


| Portrait | Identity | | Miscellaneous | | 308 Points |
|---|-----------------|-----------------------|---------------|-------------------------|------------------|
|  | Name | Govem Stovux | Created | Feb 12, 2021 at 5:00 PM | 5 Unspent |
| | Title | Gargoyle Scout | Modified | Mar 3, 2022 at 6:40 AM | 51 Race |
| | Organization | | Player | captainjoy | 139 Attributes |
| Description | | | | | |
| Gender | Male | Height | 6' | Hair | None |
| Age | 18 | Weight | 159 lb | Eyes | Grey |
| Birthday | April 12 | Size | +0 | Skin | Grey |
| Religion | | TL | 3 | Hand | Right |
| -10 Disadvantages | | | | | |
| -2 Quirks | | | | | |
| 68 Skills | | | | | |
| 0 Spells | | | | | |

| Primary Attributes | | Secondary Attributes | | Humanoid | | | Encumbrance, Move & Dodge | | | |
|----------------------------------|---------------------------------|----------------------|-----------|----------|-------|-----------------------------------|---------------------------|----------|-----------|--|
| [30] 13 Strength (ST) | [0] 9 Will | Roll | Location | DR | Level | Max Load | Move | Dodge | | |
| [80] 14 Dexterity (DX) | [0] 11 Fright Check | - | Eyes | -9 | 0 | 0 None | 34 lb | 6 | 11 | |
| [-20] 9 Intelligence (IQ) | [15] 12 Perception (Per) | 3-4 | Skull | -7 | 8 | 1 Light | 68 lb | 4 | 10 | |
| [30] 13 Health (HT) | [0] 12 Vision | 5 | Face | -5 | 2 | 2 Medium | 102 lb | 3 | 9 | |
| 1d Basic Thrust | [0] 12 Hearing | 6-7 | Right Leg | -2 | 4 | 3 Heavy | 204 lb | 2 | 8 | |
| 2d-1 Basic Swing | [0] 12 Taste & Smell | 8 | Right Arm | -2 | 4 | 4 X-Heavy | 340 lb | 1 | 7 | |
| | [0] 12 Touch | 9-10 | Torso | +0 | 4 | Lifting & Moving Things | | | | |
| | [0] 6.75 Basic Speed | 11 | Groin | -3 | 4 | 34 lb Basic Lift | | | | |
| | [0] 6 Basic Move | 12 | Left Arm | -2 | 4 | 68 lb One-Handed Lift | | | | |
| | | 13-14 | Left Leg | -2 | 4 | 272 lb Two-Handed Lift | | | | |
| | | 15 | Hand | -4 | 2 | 408 lb Shove & Knock Over | | | | |
| | | 16 | Foot | -4 | 2 | 816 lb Running Shove & Knock Over | | | | |
| | | 17-18 | Neck | -5 | 2 | 510 lb Carry On Back | | | | |
| | | - | Vitals | -3 | 4 | 1,700 lb Shift Slightly | | | | |

| Modifier | Reaction |
|----------|--|
| -2 | from others |
| -2 | from others in any situation where No Sense of Humor becomes evident |
| -1 | from past victims and anyone with Empathy |

| Melee Weapons | | Usage | Lvl | Parry | Block | Damage | Reach | ST |
|-------------------------|--|-------------|-----|-------|-------|----------|-------|----|
| Blunt Claws | | Kick | 13 | No | No | 1d+1 cr | C,1 | |
| Blunt Claws | | Punch | 15 | 12 | No | 1d cr | C | |
| Broadsword | | Swing | 18 | 14 | No | 2d cut | 1 | 10 |
| Broadsword | | Thrust | 18 | 14 | No | 1d+1 cr | 1 | 10 |
| Impaling Striker (Tail) | | | 15 | 12 | No | 1d+1 imp | C | |
| Natural Attacks | | Bite | 15 | No | No | 1d-1 cr | C | |
| Natural Attacks | | Kick | 13 | No | | 1d cr | C,1 | |
| Natural Attacks | | Punch | 15 | 12 | | 1d-1 cr | C | |
| Small Shield | | Shield Bash | 16 | No | 13 | 1d cr | 1 | 0 |

| Advantages & Disadvantages | | Pts | 📌 | Skills | | Diff | SL | RSL | Pts | 📌 |
|--|--|-----|-------|----------------------------------|--|-------|----|-------|-----|------|
| Natural Attacks | | 0 | B271 | Scout | | | | | 68 | |
| ▼ Gargoyle | | 51 | DF3:9 | ▼ Primary Skills | | | | | 39 | |
| ▼ Race Advantages | | 54 | DF3:9 | Bow | | DX/A | 18 | DX+4 | 16 | B182 |
| Blunt Claws | | 3 | B42 | Camouflage | | IQ/E | 12 | IQ+3 | 2 | B183 |
| Damage Resistance 2 | | 10 | B47 | Default: Survival (Mountain) - 2 | | | | | | |
| Flight | | 30 | B56 | Fast-Draw (Arrow) | | DX/E | 15 | DX+1 | 1 | B194 |
| Winged | | | | Observation | | Per/A | 12 | Per+0 | 2 | B211 |
| Air Move is Basic Speed x 2 (drop all fractions) | | | | Tracking | | Per/A | 14 | Per+2 | 2 | B226 |
| Night Vision 5 | | 5 | B71 | Broadsword | | DX/A | 17 | DX+3 | 12 | B208 |
| Impaling Striker (Tail) | | 5 | B88 | Shield (Shield) | | DX/E | 16 | DX+2 | 4 | B220 |
| Clumsy (-2 to hit) | | | | ▼ Secondary Skills | | | | | 22 | |
| Stoney | | 1 | DF3:9 | Climbing | | DX/A | 12 | DX-1 | 1 | B183 |
| Gets +2 to impersonate a statue if still and naked against a stone backdrop. This usually benefits trickery attempts using Acting, Camouflage, or Stealth. | | | | Cartography/TL3 | | IQ/A | 10 | IQ+1 | 4 | B183 |
| Race Quirks | | -3 | DF3:9 | Gesture | | IQ/E | 10 | IQ+1 | 2 | B198 |
| ▼ Disadvantages reduced to Quirks per Arena Battles restrictions | | | | Hiking | | HT/A | 13 | HT+0 | 2 | B200 |
| Appearance | | -1 | B21 | Mimicry (Bird Calls) | | IQ/H | 10 | IQ+1 | 2 | B210 |
| Ugly | | | | Navigation/TL3 (Land) | | IQ/A | 10 | IQ+1 | 1 | B211 |
| | | | | Default: Cartography/TL3 - 4 | | | | | | |
| | | | | Shadowing | | IQ/A | 10 | IQ+1 | 4 | B219 |
| | | | | Default: Stealth - 4 | | | | | | |

| Advantages & Disadvantages | | Pts | 📄 | Skills | | | | Diff | SL | RSL | Pts | 📄 |
|---|--|-----|--------|-------------------------------|--|--|--|-------|----|-------|-----|------|
| Gluttony CR: 12 (Resist Quite Often) Make a self-control roll when presented with a tempting morsel or good wine that, for some reason, you should resist. If you fail, you partake – regardless of the consequences. | | -1 | B137 | Stealth | | | | DX/A | 12 | DX-1 | 1 | B222 |
| Odious Personal Habit -1 Reaction Dirty | | -1 | B22 | Survival (Mountain) | | | | Per/A | 13 | Per+1 | 1 | B223 |
| Armor Restriction Torso armor isn't interchangeable with human torso armor. | | 0 | DF3:9 | Traps/TL3 | | | | IQ/A | 10 | IQ+1 | 4 | B226 |
| ▼ Scout | | 45 | DF1:10 | ▼ Background Skills | | | | | | | 7 | |
| ▼ Class Advantages | | 57 | | Brawling | | | | DX/E | 15 | DX+1 | 2 | B182 |
| Heroic Archer Reduce arrow ready time by one round with roll/penalty and Acc bonus without aiming or ignore bulk | | 20 | DF1:14 | Fast-Draw (Broadsword) | | | | DX/E | 15 | DX+1 | 1 | B194 |
| Talent (Outdoorsman) 2 | | 20 | B91 | Jumping | | | | DX/E | 14 | DX+0 | 1 | B203 |
| Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader) | | 15 | B43 | Throwing | | | | DX/A | 13 | DX-1 | 1 | B226 |
| Signature Gear 1 Used to Purchase \$500 Broadsword | | 1 | B85 | Wrestling | | | | DX/A | 14 | DX+0 | 2 | B228 |
| Weapon Bond (Broadsword) | | 1 | PU2:9 | | | | | | | | | |
| ▼ Class Disadvantages | | -12 | | | | | | | | | | |
| Bloodlust CR: 12 (Resist Quite Often) Make a self-control roll each turn. On a failure, you must target vitals, skull, eye, neck with a cutting attack, or face or torso with an All-Out Attack Strong or an Attack with Extra Effort-Mighty Blow. | | -10 | B125 | | | | | | | | | |
| ▼ Class Quirks | | -2 | | | | | | | | | | |
| Callous | | -1 | B125 | | | | | | | | | |
| No Sense of Humor | | -1 | B146 | | | | | | | | | |

| ☑ | # | Carried Equipment (43.6 lb; \$1,172) | Uses | \$ | 📄 | 📄 | \$ | 📄 | 📄 | 📄 |
|---|----|---|------|-----|--------|-------|---------|---------|---|---|
| ☑ | 1 | ▼ Bounty Hunter | | 0 | 0 lb | 1,172 | 43.6 lb | DF13:24 | | |
| ☑ | 1 | Broadsword | | 500 | 3 lb | 500 | 3 lb | LT55 | | |
| ☑ | 1 | Clothing, Ordinary, Freeman (Status 0) | | 0 | 2 lb | 0 | 2 lb | LT98 | | |
| ☑ | 1 | Heavy Leather Leggings | | 60 | 4 lb | 60 | 4 lb | B283 | | |
| ☑ | 1 | Heavy Leather Sleeves | | 50 | 2 lb | 50 | 2 lb | B283 | | |
| | 1 | ▼ Hip Quiver, Large Holds 50 arrows/bolts, 2 Compartments | | 30 | 2 lb | 122 | 6.6 lb | DF1:24 | | |
| | 21 | Arrow | | 2 | 0.1 lb | 42 | 2.1 lb | B276 | | |
| | 25 | Arrow, Bodkin Changes damage to piercing with armor divisor of (2). | | 2 | 0.1 lb | 50 | 2.5 lb | B277 | | |
| ☑ | 1 | Leather Armor | | 100 | 10 lb | 100 | 10 lb | B283 | | |
| | 1 | Longbow | | 200 | 3 lb | 200 | 3 lb | LT72 | | |
| ☑ | 1 | Pot-Helm | | 100 | 5 lb | 100 | 5 lb | B284 | | |
| ☑ | 1 | Small Shield | | 40 | 8 lb | 40 | 8 lb | B287 | | |

| # | Other Equipment (\$320) | Uses | \$ | 📄 | \$ | 📄 | 📄 |
|-----|-------------------------|------|----|------|-----|------|---|
| 320 | Cash | | 1 | 0 lb | 320 | 0 lb | |

SEASON 2.2

This is basically a Gargoyle (DF3:9) Scout (DF1:10). Disadvantages not appropriate for the Arena Battles campaign were either reduced to Quirks or eliminated entirely. This resulted in a character that was over 60 points over budget. To get the total cost down to 250 points I simply reduced each Attribute buy one and took the total of 5 Quirks.

I've also received bonus points for making up this GCS for the webpage.

See <http://captainjoy.chunkyboy.com/Gladiators/ArenaBattles/ArenaBattles-CPF.html> for the CPF for the Arena Battles (Season 2) campaign this character was created for.

SEASON 2.3

Bumped ST, DX, and HT up by +1.