

Name: Heimdall Race: Human Appearance: Player: Tiz Ht: 180 Wt: 70

Age: 30

Spent: 261 Unspent: 0

ST	11*	[10]	HP	11	[0]	Basic 7 Speed 7	[0]
DX	15	[100]	Will	10	[0]	Basic 7 Move 7	[0]
IQ	10	[0]	Per	10	[0]	BL 24 lb	(\$	ST×ST)/5
нт	13	[30]	FP	13	[0]	Thr 1d	Sw 2	2d-1
TL	3					[0]	SM +0		
* Cond	litional: +2 f	rom	'Striking	ST'						

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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	×1	x2	×3	×6	×10	
Basic	24 lb	48 lb	72 lb	144 lb	240 lb	
Movement	×1	×0.8	×0.6	×0.4	×0.2	
Ground	7 yd	5 yd	4 yd	2 yd	1 yd	
Water	1 yd	1 yd	1 yd	1 yd	1 yd	
		1	-2	-3	-4	
Dodge	11	10	9	8	7	

LIFTING FEATS						
	1-Hand	2-Hand	Shove /	Carry on	Shift	
Name	Lift*	Lift†	Over ‡	Back [§]	Slightly	
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb	
* Takes 2 seconds to complete						
† Takes 4 seconds to complete			Lose 1 FP/sec	while over X-HV	v 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), [25]
-20%) {p. B54}	
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 [5]
Ambidexterity, -1) {p. DF3:41}	
Usernotes: \$200	
Weapon Master (Swords; one specific weapon) {p. B99}	20]



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

DISADVANTAGES						
Name		Pts				
Code of Honor (Pirate's) {p. B127}	[-5]				
Jealousy (p. B140)	[-10]				
Obssession (Become the best swordsman in the world.; 12	[-10]				
or less, *1) {p. B146}						
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} 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	16	DX+1	[2]			
Broadsword {p. B208} Usernotes: +1 \$20 Parry: 15	21†	DX+6	[24]			
Climbing {p. B183}	15*	DX+0	[1]			
Fast-Draw (Knife) {p. B194}	16 [‡]	DX+1	[1]			
Fast-Draw (Nageteppo) {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) Parry: 11	15	DX+0	[2]			
HT based	Level	Relative	Pts			
Carousing (p. B183)	13	HT+0	[1]			
Hiking (p. B20)	12	HT-1	[1]			

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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'						

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	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	1d-1 cr	С	_	_	
Skill used: Brawling				L			
Brawling: Bite	16	_	1d-1 cr	C	_	_	
Skill used: Brawling				L			
Brawling: Kick	14	_	1d cr	C,1	_	_	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Thrusting Broadsword: Swing	22	16	2d+5 cut	1	10	4	
Skill used: Broadsword+1				L			
Thrusting Broadsword: Thrust	22	16	1d+5 imp	1	10	4	
Skill used: Broadsword+1			•				
Thrusting Broadsword: Swing	21	15	2d+4 cut	1	10	4	
Skill used: Broadsword				L			
Thrusting Broadsword: Thrust	21	15	1d+4 imp	1	10	4	
Skill used: Broadsword			•				

SLAM TABLE								
1-2			3–4				5–8	
10-3	1d-3		1d-2		1d-1			
PARRY	PARR	Υ	BLOC	K	D	ODGE	OTI	HER
15*	11*		9*			11*		
Broadsword	DX		DX			None		
Eyes DR: 1* DB: 0 Neck DR: 1*+1 DB: 0 Torso DR: 1*+1 DB: 0	DF DE DE	1*+1 0 0 0 0 1* 0 0 0 0 0 0 0 0 0 0 0 0 0 0	: 1*		es ck ill ce so oin ns nds js et nus l	HP 2 6 4 6 4 DR: 0 DB: 0		#
* Includes: +1 from	m 'Combat Re	eflexes						

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	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
6 5 4 3 2	-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
1	-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

-5xHP or less: Immediate death

FP	0 FP
13 12 11 10 9	0 -1 -2 -3 -4
8 7 6 5 4	-5 -6 -7 -8 -9
3 2 1	-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.

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	12 Left Arm -2					
* Only targetable by impaling, piercing, and tight-beam burning attacks						
See also: H	lit Location, p. B398, ar	nd <i>Human ar</i>	nd Humanoid F	lit 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. B55	0.		•

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

NOTES $http://forums.sjgames.com/showpost.php?p{=}196331$ &postcount=27

Heimdall Human

Qty	LOAD « combat »	-OUTS	Cost	Weight
1	Armor		150	13 lb
	Description: In GCA a "Parent" item ca			
	This is essentially an organizational stogether under the parent item if you very store to the store of the s	vish. To make an iter	n a "child" righ	t click on it
	and select "Make Child of" The child			
	the child items by right clicking on the Once displayed the children will be sh			
	item may be assigned as a parent by	ight clicking on it and	d selecting "Ma	ake Parent";
1	this entry is here for convenience, as Hoodie of Ken	t is automatically des	signated a Par ∩	ent. 1 lb
	Notes: [notes]		U	1 10
	Location: neck, skull, torso			
1	Cloth Armor Suit {p. L18}	tions, all Natas-This	150	12 lb
	Description: TL:1 LC: DR:1* Loca GURPS Lite. It includes an article			
	or padding, if this is usual for the a	rmor. The statistics a	lready reflect	this; you do
	not have to buy clothing or padding Location: all	g seperately, or acco	unt for its DR a	and weight.
1	Belt		3000	6 lb
	Description: In GCA a "Parent" item ca			
	This is essentially an organizational stogether under the parent item if you was			
	and select "Make Child of" The child	l items will be hidden	by default; yo	u may show
	the child items by right clicking on the Once displayed the children will be sh			
	item may be assigned as a parent by	right clicking on it and	d selecting "Ma	ake Parent";
1	Thrusting Proodsword/TI			ent. 3 lb
	Thrusting Broadsword/TL Description: TL:2 LC:4, [Dam:sw+1]		2400 ST:10 Skill:B	
	DX-5, Force Sword-4, Rapier-4, Sa	aber-4, Shortsword-2	, Two-Handed	Sword-4],
	[Dam:thr+2 imp Reach:1 Parry:0 S Rapier-4, Saber-4, Shortsword-2,			Sword-4,
1	Thrusting Broadsword/TL		600	3 lb
	Description: TL:2 LC:4, [Dam:sw+1	cut Reach:1 Parry:0		
	DX-5, Force Sword-4, Rapier-4, Sa [Dam:thr+2 imp Reach:1 Parry:0 S			
	Rapier-4, Saber-4, Shortsword-2,			oword-4,
1	Potion Belt (p. DF1:25)		140	2.4 lb
	Description: Notes: Belt with four slots or two potion vials. Wearer can reach			
	removes risk of accidental breakage a			
2	Nageteppo, Smoke {p. Dl	E1:251	80	6.4 oz
2	Description: When hurled, fills a tw			
	seconds.			
1	Minor Healing Potion (Dri	nkable)	0	8 oz
	{p. DF1:29} Description: Heals 1d HP.			
1	Gem Of Healing		0	8 oz
	Usernotes: heals 8hp			
		Totals:	3290	21.4 lb
	SCRAT	CH PAD		

Heimdall Human

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

Unspent Folits.					
	CAMPAIGN LO	3			
Points: (logged) 11	+ (other) 0	= (total) 11			
Session 1					
+800Gold					
hoodie 1500\$					
+paut					
+2xlesser healing poti	on				
+1xgem ofhealing					
8/13/2011: 11 pts					
Initial Character Crea					
Character created using	ng GURPS Charac	ter Assistant 4			
8/15/2011: 0 pts					