



Name: Gerðarr Einarsson
Race: Human
Appearance:

Player:
Ht:

Wt:

Age:

Spent: 547
Unspent: -47

CHARACTER SHEET

ST	15*	[30]	HP	16	[2]	Basic Speed	6.25†	[0]
DX	11	[20]	Will	10	[0]	Basic Move	7‡	[0]
IQ	10	[0]	Per	11	[5]	BL	65 lb 96 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d+1	Sw 2d+1
TL	4	[0]	SM	+0				

* Includes: +2 from 'Extra ST'; Conditional: +3 from 'Lifting ST'

† Includes: +0.5 from 'Extra Basic Speed'

‡ Includes: +1 from 'Extra Basic Move'

Vision	11	Taste/Smell	11	Death Check	
Hearing	11	Fright Check	14*	Broad Jump	3.67 yd
Touch	11	Consciousness		High Jump	2.67 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	130 lb	520 lb	780 lb	975 lb	1.62 tn
Super	192 lb	768 lb	1.15 tn	1.44 tn	2.4 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	65 lb	130 lb	195 lb	390 lb	650 lb
Super	96 lb	192 lb	288 lb	576 lb	960 lb
Ground	7 yd	5 yd	4 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
16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12 -13 -14 -15	-16 -17 -18 -19 -20 -21 -22 -23 -24 -25 -26 -27 -28 -29 -30 -31	-32 -33 -34 -35 -36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -58 -59 -60 -61 -62 -63	-64 -65 -66 -67 -68 -69 -70 -71 -72 -73 -74 -75 -76 -77 -78 -79
	-5×HP	-6×HP	-7×HP	-8×HP	-9×HP
	-80 -81 -82 -83 -84 -85 -86 -87 -88 -89 -90 -91 -92 -93 -94 -95	-96 -97 -98 -99 -100 -101 -102 -103 -104 -105 -106 -107 -108 -109 -110 -111	-112 -113 -114 -115 -116 -117 -118 -119 -120 -121 -122 -123 -124 -125 -126 -127	-128 -129 -130 -131 -132 -133 -134 -135 -136 -137 -138 -139 -140 -141 -142 -143	-144 -145 -146 -147 -148 -149 -150 -151 -152 -153 -154 -155 -156 -157 -158 -159

FP	0 FP	
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11	
		Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	9*	9*	9/10*	
Broadsword	DX	Shield (Shield)	Light	



Eyes
DR: 3*
HP: 0

Skull
DR: 3*+2
HP: 0

Neck
DR: 3*
HP: 0

Face
DR: 3*
HP: 0

Torso
DR: 3*
HP: 0

Arms
DR: 3*
HP: 0

Hands
DR: 3*
HP: 0

Groin
DR: 3*
HP: 0

Legs
DR: 3*
HP: 0

Feet
DR: 3*
HP: 0

Loc.	HP	#
Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	9	
Hands	6	
Legs	9	
Feet	6	

Bonus DR: 1†
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

† Includes: +1 from 'Damage Resistance'

REACTION MODIFIERS
Appearance: +0
Status: +0
Other: -2*
* Includes: -2 from 'Bully'; Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Comrades)' when 'in dangerous situations if Sense of Duty is known, -1 from 'Compulsive Gambling', -1 from 'Stubbornness', -1 from 'Callous' when past victim, or has Empathy

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

CULTURAL FAMILIARITIES	
Name	Pts
Corran	[1]
Pagan (Native)	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Bandit (Fantasy) {p. F116}	[0]
Immortal (DRL-Outlanders) {p. DRL}	[0]
Spear Fighting - Viking Spear Fighting (Martial Arts) {p. MA197}	[0]
Sword-and-Shield Fighting (Martial Arts) {p. MA199}	[0]

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Damage Resistance 1 (Tough Skin) {p. B46}	[3]
Fearlessness 2 {p. B55}	[4]
Quickening Power {p. DRL}	[391]
Usernotes: Parent Item for Quickening-related abilities; Source: Quickening, Focus: Melee Combat, Self-Empowerment	
Detect (Quickening) (Rare) (Vague) {p. B48}	[3]
Usernotes: QL=Size Mod; Also detects "Holy Ground"	
Roll to Perceive: 11 (Per), Roll to Analyze: 10 (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) 8 {p. DRL}	[24]
Sphere Resistance (Prime) 8 {p. DRL}	[24]
Unaging {p. B95}	[15]
Unkillable 3 (Achilles' Heel (Quickening Death) (Occasional)) {p. B95}	[105]
Unnatural Feature (Godlings' Eyes) -5 {p. B22}	[-5]
Extra ST 2 (Affects displayed ST score)	[20]
Acute Quickening Sense 2 {p. B35}	[4]
Ambidexterity {p. B39}	[5]
Enhanced Parry (Axe/Mace) 1 {p. B51}	[5]
Enhanced Parry (Broadsword) 1 {p. B51}	[5]
Extra Basic Speed (+0.5) (Affects displayed Basic Speed score)	[10]
Code of Honor (Soldier's) {p. B127}	[-10]
Doesn't Breathe (Oxygen Absorption) {p. B49}	[15]
Terror (Gaze) 1 * (Limited Use (3/day)) {p. B93}	[24]
Lifting ST 3 (Super-Effort) {p. B65}	[45]
Extra Basic Move 1 (Affects displayed Basic Move score)	[5]
Phobia (Acrophobia: Heights) (12 or less) {p. B148}	[-10]
* Includes: nobase shots from 'Terror (Gaze)', 0 shots from 'Terror (Gaze)'	

PERKS	
Name	Pts
Naval Training {p. MA50, MA50, HT250, PU2:6}	[1]
Off-Hand Weapon Training (Thrown Spear) {p. MA50}	[1]
Style Familiarity (Spear Fighting - Viking Spear Fighting) {p. MA196}	[1]
Style Familiarity (Sword-and-Shield Fighting) {p. MA199}	[1]
Sure-Footed (Uneven) {p. HT250, PU2:8}	[1]

DISADVANTAGES	
Name	Pts
Bully (12 or less) {p. B125}	[-10]
Callous {p. B125}	[-5]
Code of Honor (Northman's) {p. B127, BS185}	[-10]
Compulsive Gambling (12 or less) {p. B128}	[-5]
Overconfidence (9 or less) {p. B148}	[-7]
Sense of Duty (Comrades) (Small Group) {p. B153}	[-5]
Stubbornness {p. B157}	[-5]

QUIRKS	
Name	Pts
Chauvinistic {p. B164}	[-1]
Dislikes Corran Church {p. B164}	[-1]
Forgetful {p. SU33}	[-1]
Habit (Spits a lot when angry & talking) {p. B164}	[-1]
Runs fingers through his hair when thinking {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	10	DX-1	[2]
Area Knowledge (North Sea) {p. B176}	11	IQ+1	[2]
Artist (Woodworking) {p. B179}	9	IQ-1	[2]
Axe/Mace {p. B208}	14 *	DX+3	[12]
Parry: 12			
Boating/TL4 (Sailboat) {p. B180}	10	DX-1	[1]
Boating/TL4 (Unpowered) {p. B180}	10	DX-1	[1]
Body Language (Human) {p. B181}	10	Per-1	[1]
Brawling {p. B182}	13	DX+2	[4]
Parry: 10			
Broadsword {p. B208}	14 †	DX+3	[12]
Parry: 12			
Carousing {p. B183}	12	HT+0	[1]
Climbing {p. B183}	10	DX-1	[1]
Heraldry {p. B199}	10	IQ+0	[2]
Intimidation {p. B202}	11 ‡	Will+1	[4]
Knife {p. B208}	12	DX+1	[2]
Parry: 9			
Leadership {p. B204}	9	IQ-1	[1]
Navigation/TL4 (Sea) {p. B211}	9	IQ-1	[1]
Professional Skill (Farmer) {p. B215}	9	IQ-1	[1]
Riding (Horses) {p. B217}	12	DX+1	[4]
Running {p. B218}	12	HT+0	[2]
Seamanship/TL4 {p. B185}	10	IQ+0	[1]
Shield (Shield) {p. B220}	11	DX+0	[1]
Block: 9			
Shiphandling/TL4 (Ship) {p. B220}	8	IQ-2	[1]
Soldier/TL4 {p. B221}	12	IQ+2	[8]
Spear {p. B208}	12	DX+1	[4]
Parry: 10			
Stealth {p. B222}	11	DX+0	[2]
Swimming {p. B224}	12	HT+0	[1]
Tactics {p. B224}	12	IQ+2	[12]
Theology (The Old Gods) {p. B226}	9	IQ-1	[2]
Thrown Weapon (Axe/Mace) {p. B226}	11	DX+0	[1]
Thrown Weapon (Spear) {p. B226}	11	DX+0	[1]
Wrestling {p. B228}	10	DX-1	[1]
Parry: 9			

* Includes: Enhanced Parry (Axe/Mace)
† Includes: Enhanced Parry (Broadsword); Conditional: +1 from 'Broadsword (Rastreah-Mohr)'
‡ Conditional: +1 from 'Callous' when you use threats or torture

TECHNIQUES			
Name	Level	Relative	Pts
Counterattack (Axe/Mace) {p. MA70}	10	def+1	[2]
Counterattack (Broadsword) {p. MA70}	10	def+1	[2]
Dual-Weapon Attack (Axe/Mace) {p. MA83, B230}	12	def+2	[3]
Dual-Weapon Attack (Broadsword) {p. MA83, B230}	12	def+2	[3]
Feint (Axe/Mace) {p. MA73, B231}	14	def+0	[0]
Feint (Broadsword) {p. MA73, B231}	14	def+0	[0]

TECHNIQUES (continued)			
Name	Level	Relative	Pts
Feint (Shield (Shield)) {p. MA73, B231}	11	def+0	[0]
Feint (Spear) {p. MA73, B231}	12	def+0	[0]
Retain Weapon (Spear) {p. MA78, B232}	12	def+0	[0]
Sweep (Axe/Mace) {p. MA81, B232}	11	def+0	[0]
Targeted Attack (Spear Thrust/Neck) {p. MA68}	7	def+0	[0]
Targeted Attack (Spear Thrust/Vitals) {p. MA68}	9	def+0	[0]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Axe	14	12U	2d+3 cut	1	11	4	
Brawling: Punch	13	10	1d+1 cr	C	—	—	
Brawling: Bite	13	—	1d+1 cr	C	—	—	
Brawling: Kick	11	—	1d+2 cr	C,1	—	—	
Broadsword (Rastreah-Mohr): swing	14	12	3d+1 cut	1	10	4	
Broadsword (Rastreah-Mohr): thrust	14	12	1d+3 cr	1	10	4	
Large Knife: swing	12	9	2d cut	C,1	6	4	
Large Knife: thrust	12	9	1d+2 imp	C	6	4	[1]
Medium Shield	11	—	1d+1 cr	1	—	4	[2,3,4]

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC
Large Knife	7	1d+2 imp	—	12 yd / 22.5 yd	1	T(1)	6	-2	—	4

EQUIPMENT					Cost	Weight
Qty	Item					
1	Axe {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace				50	4 lb
1	Broadsword (Rastreah-Mohr) (Skill Bonus (+1); Variant: Damage Bonus (per die) (+1/die); 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