

Earl Ragnar Lothbrok

GURPS

ST: 13 **HP:** 13 **Speed:** 6.25

DX: 13 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 12 **FP:** 12 **DR** 5*

Dodge: 8 **Parry:** 11 **Block:** 11 **Shield:** 2

Axe (15): 2d cut; Reach 1.

Large Knife (13): 2d-3 cut or 1d imp; Reach C,1/C -1 parry

Punch (14): 1d-1 cr; Reach C.

Traits: Combat Reflexes; High Pain Threshold (+3 to Knockdown/Stun).

Skills: Axe/Mace-14, Shield-14, Knife-13,

Possess: *Axe, Large Knife, Scale Armor (4 DR), Medium Shield (DB 2)*



Swords & Wizardry

AC 3[16]; 6th level Fighter; **HP** 40, **ATK** 1; **HTB** +3; **DMG** 1d8+1;

Mv 90'; **Save** 9; **ABL** Athletic +2, Intimidation +2, Strategy +2;

Posses: Battle Axe (1d8+1), Scale Mail [+4], Shield[+1], Dagger (1d4+1).

Flokki

GURPS

ST: 10 **HP:** 10 **Speed:** 6.00

DX: 13 **Will:** 12 **Move:** 5

IQ: 12 **Per:** 12 **SM:** 0

HT: 10 **FP:** 10 **DR:** 1

Dodge: 8 Parry: 10 Block: 10

Axe (14): 1d-1 imp; Reach 1; Range 10/15

Dagger (13): 1d-3 imp; Range 5/10.

Traits: Danger Sense, Off-Hand Training (-4/-4 Dual Attack).

Skills: Climbing-14; Axe-14; Knife-13; Fast Talk-12; Lockpicking-14; Stealth-15.

Posses: *Leather Armor (DR 2), Grapnel, Lockpicks, 5 Daggers, 2 Hand Axes, Rope 50'*



Swords & Wizardry

AC 7[13]; 4th level Burglar; **HP** 13; **HTB** +1; **Atk** 1 **Dmg** 1d6; **Move** 120'; **Save** 12;

ABL Climbing +3, Eavesdropping +3, Legerdemain +4, Perception +3, Stealth +4;

Posses: Leather [+1], Throwing Axe (1d6) (15ft),

Dagger (1d4) (15 ft).

Lagertha



Swords & Wizardry

AC 4[15]; 5th level Fighter; **HP** 32, **ATK** 1; **HTB** +2; **DMG** 1d8+1;
Mv 120'; **Save** 10; **ABL** Athletic +2, Intimidation +2, Strategy +2;
Posses: Longsword (1d8+1), Ring [+3], Shield[+1],
Dagger (1d4+1).

GURPS

ST: 12 **HP:** 12 **Speed:** 6.25

DX: 13 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 12 **FP:** 12 **DR** 5*

Dodge: 8 **Parry:** 11 **Block:** 11 **Shield:** 2

Broadsword (15): 1d+3 cut or 1d imp; Reach 1.

Large Knife (13): 2d-3 cut or 1d imp; Reach C,1/C -1 parry

Punch (14): 1d-2 cr; Reach C.

Traits: Combat Reflexes;

Skills: Boardsword-14, Brawling-14, Shield-14, Knife-13,

Possess: *Broadsword, Large Knife, Light Scale Armor (3 DR),
Medium Shield (DB 2)*

Osten Beli

GURPS

ST: 12 **HP:** 12 **Speed:** 5.75

DX: 12 **Will:** 10 **Move:** 3

IQ: 10 **Per:** 10 **SM:** 0

HT: 11 **FP:** 11 **DR** 3*

Dodge: 7 **Parry:** 11 **Block:** 11 **Shield:** 2

Axe (14): 2d cut; Reach 1.

Large Knife (12): 1d+3 cut or 1d-1 imp; Reach C,1/C -1 parry

Punch (13): 1d-2 cr; Reach C.

Traits: Combat Reflexes; High Pain Threshold (+3 to Knockdown/Stun).

Skills: Axe/Mace-14, Brawling-13, Shield-13, Knife-12,

Possess: *Axe, Large Knife, Ring Armor (3 DR), Medium Shield (DB 2)*

Swords & Wizardry

AC 3[16]; 5th level Fighter; **HP** 35, **ATK** 1; **HTB** +2; **DMG** 1d8;

Mv 120'; **Save** 10; **ABL** Athletic +2, Intimidation +2, Strategy +2;

Posses: Battle Axe (1d8), Ring [+3], Shield[+1], Dagger (1d4).



Elder Athelstan

GURPS

ST: 12 **HP:** 12 **Speed:** 5.00

DX: 10 **Will:** 12 **Move:** 4

IQ: 12 **Per:** 12 **SM:** 0

HT: 10 **FP:** 10 **DR:** 2

Dodge: 7 **Parry:** 9 **Block:** 9

Mace (12): 1d+5 cr; Reach 1.

Traits: Healing (Faith Healing); Power Investiture 3 (Holy).

Skills: Axe/Mace-12; Diagnosis-12; First Aid-13; Shield-12.

Spells: *Cure Disease-15; Detect Poison-15; Lend Energy-15; Lend Vitality-15; Major Healing-15; Minor Healing-15; Recover Energy-15; Resist Poison-15; Share Vitality-15.*

Posses: Holy Symbol, Decorated, a power item providing 3 FP.

Leather Armor (DR 2), Mace, Medium Shield (DB 2)



Swords & Wizardry

AC 9[10], 5th level Cleric of Mitra, **HP** 23; **Atk** 1; **HTB** +2; **Dmg** (1d6); **Move** 120'; **Save** 11; **Abl:** Locution: +2, Physician +2, Theology +3; **Posses:** Mace (1d6); **Spells:** *Cure Light Wounds x2, Detect Evil, Hold Person, Silence 15', Remove Curse, (Prayer)*

Ermfure

GURPS

ST: 9 **HP:** 9 **Speed:** 5.00

DX: 10 **Will:** 13 **Move:** 4

IQ: 13 **Per:** 13

HT: 10 **FP:** 10 **SM:** 0

Dodge: 7 **Parry:** 10 **DR:** 1

Staff (11): 1d+1 cr; Reach 1, 2.

Traits: Energy Reserve 3 (Magical); Magery 3.

Skills: Staff-11

Spells: *Agonize-15; Air Jet-15; Apportation-15; Armor-15; Continual Light-15; Create Air-15; Hush-15; Ignite Fire-15; Itch-15; Lend Energy-15; Levitation-15; Light-15; Mage-Stealth-15; Missile Shield-15; Pain-15; Purify Air-15; Recover Energy-15; Seek Earth-15; Sensitize-15; Shape Air-15; Shape Earth-15; Shape Fire-15; Shield-15; Silence-15; Sound-15; Spasm-15; Stun-15.*

Posse: Cloth Armor (DR 1), Decroated Staff of Power (4 FP)



Swords & Wizardry

AC 9[10], 5th level Runecaster, **HP** 23; **Atk** 1; **HTB** +1; **Dmg** (1d6); **Move** 120'; **Save** 11 (+2 vs spells); **Abl:** Natural Philosphy: +2, Herblore +2, Research +2, Thaumatology +3; **Posses:** Staff (1d6) (3 viz), **Rune Charms:** *Charm Person, Detect Magic, Sleep, ESP, Stinking Cloud, Invisibility 10 ft.*

Belafore

GURPS

ST: 12 **HP:** 12 **Speed:** 5.00

DX: 10 **Will:** 12 **Move:** 4

IQ: 12 **Per:** 12 **SM:** 0

HT: 10 **FP:** 10 **DR:** 2

Dodge: 7 **Parry:** 9 **Block:** 9

Axe (12): 1d+5 cr.

Sunbolt (12): variable.

Traits: Power Investiture 3 (Holy).

Skills: Axe/Mace-12; First Aid-12; Innate Attack (Beam)-12; Shield-12.

Spells: *Armor-15; Aura-15; Bravery-15; Compel Truth-15; Create Food-15; Create Water-15; Flaming Weapon-15; Light-15; Might-15; Purify Water-15; Recover Energy-15; Repel Spirits-15; Resist Fire-15; Resist Pain-15; See Secrets-15; Sunbolt-15.*

Posses: Holy Symbol, Decorated, a power item providing 3 FP. Leather Armor (DR 2), Mace, Medium Shield (DB 2)



Swords & Wizardry

AC 6[13], 6th level Cleric of Thor, **HP** 27; **Atk** 1; **HTB** +2; **Dmg** (1d6); **Move** 120'; **Save** 10; **Abil:** Locution: +2, Physician +2, Theology +3; **Posses:** Battle Axe (1d8), Leather Armor [+2], Shield [+1]; **Spells:** *Cure Light Wounds x2, Hold Person x2, Remove Curse, Cure Serious Wounds, (Hold Monster)*

Zeddicus

GURPS

ST: 9 **HP:** 9 **Speed:** 5.00

DX: 10 **Will:** 13 **Move:** 4

IQ: 13 **Per:** 13

HT: 10 **FP:** 10 **SM:** 0

Dodge: 7 **Parry:** 10 **DR:** 1

Missile Spell (13): See below.

Staff (11): 1d+1 cr; Reach 1, 2.

Traits: Energy Reserve 3 (Magical); Magery 3.

Skills: Innate Attack (Projectile)-13; Staff-11.

Spells: Lend Energy-15, Recover Energy-15, Create Earth-15; Earth to Stone-15; Sand Jet-15; Seek Earth-15; Shape Earth-15; Stone Missile-15, Create Air-15; Create Fire-15; Fire Cloud-15; Fireball-15; Ignite Fire-15; Seek Air-15; Shape Air-15; Shape Fire-15.

Posses: Cloth Armor (DR 1), Staff with Wizards Touch (4 FP)

Swords & Wizardry

AC 8[11]; 6th level Mage; **HP** 16, **ATK** 1; **HTB** +4; **DMG** 1d6+2; **Mv** 120'; **Save** 10 (+2 vs Spells) [100% Shield of Magic]; **ABL** Natural Philosophy +2, Herblore +2, Research +2, Thaumatology+3; **Posses:** +2 Staff with Wizard Touch with 30 ft light,

Spells: 1st; Magic Missile x2, Sleep, Protection from Evil, 2nd; Web x2, 3rd; Fireball, Dispel Magic



Yeoman Horsa

GURPS

ST: 12 **HP:** 12 **Speed:** 6.00

DX: 13 **Will:** 10 **Move:** 3

IQ: 10 **Per:** 10 **SM:** 0

HT: 11 **FP:** 11 **DR:** 4/2

Dodge: 7 **Parry:** 10 **Block:** 10

Punch (13): 1d-1 cr; Reach C.

Shortsword (14): 2d-1 cut, 1d imp; Reach 1.

Longbow (15): 1d+2 imp; Range 195/260. Bodkin arrows do 1d+2(2) pi instead.

Traits: Acute Vision 2; Night Vision 2; Striking ST 1.

Skills: Bow-15; Brawling-13; Fast-Draw (Arrow)-14; Shield-14; Shortsword-14.

Gear: Chain Mail (DR 4/2), Longbow, Shortsword, Small Shield (DB 1)



Swords & Wizardry

AC 3[16]; 5th level Fighter; **HP** 30, **ATK** 1; **HTB** +2; **DMG** 1d6+1;

Mv 90'; **Save** 10; **ABL** Athletic +2, Intimidation +2, Strategy +2;

Posses: Short Sword (1d6+1), Chain Mail [+5], Shield[+1], Long Bow (1d6+1) (70ft)

Sir Ellestan



GURPS

ST: 12 **HP:** 12 **Speed:** 5.75

DX: 12 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 11 **FP:** 11 **DR** 4/2*

Dodge: 8 **Parry:** 10 **Block:** 10

Bow (13): 1d imp; Range 195/260. See notes.

Broadsword (15): 2d-1 cut or 1d cr; Reach 1.

Punch (14): 1d-2 cr; Reach C.

Traits: Combat Reflexes;

Skills: Bow-12; Brawling-13; Broadsword-14; Shield-13.

Posses: Broadsword, Mail Armor (4/2), Regular Bow, Medium Shield (DB 2)

Swords & Wizardry

AC 3[16]; 5th level Fighter; **HP** 33, **ATK** 1; **HTB** +2; **DMG** 1d8+1;

Mv 90'; **Save** 10; **ABL** Athletic +2, Intimidation +2, Strategy +2;

Posses: Long Sword (1d8+1), Chain Mail [+5], Shield[+1], Short Bow (1d6+1) (60ft)

Lord Edgar

GURPS

ST: 13 **HP:** 13 **Speed:** 6.25

DX: 13 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 12 **FP:** 12 **DR** 4/2*

Dodge: 8 **Parry:** 11 **Block:** 11

Bow (13): 1d+1 imp; Range 195/260. See notes.

Broadsword (15): 2d cut or 1d+1 imp; Reach 1.

Punch (14): 1d-1 cr; Reach C.

Traits: Combat Reflexes; High Pain Threshold.

Skills: Bow-13; Brawling-14; Broadsword-15; Shield-14.

Posses: Broadsword, Mail Armor (4/2), Regular Bow, Medium Shield (DB 2)



Swords & Wizardry

AC 2[17]; 6th level Fighter; **HP** 38, **ATK** 1; **HTB** +3; **DMG** 1d8+2;

Mv 90'; **Save** 9; **ABL** Athletic +2, Intimidation +2, Strategy +2;

Posses: Long Sword (1d8+2), Chain Mail [+5], Shield[+1]

Yeoman Athelbert



GURPS

ST: 13 **HP:** 12 **Speed:** 5.75

DX: 12 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 11 **FP:** 11 **DR** 4/2*

Dodge: 8 **Parry:** 10 **Block:** 10

Axe (15): 2d+1 cut; Reach 1, 2 (2-Handed)

Punch (14): 1d-2 cr; Reach C.

Traits: Combat Reflexes;

Skills: Brawling-13; Axe/Mace-14; Shield-13.

Posses: Battle Axe, Mail Armor (4/2), Medium Shield (DB 2)

Swords & Wizardry

AC 3[16]; 5th level Fighter; **HP** 33, **ATK** 1; **HTB** +2; **DMG** 1d8+1;

Mv 90'; **Save** 10; **ABL** Athletic +2, Intimidation +2, Strategy +2;

Posses: Battle Axe (1d8+1), Chain Mail [+5], Shield[+1]

Cutie

GURPS

ST: 12 **HP:** 12 **Speed:** 5.75

DX: 12 **Will:** 10 **Move:** 3

IQ: 10 **Per:** 10 **SM:** 0

HT: 11 **FP:** 11 **DR** 6

Dodge: 7 **Parry:** 10 **Block:** 10

CrossBow (13): 2d imp; Range 100/250.

Broadsword (15): 2d-1 cut or 1d cr; Reach 1.

Punch (14): 1d-2 cr; Reach C.

Traits: Combat Reflexes;

Skills: Bow-12; Brawling-13; Broadsword-14; Shield-13.

Posses: Broadsword, Plate Armor (6), CrossBow, Medium Shield (DB 2)



Swords & Wizardry

AC 2[17]; 5th level Fighter; **HP** 33, **ATK** 1; **HTB** +2; **DMG** 1d8+1;

Mv 90'; **Save** 10; **ABL** Athletic +2, Intimidation +2, Strategy +2;

Posses: Long Sword (1d8+1), Plate Armor [+6], Shield[+1],

Crossbow (2d6) (50ft)

Alia Juliet Rose



GURPS

ST: 10 **HP:** 10 **Speed:** 6.25

DX: 14 **Will:** 12 **Move:** 5

IQ: 12 **Per:** 12 **SM:** 0

HT: 10 **FP:** 10 **DR:** 1

Dodge: 8 Parry: 10 Block: 10

Shortsword (15): 1d cut, 1d-2 imp

Dagger (14): 1d-3 imp; Range 5/10.

Traits: None

Skills: Climbing-15; Shortsword-15; Knife-14; Fast Talk-12;
Lockpicking-15; Stealth-16.

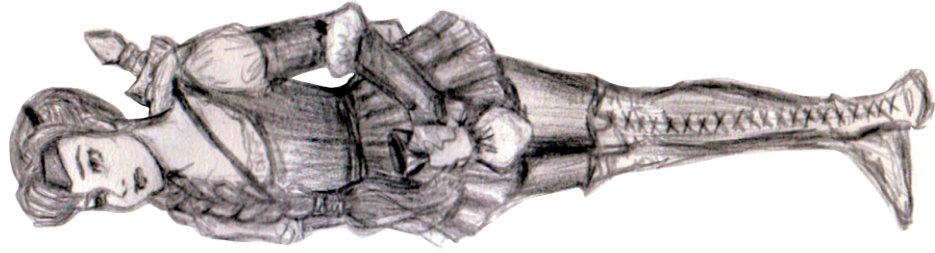
Posses: *Leather Armor (DR 2), Grapnel, Lockpicks, 5 Daggers,
Short Sword, Rope 50'*

Swords & Wizardry

AC 1[18]; 8th level Burglar; **HP** 17; **HTB** +2; **Atk** 1 **Dmg** 1d6; **Move** 120'; **Save** 8;

ABL Climbing +5, Eavesdropping +3, Legerdemain +8,
Perception +2, Stealth +8;

Posses: Leather [+1], Shortsword (1d6) Dagger (1d4) (15 ft).



Alia Juliet Rose

By Kelly Anne Conley, 2013