rest	1	2	3	4+
High	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
Broad	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 yd

REACTION MODIFIERS	
Appearance:	+0
Status:	+1 +1 from 'Seeker Rank (Covenant of the Endless River)'
Other:	+0 Cond. +2 from 'Sense of Duty (Comrades)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES	
Name	Pts
C: Oljin (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
L: Oljipunnu (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Covenant of the Endless River - Initiated Seeker	[16]
Seeker Rank (Covenant of the Endless River; 2 - Apprentice)	[10]
Duty (Covenant of the Endless River; 9 or less (fairly often); Extremely Hazardous, -5)	[-10]
Legal Enforcement Powers 3 (Mage Guild Seekers: International, Covert Ops, License to Kill; Informal, -50%)	[8]
Legal Immunity 3 (Informal, -50%)	[8]
Covenant of the Endless River - Seeker (Quaestor)	[32]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[70]
Advantages, Perks	[79]
Disadvantages, Quirks	[-30]
Skills, Techniques	[56]
Total Points Spent:	175
Unspent Points:	0

TEMPLATES AND META-TRAITS (continued)	
Name	Pts
Covenant of the Endless River - Seeker (Quaestor)	[32]
First Aid (Imiséen)	[1]
Law (KEF)	[2]
Soldier	[2]
Thaumatology	[4]
Leadership	[1]
Tactics	[2]
Brawling	[2]
Shield (Shield)	[8]
Shortsword	[8]
Administration	[1]
Hidden Lore (One Specialization)	[1]
Imiséen	[20]
Acute Vision 1 <small>Roll to see: 13 (Vision)</small>	[2]
Hard to Kill 2	[4]
Hard to Subdue 2	[4]
Imiséen - Oljipuni	[5]
Rapid Healing	[5]

ADVANTAGES	
Name	Pts
Acute Vision 1 <small>Roll to see: 13 (Vision)</small>	[2]
Fit	[5]
Hard to Kill 2	[4]
Hard to Subdue 2	[4]
Legal Enforcement Powers 3 (Mage Guild Seekers: International, Covert Ops, License to Kill; Informal, -50%)	[8]
Legal Immunity 3 (Informal, -50%)	[8]
Rapid Healing	[5]
Seeker Rank (Covenant of the Endless River; 2 - Apprentice)	[10]
	[]
	[]

PERKS	
Name	Pts
Off-Hand Weapon Training (Shortsword)	[1]
	[]
	[]
	[]
	[]

DISADVANTAGES	
Name	Pts
Debt -15 (KEF Equipment Funding: lvl % of income)	[-15]
Duty (Covenant of the Endless River; 9 or less (fairly often); Extremely Hazardous, -5)	[-10]
Sense of Duty (Comrades; Large Group)	[-10]
	[]
	[]

QUIRKS	
Name	Pts
Unused Quirk 1	[-1]
Unused Quirk 2	[-1]
Unused Quirk 3	[-1]
Unused Quirk 4	[-1]
Unused Quirk 5	[-1]
	[]
	[]
	[]
	[]

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Aggressive Parry (Karate)	7	7	1d-5 cr	C	-	-	-	
Brawling: Punch	12	9	1d-2 cr	C	-	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	-	
Karate: Punch	10	8	1d-2 cr	C	-	-	-	
Karate: Kick	8	-	1d-1 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Knife: swing	12	8	1d cut	C,1	6	1	4	
Large Knife: thrust	12	8	1d-1 imp	C	6	1	4	[1]
Medium Shield	14	-	1d-1 cr	1	-	15	4	[2,3,4]
Shortsword (Fine): swing	13	9	1d+3 cut	1	8	2	4	
Shortsword (Fine): thrust	13	9	1d imp	1	8	2	4	
Spear: one-handed thrust	10	8	1d+1 imp	1*	9	4	4	[1]
Spear: two-handed thrust	10	8	1d+2 imp	1,2*	9†	4	4	
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

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

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.

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife	12	1d-1 imp	-	10 yd / 18 yd	1	-	6	-2	-	1	4	
Short Bow (ST 11)	12	1d-1 imp	1	110 yd / 165 yd	1	1(2)	7†	-6	-	2	4	[3]
Spear: woomera	-	2d+1 imp	2	18 yd / 240 yd	1	1(1)	7	-6	-	4	4	
Spear: thrown	-	1d+2 imp	2	12 yd / 18 yd	1	T(1)	9	-3	-	4	4	

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*.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals ^[1]	-3
11	Groin	-3	-	Eye ^[1]	-9
12	Left Arm	-2			

[1] Only targetable by impaling, piercing, and tight-beam burning attacks

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

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1000 yd
-1	+1	3 yd	-17	+17	1500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi

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

NOTES
Detective!: (page B175) Criminology, Detect Lies, Electronics Operation (Security & Surveillance), Forensics, Interrogation, Law, Observation, Research, Savoir-Faire (Police), Search, Shadowing, Streetwise
Further common traits: ADS/DIS: Combat Reflexes, Ambidexterity, Damage Resistance (Tough Skin), Enhanced Block, Fearlessness, Fit, Hard to Kill, Hard to Subdue, Resistant (Disease oder Poison: HT+3), Spirit Empathy, Talente (z.B. Outdoorsman), Visualization. / Addiction (Tabak, Alkohol oder Drogen), Enemies, Flashbacks, Guilt Complex, Hard of Hearing, Nightmares, Overconfidence, Phobias, Sense of Duty (Seekers), nach Kontakt mit den Feen oder Dämonen auch Unnatural Features, Weirdness Magnet.
Skills: Accounting, Acrobatics, Animal Handling, Archaeology, Architecture, Area Knowledge, Armoury, alle Kampffertigkeiten, Boating, Body Language, Camouflage, Cartography, Climbing, Criminology, Detect Lies, Diagnosis, Diplomacy, Engineer (Combat), Escape, Forced Entry, Forensics, Gesture, Hazardous Materials (Magical), Hidden Lore (Demon Lore, Spirit Lore, Faery Lore, Taipuisa Lore, Xuktcha Lore, Hidden Societies), Intelligence Analysis, Interrogation, Intimidation, Leadership, Lockpicking, Merchant, Naturalist, Poisons, Prospecting, Research, Riding (Lizards, Birds), Running, Savoir-Faire (High Society, Magical Society), Scrounging, Search, Soldier, Stealth, Survival (alle Arten), Tactics, Teaching, Thaumatology, Tracking, Traps, Weather Sense.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Backpack, Small (TL1) Per Unit - Cost: 60, Weight: 3 lb Contents - Cost: 149, Weight: 7.25 lb Description: TL:1 Notes: Holds 40 lbs. of gear.	209	10.25 lb
1	Bandages (TLVar.) Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	10	2 lb
1	Healing Description: Rare Cost: 250 Forms: Potion, Powder, Ointment	120	-
2	Rope, 3/8" (per 10 yards; TL1) Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb
3	Torch (TL0) Per Unit - Cost: 1, Weight: 4 oz Description: TL:0 Notes: Burns for 1hr.	3	12 oz
3	Traveler's Rations (TL0) Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	6	1.5 lb
1	Hip Quiver (TL0) Per Unit - Cost: 15, Weight: 1 lb Contents - Cost: 40, Weight: 2 lb Description: TL:0 Notes: Holds 20 arrows or bolts.	55	3 lb
20	Arrow (TL0) Per Unit - Cost: 2, Weight: 1.6 oz	40	2 lb
1	Large Knife (TL0) Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Medium Shield (TL1) 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.	60	15 lb
1	Ordinary Clothes (Status +0; TL0) Per Unit - Cost: 120, Weight: 2 lb Contents - Cost: 200, Weight: 10 lb Description: One complete outfit, ranging in quality from castoff rags to designer 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.	320	12 lb
1	Boots (TL2) Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet	80	3 lb
1	Leather Gloves (TL1) Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Ordinary Clothes (Status +0; TL0)	320	12 lb
1	Leather Jacket (TL1) Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: legs, groin	40	3 lb
1	Purse (TL0) Per Unit - Cost: 10 Contents - Cost: 17, Weight: 2.35 lb Description: TL:0 Notes: Holds 3 lbs.	27	2.35 lb
1	Flint & Steel (TL2) Description: TL:2 Notes: Used to assist in lighting fires.	1	-
1	Personal Basics (TL0) Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Tinderbox (TL2) Description: TL:1 Notes: Holds tinder for assisting in lighting a fire.	5	5.6 oz
1	Whetstone (TL1) Description: TL:1 Notes: For sharpening tools and weapons.	6	1 lb
1	Short Bow (ST 11; TL0) Description: TL:0 LC:4, Dam:thr imp Acc:1 Range:ST*10/ST*15 RoF:1 Shots:1(2) ST:7† Bulk:-6 Skill:Bow Notes: [3]	50	2 lb
1	Shortsword (Fine; TL2; Fine Quality, *4) Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	1600	2 lb
1	Spear (TL0) Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.], [Mode Woomera Dam:sw+3 imp Acc:2 Range:ST*1.5/ST*20 RoF:1 Shots:1(1) ST:7 Bulk:-6 Skill: Spear Thrower]	40	4 lb

CAMPAIGN LOG		
Points: (logged) 75	+ (other) 0	= (total) 75
Initial Character Creation		
Character created using GURPS Character Assistant 4		
<i>07.01.2020: 0 pts</i>		
One Year of Experience and Training		
<i>07.02.2020: 75 pts</i>		