



CHARACTER SHEET

Name: Heimdall
Race: Human
Appearance:

Player: Tiz
Ht: 180 Wt: 70 Age: 30 Spent: 261
Unspent: 0

ST 11*	[10]	HP 11	[0]	Basic Speed 7	[0]
DX 15	[100]	Will 10	[0]	Basic Move 7	[0]
IQ 10	[0]	Per 10	[0]	BL 24 lb	(STxST)/5
HT 13	[30]	FP 13	[0]	Thr 1d	Sw 2d-1
TL 3	[0]	SM +0			

* Conditional: +2 from 'Striking ST'

Vision 10	Fright Check 12*	High Jump 2.92 ft
Hearing 10	Consciousness 13	Money -23†
Touch 10	Death Check 13	
Taste/Smell 10	Broad Jump 4 yd	

* Includes: +2 from 'Combat Reflexes'

† Includes: +2400 from 'Thrusting Broadsword', +800 from 'Money', -520 from 'Money'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS	
Name	Pts
Swashbuckler (Dungeon Fantasy) (p. DF1:11)	[0]
Description: You're living proof that the sword is mightier, speedier, and more stylish than, well, just about everything.	

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known	

CULTURAL FAMILIARITIES	
Native	Pts
Western (Native) (p. B23)	[0]
Non-native	Pts
ORc (p. B23)	[1]

LANGUAGES			
Native	Spoken	Written	Pts
English (Native) (p. B24)	Native	Native	[0]
Non-native	Spoken	Written	Pts
Orc (p. B24)	Broken	-	[1]

ADVANTAGES	
Name	Pts
Ambidexterity (p. B39)	[5]
Combat Reflexes (p. B43)	[15]
Enhanced Parry 1 (Broadsword) (p. B51)	[5]
Extra Attack 1 (Multi-Strike, +20%; Single Skill (Broadsword), -20%) (p. B54)	[25]
Luck (p. B66)	[15]
Perfect Balance (p. B74)	[15]
Signature Gear 5 (swords) (p. B85)	[5]
Striking ST 2 (p. B89)	[10]
Two-Weapon Fighting (Single-Handed Weapon; Has Ambidexterity, -1) (p. DF3:41)	[5]
Usenotes: \$200	
Weapon Master (Swords; one specific weapon) (p. B99)	[20]



PERKS	
Name	Pts
Weapon Bond (Broadsword) (p. F132, HT250, MA53, PU2:9, DF1:14)	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's) (p. B127)	[-5]
Jealousy (p. B140)	[-10]
Obsession (Become the best swordsman in the world.; 12 or less, *1) (p. B146)	[-10]
Overconfidence (12 or less, *1) (p. B148)	[-5]
Sense of Duty (Adventuring companions) (p. B153)	[-5]
Trickster (12 or less, *1) (p. B159)	[-15]

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]

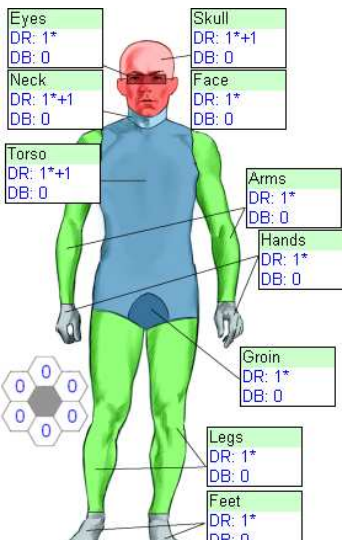
SKILLS			
DX based	Level	Relative	Pts
Acrobatics (p. B174)	16*	DX+1	[4]
Brawling (p. B182)	16	DX+1	[2]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 12			
Broadsword (p. B208)	21†	DX+6	[24]
Usenotes: +1 \$20 Parry: 15			
Climbing (p. B183)	15*	DX+0	[1]
Fast-Draw (Knife) (p. B194)	16‡	DX+1	[1]
Fast-Draw (Nageteppe) (p. B194)	16‡	DX+1	[1]
Fast-Draw (Sword) (p. B194)	16‡	DX+1	[1]
Jumping (p. B203)	15	DX+0	[1]
Riding (Equines) (p. B217)	14	DX-1	[1]
Stealth (p. B222)	14	DX-1	[1]
Throwing (p. B226)	14	DX-1	[1]
Wrestling (p. B228)	15	DX+0	[2]
Parry: 11			
HT based	Level	Relative	Pts
Carousing (p. B183)	13	HT+0	[1]
Hiking (p. B20)	12	HT-1	[1]

SKILLS (continued)			
IQ based	Level	Relative	Pts
Fast-Talk {p. B195}	9	IQ-1	[1]
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[1]
Gesture {p. B198}	10	IQ+0	[1]
Streetwise {p. B223}	10	IQ+0	[2]
Per based	Level	Relative	Pts
Scrounging {p. B218}	10	Per+0	[1]

* Includes: +1 from 'Perfect Balance'
 † Includes: Enhanced Parry (Broadsword); Conditional: +1 from 'Weapon Bond (Broadsword)'
 ‡ Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	16	12	1d-1 cr	C	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	16	-	1d-1 cr	C	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	14	-	1d cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Thrusting Broadsword: Swing <small>Skill used: Broadsword+1</small>	22	16	2d+5 cut	1	10	4	
Thrusting Broadsword: Thrust <small>Skill used: Broadsword+1</small>	22	16	1d+5 imp	1	10	4	
Thrusting Broadsword: Swing <small>Skill used: Broadsword</small>	21	15	2d+4 cut	1	10	4	
Thrusting Broadsword: Thrust <small>Skill used: Broadsword</small>	21	15	1d+4 imp	1	10	4	

SLAM TABLE				
1-2	3-4	5-8		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
15*	11*	9*	11*	
Broadsword	DX	DX	None	



Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

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*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-		

* 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	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

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

TECHNIQUES			
Name	Level	Relative	Pts
The EyePoker (Broadsword Thrust/Chinks in Eye Armor) (p. MA68) <small>Usenotes: \$400</small>	15	def+4	[5]

NOTES

<http://forums.sjgames.com/showpost.php?p=196331&postcount=27>

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
1	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
	-10	-21	-32	-43	-54

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 at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
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

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.

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

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[140]
Advantages, Perks	[123]
Disadvantages, Quirks	[-55]
Skills, Techniques	[53]
Total Points Spent:	261
Unspent Points:	0

CAMPAIGN LOG		
Points: (logged) 11	+ (other) 0	= (total) 11
Session 1		

+800Gold		
hoodie 1500\$		
+paut		
+2xlesser healing potion		
+1xgem ofhealing		
<i>8/13/2011: 11 pts</i>		
Initial Character Creation		

Character created using GURPS Character Assistant 4		
<i>8/15/2011: 0 pts</i>		