



Name: Grimarr Einarsson
Race: Human
Appearance:

Player:
Ht:

Wt:

Age:

Spent: 600
Unspent: 0

CHARACTER SHEET

ST	13*	[10]	HP	14	[2]	Basic Speed	6	[0]
DX	12†	[20]	Will	13	[0]	Basic Move	6	[0]
IQ	13‡	[40]	Per	14	[5]	BL	34 lb	(ST×ST)/5
HT	12§	[10]	FP	12	[0]	Thr	1d	Sw 2d-1
TL	4	[0]	SM	+0				
* Includes: +2 from 'Extra ST'			‡ Includes: +1 from 'Extra IQ'					
† Includes: +1 from 'Extra DX'			§ Includes: +1 from 'Extra HT'					

Vision	14	Taste/Smell	14	Death Check	
Hearing	14	Fright Check	17*	Broad Jump	3 yd
Touch	14	Consciousness		High Jump	2.17 ft
* Includes: +2 from 'Fearlessness', +2 from 'Combat Reflexes'					

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1.7 tn
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

ENCUMBRANCE TABLE					
Name	None	Light	« Med »	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69
HP	-5×HP	-6×HP	-7×HP	-8×HP	-9×HP
-70 -71 -72 -73 -74	-84 -85 -86 -87 -88	-98 -99 -100 -101 -102	-112 -113 -114 -115 -116	-126 -127 -128 -129 -130	-140 -141 -142 -143 -144
-75 -76 -77 -78 -79	-89 -90 -91 -92 -93	-103 -104 -105 -106 -107	-117 -118 -119 -120 -121	-131 -132 -133 -134 -135	-145 -146 -147 -148 -149
-80 -81 -82 -83	-94 -95 -96 -97	-108 -109 -110 -111	-122 -123 -124 -125	-136 -137 -138 -139	

REACTION MODIFIERS	
Appearance:	+0
Status:	+1 *
* Includes: +1 from 'Military Rank'	
Other:	-2†
† Includes: -2 from 'Bully'; Conditional: -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Brothers)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Mariner', +1 from 'Merchant' when buying or selling, -3 from 'Sadism', -2 from 'Odious Personal Habit (Impatient)' when people notice your problem, -2 from 'Paranoia'	

LANGUAGES			
Name	Spoken	Written	Pts
Bjorning (Native)	Native	—	[0]
Rhømmish	Accented	—	[2]

CULTURAL FAMILIARITIES		Pts
Name		
Pagan (Native)		[0]

TEMPLATES AND META-TRAITS		Pts
Name		
Immortal (DRL-Outlanders) {p. DRL}		[0]
Spear Fighting - Viking Spear Fighting (Martial Arts) {p. MA197}		[0]

ADVANTAGES		Pts
Name		
Combat Reflexes {p. B43}		[15]
Fearlessness 2 {p. B55}		[4]
Intuition {p. B63}		[15]
Roll: 13 (IQ)		
Mariner 1 {p. B89, F132}		[10]
Military Rank 2 {p. B29}		[10]
Quickening Power {p. DRL}		[448]
Detect (Quickening) (Rare) (Vague) {p. B48}		[3]
Usernotes: QL=Size Mod; Also detects "Holy Ground"		
Roll to Perceive: 14 (Per), Roll to Analyze: 13 (IQ)		
Recovery {p. B80}		[10]
Regeneration (Very Fast: 1HP/Sec) (Not vs. Aggravated) {p. B80}		[80]
Resistant (Sickness) (Common) (Immunity) {p. B80}		[15]
Sphere Resistance (Life) 2 {p. DRL}		[6]
Sphere Resistance (Prime) 2 {p. DRL}		[6]
Unaging {p. B95}		[15]
Unkillable 3 (Achilles' Heel (Quickening Death) (Occasional)) {p. B95}		[105]
Unnatural Feature (Godlings' Eyes) -5 {p. B22}		[-5]
Quickening Character Points 300 {p. DRL}		[0]
Lesser Magic (Arcane) (Arcane)		[48]
Usernotes: Sources: Arcane, Focus: D&D spellcasting and Class abilities.		
Cantrip Spell Slot (Wizard) 4 {p. DRL}		[8]
Level 1 Spell Slot (Wizard) 4 {p. DRL}		[12]
Level 2 Spell Slot (Wizard) 2 {p. DRL}		[8]
Caster Level (Wizard) 4		[20]
Extra DX 1 (Affects displayed DX score)		[20]
Extra HT 1 (Affects displayed HT score)		[10]
Extra ST 2 (Affects displayed ST score)		[20]
Extra IQ 1 (Affects displayed IQ score)		[20]
Doesn't Breathe (Oxygen Absorption) {p. B49}		[15]
Altered Time Rate 1 {p. B38}		[100]
Odious Personal Habit (Impatient) -2 {p. B22}		[-10]
Paranoia {p. B148}		[-10]
Intolerance (Sorcerors) (One group) {p. B140}		[-5]

PERKS		Pts
Name		
DnD Magic Feat (Quickened Spell)		[1]
Naval Training {p. MA50, MA50, HT250, PU2:6}		[1]
Shield-Wall Training {p. MA51, PU2:7}		[1]
Style Familiarity (Spear Fighting - Viking Spear Fighting) {p. MA196}		[1]

DISADVANTAGES		Pts
Name		
Alcoholism {p. B122}		[-15]
Bully (12 or less) {p. B125}		[-10]
Callous {p. B125}		[-5]
Code of Honor (Soldier's) {p. B127}		[-10]
Colorblindness {p. B127}		[-10]
Greed (12 or less) {p. B137}		[-15]
Obsession (Regain "ancestral" lands) (Long-Term Goal) (12 or less) {p. B146}		[-10]
Overconfidence (12 or less) {p. B148}		[-5]
Sadism (12 or less) {p. B152}		[-15]
Sense of Duty (Brothers) (Small Group) {p. B153}		[-5]

QUIRKS		Pts
Name		
Broad-Minded {p. B164}		[-1]
Cracks his knuckles a lot {p. B163}		[-1]
Grinds teeth when angry {p. B163}		[-1]
Incompetence (Singing) {p. B164}		[-1]
Obsessed with his "image" {p. B163}		[-1]

SKILLS			
Name	Level	Relative	Pts
Administration {p. B174}	15	IQ+2	[8]
Area Knowledge (North Sea) {p. B176}	14	IQ+1	[2]
Armoury/TL4 (Melee Weapons) {p. B178}	12	IQ-1	[1]
Axe/Mace {p. B208}	14	DX+2	[8]
Parry: 11			
Boating/TL4 (Sailboat) {p. B180}	12*	DX+0	[1]
Boating/TL4 (Unpowered) {p. B180}	12*	DX+0	[1]
Body Language (Human) {p. B181}	13	Per-1	[1]
Broadsword {p. B208}	13	DX+1	[4]
Parry: 10			
Camouflage {p. B183}	13	IQ+0	[1]
Detect Lies {p. B187}	14	Per+0	[4]
Diplomacy {p. B187}	12	IQ-1	[2]
First Aid/TL4 (Human) {p. B195}	14	IQ+1	[2]
Heraldry {p. B199}	12	IQ-1	[1]
Hiking {p. B20}	12	HT+0	[2]
History (Neo-European) {p. B200}	12	IQ-1	[2]
Interrogation {p. B202}	14†	IQ+1	[3]
Intimidation {p. B202}	15†	Will+2	[8]
Leadership {p. B204}	13	IQ+0	[2]
Merchant {p. B209}	12†	IQ-1	[1]
Navigation/TL4 (Sea) {p. B211}	14*	IQ+1	[2]
Politics {p. B215}	13	IQ+0	[2]
Riding (Equines) {p. B217}	12	DX+0	[2]
Savoir-Faire (Wizard) {p. B218}	13	IQ+0	[1]
Scrounging {p. B218}	14	Per+0	[1]
Seamanship/TL4 {p. B185}	14*	IQ+1	[1]
Shield (Shield) {p. B220}	12	DX+0	[1]
Block: 10			
Shiphandling/TL4 (Ship) {p. B220}	14*	IQ+1	[4]
Spear {p. B208}	11	DX-1	[1]
Parry: 9			
Strategy (Land) {p. B222}	15	IQ+2	[12]
Survival (Mountain) {p. B223}	13	Per-1	[1]
Survival (Woodlands) {p. B223}	13	Per-1	[1]
Tactics {p. B224}	13	IQ+0	[4]
Thaumatology {p. B225}	11	IQ-2	[2]
Thaumaturgy {p. DRL}	13\$	Will+0	[2]
Theology (Corran) {p. B226}	11	IQ-2	[1]
Theology (The Old Gods) {p. B226}	11	IQ-2	[1]
Thrown Weapon (Axe/Mace) {p. B226}	13	DX+1	[2]
Thrown Weapon (Spear) {p. B226}	12	DX+0	[1]
Two-Handed Axe/Mace {p. B208}	14	DX+2	[7]
Parry: 11			
Weather Sense {p. B209}	12	IQ-1	[1]

SKILLS (continued)

* Includes: +1 from 'Mariner'	‡ Conditional: -1 from 'Colorblindness'
† Conditional: +1 from 'Callous' when you use threats or torture	§ Conditional: +4 from 'Caster Level (Wizard)'

TECHNIQUES

Name	Level	Relative	Pts
Counterattack (Axe/Mace) {p. MA70}	10	def+1	[2]
Feint (Spear) {p. MA73, B231}	12	def+1	[2]
Hook (Axe/Mace) {p. MA74}	10	def+1	[2]
Targeted Attack (Spear Thrust/Vitals) {p. MA68}	8	def+0	[0]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	—	1d-1 cr	C	—	—	
Broadsword: swing	13	10	2d+1 cut	1	10	4	
Broadsword: thrust	13	10	1d+1 cr	1	10	4	
Kick	10	—	1d cr	C,1	—	—	
Large Knife: swing	8	7	2d-2 cut	C,1	6	4	
Large Knife: thrust	8	7	1d+1 imp	C	6	4	[1]
Medium Shield	12	—	1d cr	1	—	4	[2,3,4]
Punch	12	10	1d-1 cr	C	—	—	
Spear: one-handed thrust	11	9	1d+3 imp	1*	9	4	[1]
Spear: two-handed thrust	11	9	2d imp	1,2*	9†	4	

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC
Large Knife	8	1d+1 imp	—	10.4 yd / 19.5 yd	1	T(1)	6	-2	—	4
Spear: thrown	12	2d imp	2	13 yd / 19.5 yd	1	T(1)	9	-3	—	4
Spear: woomera	8	2d+3 imp	2	19.5 yd / 26 yd	1	1(1)	7	-6	—	4

EQUIPMENT				Cost	Weight
Qty	Item				
1	Broadsword (Fine Quality) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword]			2000	3 lb
1	Large Knife (Fine Quality) {p. B272, B276} 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)]			160	1 lb
1	Light Scale Suit {p. L18} Description: TL:2 LC:-- DR:3* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: all			610	49 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.			60	15 lb
1	Spear (Fine Quality) {p. B273, B276} 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*2 RoF:1 Shots:1(1) ST:7 Bulk:-6 Skill: Spear Thrower]			120	4 lb
1	Textbook (Grimoire) (Fine; Spellname [2]) {p. DF4:13} Description: Notes: Scholars may temporarily add 2 points in the Topic skill, others may spend 15 weeks and 1 point to learn the skill permanently. Those lacking the skill may also consult a textbook in the field to gain a default on a skill that doesn't normally have one. Attribute -4 if Easy, -5 Average, -6 Hard, -7 Very Hard.			600	12 lb