



In Defense of House Stark

*An **unofficial** “Game of Thrones” adventure for...*

GURPS

In Defense of House Stark (*Game of Thrones*)

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- **GM Overview**
 - The game starts at the beginning of "A Game of Thrones." Robert Baratheon is still on the Iron Throne, 17 years after his rebellion and the death of the Mad King Aerys II, and 9 years since the Greyjoy Rebellion.
 - Tywin Lannister, with some manipulative whisperings from Littlefinger, plans to murder both King Robert and Jon Arryn, his Hand, and put his grandson Joffrey on the throne (with himself as Regent, of course). Knowing House Stark will likely be suspicious of such a move (if not outright rebellious), he plans to abduct the young Stark girls Sansa and Arya and marry them to his political allies to ensure a smooth "transition" of power.
 - Tywin promises Roose Bolton he will be the new Warden in the North in exchange for assistance in this plan. He covertly sends Ser Gregor Clegane and 50 men to lead a raid on Winterfell to abduct the Stark girls. Bolton and his allies are to march on Winterfell as soon as the raiders pass back through the Dreadfort on their way to a waiting

ship on the coast of the Shivering Sea. Theon Greyjoy has been instructed by his sister, Yara, on behalf of their father, Lord Balon, to let the Lannister raiders into Winterfell.

- **Welcome & Intro**

- ☐ Who has played GURPS? Who has seen the show/read the books? (separating Player vs. Character knowledge)
- ☐ Briefly go over the Player's Handouts, Character Sheet, GURPS 4th (rolls, Luck, and injury), Maneuvers, etc.
- ☐ Note that some (all) characters have a Guarded Secret.
- ☐ Any questions at all?
- ☐ Each of the PCs is asleep in the safety of Winterfell as the game begins. Lord Eddard Stark has gone north to mete out the King's Justice to a Night's Watch deserter, and has brought Robb, Jon Snow, and Bran with him. Lady Catelyn is the current Stark in Winterfell (along with Sansa, 11; Arya, 9; and Rickon, 3).

- **Attack on Winterfell**

- ☐ Some hours after midnight, the PCs are awoken by shouting and the sounds of battle. (All in the Great Keep, even Wyllem who is not in his own bed. Do they take the time to don armor?) Arising, they discover that a small force has somehow breached the walls. Five of these invaders are even now closing in on Lady Catelyn (whom they have been ordered to spare, if possible), her personal guards, and Ser Rodrik Cassel (who are already engaged with other raiders). Presumably, the PCs pitch in to repel the invaders.
- ☐ After the battle, a man-at-arms rushes in to announce that Sansa and Arya are missing from their chambers, their guards slain. Rickon's guards rebuffed a similar attack. A small group of raiders (maybe a dozen) rode away from Winterfell in the confusion of battle.

▪ **Lady Catelyn's Command**

- Initially, Lady Catelyn begins shouting for "Every man who can hold a sword...!" to ride forth and find the girls, but even before Ser Rodrik can open his mouth to advise she realizes the folly of such a thing – they don't know who attacked Winterfell, or if there will be another attack coming. They may need every sword they can spare.
- Instead, she turns to the PCs. "You, there. Are you loyal bannermen to House Stark? Do you pledge by your lives that you will return my daughters to me?" Assuming they say Yes, the PCs quickly gather their gear and head off in pursuit. "Then go, and may the gods watch over you, both the old and the new."
- At the gate, they are given fresh horses, trail supplies for a week, and a single raven... the raiders killed all but a handful in the rookery. They can send back a single message, should the need arise.

▪ **Crossing the White Knife**

- The raider's tracks are a jumble outside the walls (Tracking -2), but seem to head due east. Initially, the raiding party came from the southeast (they went south from the Dreadfort, then headed northwest before crossing the White Knife).
- Takes about 16 hours to reach the White Knife, costing all PCs 1 FP. Further loss of 1 FP every 4 hours until they can sleep for 8 hours.
- Reach the Stone Bridge that spans the White Knife. The river is not fully frozen and flows swiftly. It is about 100 yards across to the copses of trees on the other side. Snow and ice line the sides of the bridge where the sun can't quite melt it, and a few dark branches litter the way.
- Those dark branches are markers for the two raider bowmen perched in the trees of the far bank (Per -4), and they mark the locations of jars of Wildfire buried beneath the snow (Per -6, Danger Sense). The bowmen (mercenaries of the Brave Companions, the "Bloody Mummies," headed by Vargo Hoat) will wait until the PCs

are halfway across before firing flint-tipped arrows at the jars and setting them alight, first the ones nearer them (to prevent pursuit), then the farther ones (to try and trap the PCs).

- ☐ Wildfire itself deals 1d6 burn damage for 1d6 turns, if any PCs are unlucky enough to get any on them. The flames themselves do “only” 1d6 burn on the turn they are passed through. Riding -6 to get a horse to do so.
- ☐ The bowmen will flee once the fires are lit and head straight south, as ordered (to confuse trackers). The tracks of the raiders with Sansa and Arya continue east towards the Dreadfort.

===== ***Time for a 10-minute BREAK?*** =====

▪ **Ramsay’s Hunt**

- ☐ It has now been roughly 24 hours since the attack on Winterfell. The PCs will likely be down 3 FP (1 around the Stone Bridge, 2 more in the 8 hours since then).
- ☐ As they travel, they hear a woman screaming nearby, and the howl of dogs. Should they investigate, they will discover Ramsay, the Bolton Bastard, four of his retainers, and two large hounds hunting a woman dressed in a ragged fox costume. (With the Dreadfort forces marching, Ramsay is enjoying one of his oft-rumored “hunts”).
- ☐ If the PCs intervene, Ramsay will subtly remind Ser Jarden of his own part in a hunt three years ago. Wouldn’t it be a shame if that secret were to get out? Run along now, good boy.
- ☐ Though technically a bastard, Ramsay is an acknowledged bastard, and part of Lord Bolton’s household. Killing him would ordinarily be a capital offense, though the circumstances of his hunt certainly make things more complicated. A tense situation.
- ☐ In the likely event of combat and rescue, they will discover the young woman is a 16-year-old serving wench named Relsin from the Inn of the Wolf, a half-day’s ride east. She is wounded (down 4 HP), but will be fine if tended to and given a horse.

▪ The Dreadfort

- ☐ It has now been roughly 48 hours without sleep for the PCs... they each lose an additional -6 FP.
- ☐ The raider tracks seem to continue towards the Dreadfort before getting lost in a jumble of other tracks from the usual traffic to and from.
- ☐ Patrols of Bolton men are turning away those headed to the Dreadfort, saying a sickness has swept the castle.
- ☐ Bolton has amassed a few thousand men, and is keeping them hidden inside the Dreadfort as best he can. If observed from afar, though, the PCs may notice many smallfolk craftsmen have set up tents against the castle walls, and a near-constant train of manure wagons leaving and heading off to the farmlands.
- ☐ There is also an iron-bound wagon a few hundred yards from the wall, heavily guarded by Bolton men-at-arms (this is the wagon of Wildfire Tywin Lannister shipped north to assist with the razing of Winterfell should they not submit).
- ☐ Shortly after the raiders (and the PCs) arrive, Bolton soldiers (~3,500) begin amassing outside the castle, and soon begin a march towards Winterfell. Warning the Starks of the incoming troops would be a good use of the raven.
- ☐ The raiders inside the Dreadfort, meanwhile, wolf down a quick meal, drink some Kharsian tea, and set out for their rendezvous with a hired sellsail ship (the *Flayed Harpy*, Corren Blackmyre captain).

▪ To the Shivering Sea

- ☐ A small group of eight sets off from the Dreadfort following the Weeping Water (which is frozen over) southeast: Ser Gregor Clegane (though without heraldry of any kind), Iggo (a facially-scarred Dothraki Brave Companion lieutenant), a Lannister man-at-arms (Tobin Krey), and five other Brave Companion soldiers, and Sansa and Arya (hands chained through a saddle loop).

- ☐ They dare not bring the girls through White Harbor or Widow's Watch, assuming that they have been alerted by raven. Captain Blackmyre's ship, the Flayed Harpy, has a longboat put ashore where the Weeping Water meets the Shivering Sea.
- **Wildlings Ambush (OPTIONAL)**
 - ☐ 12 hours later... lose another -3 FP.
 - ☐ If the PCs are way ahead of schedule, this optional scene can be included.
 - ☐ The raiders came upon four Wildlings crossing the river, fleeing the lands beyond the Wall to get "as far south as south goes." The raiders, being cautious so close to escape, gave them food, water, and two good swords to hide beside the river from noon to sundown and kill any armed travelers who follow the same path.
 - ☐ It should be easy enough for the PCs to talk their way out of this fight if they want to, and may even get some good intel on the raiders. Otherwise, easy fight.
- **Final Battle**
 - ☐ 12 hours more, 72 hours now without sleep. Lose yet another -3 FP.
 - ☐ A few miles from the shore, the landscape opens up. The PCs are on high ground which slopes down all the way to the shore. They can see the sails of a ship where the river lets into the sea. They can also see the raiders now, quickly making their way there... it's a race to the ship.
 - ☐ Iggo orders four of the Companions to break off and charge the PCs to slow them down. He, Clegane, Krey, and the last Companion race on with the girls.
 - ☐ If it seems as though the PCs will not catch up in time, about a mile from the shore Arya will purposely rear her horse into Sansa's, sending both of them painfully to the ground (breaking Sansa's leg?).

Having to stop, dismount, and unchain the girls' hands will give the PCs time to intercept.

- Krey offers a purse of 5,000 gold stags to be split by anyone who turns and walks away (Will Darick Umber be able to resist? Or will he realize that if they kill the raiders, not all of that gold might make its way back to Winterfell?) Clegane and Iggo, naturally, just want to get to the killing so they can be on their way.
- Assuming the PCs win, Sansa and Arya will be safely returned to Winterfell. If the PCs warned the Starks of the marching Bolton army, the attack was easily rebuffed; otherwise, it was rebuffed but at a large cost.
- Regardless, the Starks will consider this an open declaration of war by the Lannisters seeking to usurp the throne. Eddard Stark rises as the King in the North, and vows to make Tywin Lannister pay for the murders of his friends Robert Baratheon and Jon Arryn.
- The PCs will be rewarded for their bravery and loyalty with positions of power and respect within the Northern Army. Ser Jarden Manderly is named the head of the newly formed Stark Kingsguard, an Wyllem Foler is officially titled as Archery Master.

The End

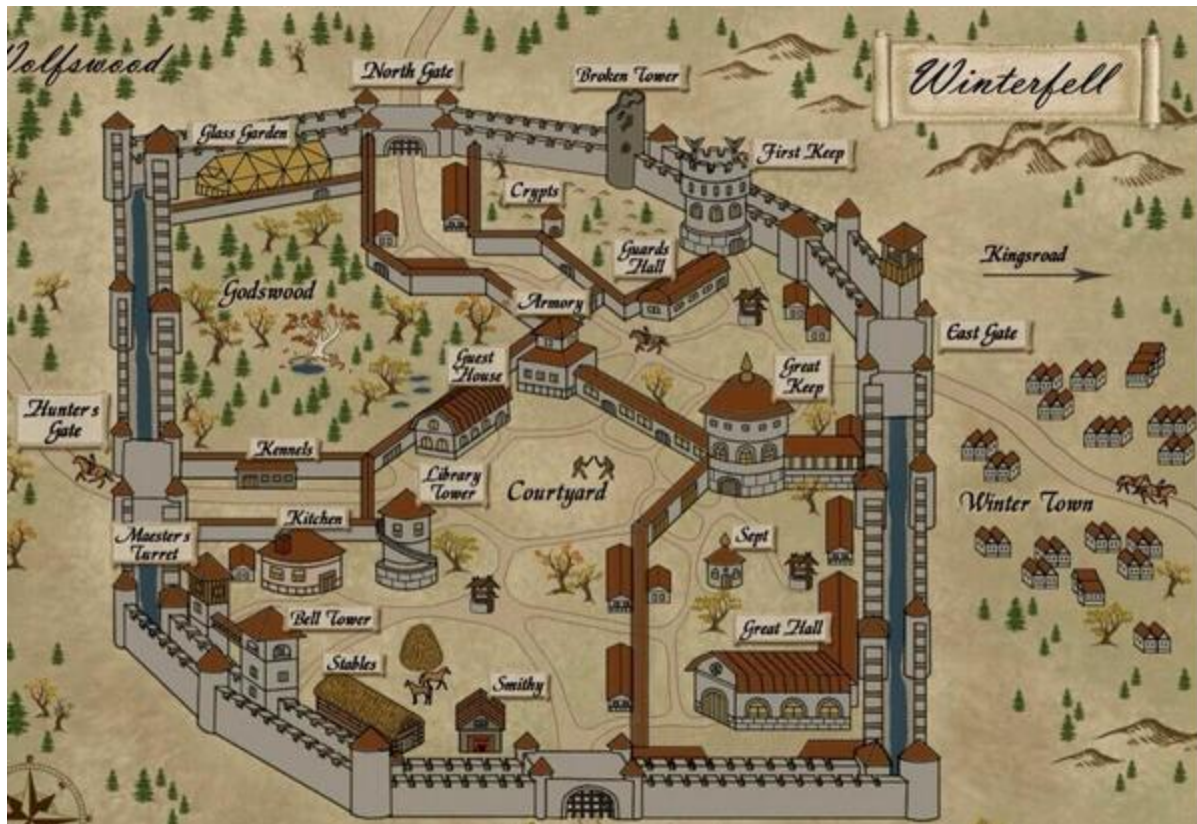
APPENDIX: Winterfell & The North



Roughly one day's ride from Winterfell to cross the White Knife...

One day's ride from there to the Dreadfort...

One day's ride from there to the Shivering Sea.



Theon Greyjoy and three hired sellswords murder the guards by the East Gate and raise the portcullis. The raiders immediately charge in from Winter Town and head straight for both the Guards Hall and the Great Keep.

Lord Eddard Stark
 Lady Catelyn Stark (Tully)
 Robb (14)
 Sansa (11)
 Arya (9)
 Brandon (Bran, 7)
 Rickon (3)
 Jon Snow (bastard, 14)
 Theon Greyjoy (ward, 18)

Steward: Vayon Poole
Maester: Luwin
Master-at-Arms: Rodrik Cassel
Captain of the Guard: Jory Cassel
Septon/Librarian: Chayle
Tutor (Sansa and Arya): Septa Mordane
Master of Horse: Hullen
Stableboy: Hodor
Kennelmaster: Farlen
Blacksmith: Mikken (crafts Needle)
Head Cook: Gage
Head Brewer: Barth



Last Hearth: House Umber

Karhold: House Karstark

Winterfell: House Stark

The Dreadfort: House Bolton

Moat Cailin: First Men ruins

White Harbor: House Manderly

Widow's Watch: House Flint

APPENDIX: Notable Rules

Four pages of rules likely to come up in the game, copied from the Basic Set, including:


- Brawling (p. 182) and Wrestling skills (p. 228), Unarmed Combat (pp. 371-372), and the Wrench Arm/Neck Snap techniques (p. 404).
- Disarming (pp. 400-401)
- Mounted Combat (pp. 396-398) and stats for Light and Heavy Warhorses (pp. 459-460).
- Sleep Deprivation (pp. 426-427)
- Swimming (pp. 354-355)

Also, two potions for Lanell Mormont:

- *Blood of the Giant*: Restores 2d HP/FP for 48 hours, but then inflicts 3d. A second dose can be taken in that time and will again restore 2d HP/FP, but is often fatal (HT-6 to avoid death at the end of 48 hours instead of 3d damage).
- *Kharsian Tea*: Restores 1d FP and gives +4 on rolls to stay awake.

Attack on Winterfell

Raider Lieutenant

ST	13	Dodge	9	Sword	14	2d cut/1d+2 imp
DX	12	Parry	10	Punch	14	1d-1 cr
IQ	11	Block		Kick	12	1d+1 cr
HT	12	DR	4/2*			
 HP	14	<i>High Pain Threshold</i>				

Raiders/Brave Companions

ST	12	Dodge	8	Punch	13	1d-2 cr
DX	12	Parry	9	Kick	11	1d cr
IQ	10	Block				
HT	11	DR	3/1*			
	HP		Weapon	<i>sw/thr</i>		
1	12		Sword (12)	1d+3 cut/1d+1 imp		
2	12		Sword (12)	1d+3 cut/1d+1 imp		
3	12		Axe (12)	2d cut		
4	12		Sword (12)	1d+3 cut/1d+1 imp		


Crossing the White Knife

Archers

ST	13	Dodge	9	Punch	13	1d-1 cr
DX	14	Parry	9	Kick	11	1d cr
IQ	10	Block				
HT	11	DR	3/1*			
	HP		Weapon	<i>sw/thr</i>		
1	10		Bow (14)	1d+1/1d-1 cr		
			Sword (12)			
2	10		Bow (14)	1d+2 cr		
			Sword (12)			

Ramsay's Hunt

Ramsay Bolton, Bastard of the Dreadfort

ST	13	Dodge	10	Sword	14	2d+1 cut/1d+3 imp
DX	14	Parry	11	Bow	16	1d+3 imp
IQ	12	Block		Punch	14	1d-1 cr
HT	12	DR	5	Kick	12	1d+1 cr
 HP	14	<i>High Pain Threshold, Combat Reflexes</i>				

Bastard's Boys

ST	14	Dodge	10	Punch	15	1d+1
DX	13	Parry	11	Kick	13	1d+3 cr
IQ	11	Block				
HT	12	DR	4			

High Pain Threshold, Combat Reflexes

	HP	Weapon	sw/thr
1	15	Sword (15)	2d+1 cut/1d+2 imp
2	15	Sword (15)	2d+1 cut/1d+2 imp
3	15	Sword (15)	2d+1 cut/1d+2 imp
4	15	Sword (15)	2d+1 cut/1d+2 imp


Hounds

ST	10	Dodge	8	Bite	13	1d-2 cut
DX	11	Parry				
IQ	4	Block				
HT	12					

5	10	Brawling (13)	1d-2 cut
6	10	Brawling (13)	1d-2 cut

The Dreadfort

Bolton Lieutenant

ST	14	Dodge	10 ⁺	Sword	15	2d+2 cut/1d+3 imp
DX	13	Parry	11 ⁺	Punch	14	1d+1 cr
IQ	11	Block	11 ⁺	Kick	14	1d+3 cr
HT	12	DR	5/3*	Shield†	DB 1	(included)
 HP	16	<i>High Pain Threshold, Combat Reflexes</i>				

Bolton Patrol

ST	13	Dodge	10 ⁺	Punch	14	1d+1 cr
DX	12	Parry	11 ⁺	Kick	12	1d+3 cr
IQ	11	Block	10			
HT	11	DR	4/2*	Shield†	DB 1	(included)
		<i>High Pain Threshold, Combat Reflexes</i>				

	HP	Weapon	sw/thr
1	14	Sword (14)	2d cut/1d+2 imp
2	14	Sword (14)	2d cut/1d+2 imp
3	14	Sword (14)	2d cut/1d+2 imp
4	14	Sword (14)	2d cut/1d+2 imp

Wildlings Ambush

Wildlings (Garrik, Orvir, Surkar, Nolla)

ST	14	Dodge	10	Punch	14	1d+2 cr
DX	12	Parry	11	Kick	12	1d+4 cr
IQ	11	Block				
HT	13	DR				

	HP	Weapon	sw/thr
1	15	Spear (15)	1d+3 imp
2	15	Spear (15)	1d+3 imp
3	15	Sword (14)	2d+2 cut/1d+3 imp
4	15	Bow (15)	1d+4 imp


Final Battle

Raider Cavalry


ST	13	Dodge	10	Punch	14	1d cr
DX	13	Parry	11	Kick	14	1d+2 cr
IQ	10	Block				
HT	11	DR	4/2*			

	HP	Weapon	sw/thr
1	10	Sword (15)	2d cut/1d+2 imp
2	10	Sword (15)	2d cut/1d+2 imp
3	10	Sword (15)	2d cut/1d+2 imp
4	10	Sword (15)	2d cut/1d+2 imp
5	10	Sword (15)	2d cut/1d+2 imp


Ser Gregor Clegane, The Mountain That Rides

ST	20	Dodge	11	Sword	18	3d+4 cut/2d+2 imp
DX	13	Parry	13	Punch	16	2d-2 cr
IQ	10	Block		Kick	14	2d cr
HT	13	DR	8	(heavy plate)		
 HP	25	High Pain Threshold, Combat Reflexes				
		Berserk (HT+4, immune to stun/shock, must AoA)				

Iggo, Dothraki Brave Companion Lieutenant

ST	16	Dodge	12	Arakh	18	2d+3 cut	(+2 disarm)
DX	14	Parry	14	Punch	16	1d cr	
IQ	11	Block		Kick	14	1d+2 cr	
HT	12	DR	4/2* (torso and legs)				
 HP	20	High Pain Threshold, Combat Reflexes, Extra Attack					
		Enhance Dodge, Enhanced Parry					

Tobin Krey, Lannister man-at-arms

ST	15	Dodge	11†	Sword	16	2d+3 cut/1d+3 imp
DX	13	Parry	12†	Punch	15	1d cr
IQ	12	Block	11†	Kick	13	1d+2 cr
HT	12	DR	6	Shield†	DB 1	<i>(included)</i>
 HP	20	<i>High Pain Threshold, Combat Reflexes</i>				



GM Control Sheet

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Character Order: Name, Ascending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Darick UMBER	+0 / +0	16	12	10	13	10	14	6.25	6	10	4/2*	18	13
Lanell Mormont	+0 / +0	14	13	11	12	11	12	6.25	6	10	4/2*	14	12
Ser Jarden Manderly	+0 / +0	14	12	12	12	12	12	6	6	10	6	14	12
Wyllem Foler	+0 / +0	12	14	11	12	11	13	7	7	11	4/2*	12	12

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach/Range	RoF	Shots	Bulk	Rcl	GM Notes
Darick UMBER										
Bastard Sword: 1H Swing	14	11	2d+3 cut	—	1, 2	—	—	—	—	
Bastard Sword: 1H Thrust	14	11	1d+3 imp	—	2	—	—	—	—	
Bastard Sword: 2H Swing	16	12	2d+4 cut	—	1, 2	—	—	—	—	
Bastard Sword: 2H Thrust	16	12	1d+4 imp	—	2	—	—	—	—	
Brawling: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d+1 cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+3 cr	—	C,1	—	—	—	—	
Knife: Swing	14	10	2d cut	—	C, 1	—	—	—	—	
Knife: Thrust	14	10	1d+1 imp	—	C	—	—	—	—	
Knife: Thrown	13	—	1d+1 imp	—	13 / 24	1	T(1)	-2	—	
Lanell Mormont										
Axe: 1H	16	12	2d+2 cut	—	1	—	—	—	—	
Axe: 2H	14	11	2d+3 cut	—	1	—	—	—	—	
Brawling: Punch	15	11	1d cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+2 cr	—	C,1	—	—	—	—	
Knife: Swing	14	10	2d-2 cut	—	C, 1	—	—	—	—	
Knife: Thrust	14	10	1d imp	—	C	—	—	—	—	
Knife: Thrown	13	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Small Shield: Bash	15	—	1d cr	—	1	—	—	—	—	
Small Shield: Rush	15	—	slam+1 cr	—	1	—	—	—	—	
Ser Jarden Manderly										
Bastard Sword: 1H Swing	16	12	2d+2 cut	—	1, 2	—	—	—	—	
Bastard Sword: 1H Thrust	16	12	1d+3 imp	—	2	—	—	—	—	
Bastard Sword: 2H Swing	14	11	2d+3 cut	—	1, 2	—	—	—	—	
Bastard Sword: 2H Thrust	14	11	1d+4 imp	—	2	—	—	—	—	
Brawling: Punch	15	11	1d cr	—	C	—	—	—	—	
Brawling: Bite	15	—	1d cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+2 cr	—	C,1	—	—	—	—	
Knife: Swing	14	10	2d-2 cut	—	C, 1	—	—	—	—	
Knife: Thrust	14	10	1d imp	—	C	—	—	—	—	
Knife: Thrown	13	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Medium Shield: Bash	14	—	1d cr	—	1	—	—	—	—	
Medium Shield: Rush	14	—	slam+2 cr	—	1	—	—	—	—	
Wyllem Foler										
Brawling: Punch	14	11	1d-2 cr	—	C	—	—	—	—	
Brawling: Bite	14	—	1d-2 cr	—	C	—	—	—	—	
Brawling: Kick	12	—	1d cr	—	C,1	—	—	—	—	
Broadsword: Swing	14	11	1d+3 cut	—	1	—	—	—	—	
Broadsword: Thrust	14	11	1d+1 imp	—	1	—	—	—	—	
Composite Bow (ST 14): Barbed-head	17	—	1d+3 imp	3	280 / 350	1	1(2)	-5	—	
Composite Bow (ST 14): Bodkin Point	17	—	1d+3(2) pi	3	280 / 350	1	1(2)	-5	—	
Knife: Swing	14	10	1d cut	—	C, 1	—	—	—	—	
Knife: Thrust	14	10	1d-1 imp	—	C	—	—	—	—	
Knife: Thrown	13	—	1d-1 imp	—	10 / 18	1	T(1)	-2	—	

NOTABLE ADVANTAGES / DISADVANTAGES

Darick UMBER
Code of Honor (Northerner)
Combat Reflexes
Danger Sense
Roll to sense danger: 14 (Per)
Duty 1 (House Stark)
Duty 2 (House UMBER)

NOTABLE ADVANTAGES / DISADVANTAGES

Darick UMBER
Greed (12 or less)
High Pain Threshold
Roll to ignore pain: 13 (Will+3)
Luck
Sense of Duty 1 (House UMBER)
Sense of Duty 2 (House Stark)

NOTABLE ADVANTAGES / DISADVANTAGES

Lanell Mormont
Code of Honor (Northerner)
Combat Reflexes
Common Sense
Roll to avoid stupidity: 11 (IQ)
Duty 1 (House Mormont)
Duty 2 (House Stark)
Healer 2 (Skill Bonus to Healing skills)
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Luck
Overconfidence (12 or less)
Secret (Starks aren't all true Northerners)
Sense of Duty 1 (House Mormont)
Sense of Duty 2 (House Stark)
Ser Jarden Manderly
Code of Honor (Anointed Knight)
Code of Honor (Northerner)
Combat Reflexes
Duty (House Stark)
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
Recovery
Reputation (Honorable Knight) 1
Secret (Provided prey for Ramsay Bolton)
Sense of Duty 1 (House Manderly)
Sense of Duty 2 (House Stark)
Voice
Wyllem Foler
Addiction (Milk of the Poppy)
Code of Honor (Northerner)
Combat Reflexes
Duty (House Stark)
Heroic Archer
Luck
Outdoorsman 1
Sense of Duty (House Stark)
Strongbow
Weapon Bond (Bow)

NOTABLE SKILLS / SPELLS

Darick Umber		
Armoury (Body Armor)	11	IQ+1
Body Language (Human)	13	Per-1
Bow	12	DX+0
Brawling	15	DX+3
Broadsword	14	DX+2
Climbing	13	DX+1
Detect Lies	12	Per-2
Fast-Draw (Knife)	13	DX+1
Fast-Draw (Sword)	14	DX+2
First Aid (Human)	12	IQ+2
Gesture	11	IQ+1
Intimidation	13	Will+3
Knife	14	DX+2
Lip Reading	14	Per+0
Navigation (Land)	12	IQ+2
Observation	14	Per+0
Riding (Horse)	14	DX+2
Scrounging	14	Per+0
Search	14	Per+0
Shield (Shield)	14	DX+2
Survival (The North)	15	Per+1
Swimming	14	HT+1
Throwing	13	DX+1

NOTABLE SKILLS / SPELLS

Darick Umber		
Tracking	14	Per+0
Two-Handed Sword	16	DX+4
Wrestling	14	DX+2
Lanell Mormont		
Area Knowledge (The North)	13	IQ+2
Armoury (Body Armor)	12	IQ+1
Axe/Mace	16	DX+3
Bow	13	DX+0
Brawling	15	DX+2
Climbing	14	DX+1
Current Affairs (The North)	12	IQ+1
Diagnosis (Human)	12	IQ+1
Fast-Draw (Axe)	14	DX+1
Fast-Draw (Shield)	14	DX+1
Fast-Talk	13	IQ+2
First Aid (Human)	15	IQ+4
Gesture	12	IQ+1
Herb Lore	13	IQ+2
Knife	14	DX+1
Naturalist (Earth)	14	IQ+3
Navigation (Land)	13	IQ+2
Observation	12	Per+0
Poisons	13	IQ+2
Riding (Horse)	14	DX+1
Scrounging	14	Per+2
Search	13	Per+1
Shield (Shield)	15	DX+2
Survival (The North)	13	Per+1
Swimming	13	HT+1
Throwing	13	DX+0
Tracking	14	Per+2
Two-Handed Axe/Mace	14	DX+1
Wrestling	14	DX+1
Ser Jarden Manderly		
Armoury (Melee Weapons)	13	IQ+1
Bow	13	DX+1
Brawling	15	DX+3
Broadsword	16	DX+4
Climbing	13	DX+1
Current Affairs (The North)	13	IQ+1
Diplomacy	14	IQ+2
Fast-Draw (Shield)	13	DX+1
Fast-Draw (Sword)	15	DX+3
First Aid (Human)	14	IQ+2
Gesture	12	IQ+0
Heraldry	13	IQ+1
Knife	14	DX+2
Lance	13	DX+1
Leadership	13	IQ+1
Navigation (Land)	12	IQ+0
Observation	14	Per+2
Parry Missile Weapons	12	DX+0
Public Speaking	13	IQ+1
Riding (Horse)	14	DX+2
Savoir-Faire (Nobility)	12	IQ+0
Shield (Shield)	14	DX+2
Strategy (Land)	13	IQ+1
Survival (The North)	12	Per+0
Swimming	13	HT+1
Tactics	13	IQ+1
Throwing	13	DX+1
Tracking	12	Per+0
Two-Handed Sword	14	DX+2
Wrestling	14	DX+2

NOTABLE SKILLS / SPELLS

Wyllem Foler		
Animal Handling (Horses)	12	IQ+1
Area Knowledge (Winterfell)	13	IQ+2
Armoury (Missile Weapons)	12	IQ+1
Bow	17	DX+3
Brawling	14	DX+0
Broadsword	14	DX+0
Cartography	10	IQ-1
Climbing	15	DX+1
Fast-Draw (Arrow)	15	DX+1
Fast-Draw (Bow)	15	DX+1
Fast-Talk	12	IQ+1
First Aid (Human)	13	IQ+2
Fishing	14	Per+1
Gesture	12	IQ+1
Holdout	11	IQ+0
Knife	14	DX+0
Knot-Tying	14	DX+0
Mimicry (Bird Calls)	11	IQ+0
Navigation (Land)	13	IQ+2
Observation	13	Per+0
Riding (Horse)	13	DX-1
Scrounging	14	Per+1
Search	14	Per+1
Shadowing	12	IQ+1
Stealth	15	DX+1
Survival (The North)	15	Per+2
Swimming	12	HT+0
Throwing	13	DX-1
Tracking	16	Per+3
Traps	12	IQ+1
Veterinary	11	IQ+0
Weather Sense	11	IQ+0
Wrestling	13	DX-1

ADDITIONAL NOTES

ADDITIONAL NOTES

Common Skill Modifiers

MANEUVERS

<i>Aim</i>	+Acc (1 second), +1 (2 second), +2 (3 or more seconds)	0 Close (0-5 yds)
<i>All-Out Attack</i>	+4 Melee, +1 Ranged	-3 Short (6-20 yds)
<i>Committed Attack</i>	+2 Melee	-7 Medium (21-100)
<i>Evaluate</i>	+1 per turn (max. +3)	-11 Long (101-500)
<i>Move and Attack</i>	-4 Melee (max. skill of 9), -2 Ranged (or weapon's Bulk)	-15 Extreme (501+)

RANGE

HIT LOCATIONS * additional -2 to disarm

0	Torso
-2	Arm, Leg
-3	Vitals, Groin (Pelvis), Weapon* (C/pistol)
-4	Hand, Foot, Weapon* (1/carbine)
-5	Neck, Face, Skull (from behind), Weapon* (2/rifle)
-7	Skull, Face (from behind)
-8	Chink in Torso Armor
-9	Eye
-10	Chink in non-Torso Armor

RAPID FIRE

+1	5-8 shots
+2	9-12 shots
+3	13-16 shots
+4	17-24 shots
+5	25-49 shots
+6	50-99 shots
+7	100-199 shots
+8	200-299 shots
+9	300-399 shots, etc.

POSTURES (penalties apply only to Melee attacks)

0	Standing, normal defense
-2	Crouching, normal defense
-2	Kneeling or Sitting, -2 defense
-4	Crawling or Lying Down, -3 defense

COMPLEMENTARY SKILLS

+2	Critical success
+1	Success
-1	Failure
-2	Critical failure

TASK DIFFICULTY

+10	Automatic	0	Average (<i>adventuring</i>)
+8/+9	Trivial	-1	Unfavorable
+6/+7	Very Easy	-2/-3	Very Unfavorable
+4/+5	Easy	-4/-5	Hard
+2/+3	Very Favorable	-6/-7	Very Hard
+1	Favorable	-8/-9	Dangerous

EQUIPMENT (technological/other)

-10/-5	None
-5/-2	Improvised
0	Basic (default)
+1	Good-quality
+2	Fine-quality
+TL/2	Best possible (round down)

"QUICK AND DIRTY"

Every complication added to a task's description as an adjective/qualifier imposes a cumulative **-1**.

Examples: **-3** on a "slimy, twisting, smoke-obscured path," **-2** on a "very icy" ledge, etc.

BASE SKILL LEVELS

7 or less	Unskilled (default users)	17-19	Heroic (extraordinary world-class experts)
8-9	Feeble (beginners, bumbler)	20-21	Larger-than-Life (top experts from history)
10-11	Average (non-job skills for ordinary folks)	22-23	Legendary ("typical" mythic figures)
12-13	Competent (job skills for ordinary folks)	24-26	Superhuman (outstanding mythic figures)
14-16	Exceptional (most seasoned of ordinary)	27+	Godlike (greatest mythic figures, gods)

MANEUVERS

AIM (1 hex): Aim a Ranged weapon/attack to get its **Acc** bonus (additional **+1** for two turns, **+2** for three or more turns). (No movement with a braced two-handed weapon.)

ALL-OUT ATTACK (1/2 Move): **+4** to hit for Melee or **+1** for Ranged, *or* two Melee attacks on the same target, *or* **+2** Melee damage, *or* one feint/one attack, *or* increase reach by 1 (swing attacks at -2 damage, or -1 per die), *or* suppression fire (with RoF 5+) – but **NO DEFENSE** for the rest of your turn!

ALL-OUT DEFENSE (1 hex): **+2** to one Active Defense until next turn, *or* attempt two different defenses against one attack. (Half Move allowed if choosing **+2** to Dodge.)

ATTACK (1 hex): Attack a target (within range) unarmed or with a ready weapon (**-4** for “off hand” weapon attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

CHANGE POSTURE (0): Switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns).

CONCENTRATE (1 hex): Focus on a mental task. Roll Will-3 to maintain if injured, knocked down, take an active defense, etc.

COMMITTED ATTACK (1 hex): **+2** to hit *or* **+1** damage (Melee only) – but **-2** to defenses (no Parry with the hand you attacked with, no Dodge if you kicked, no Block if you attacked with shield. Cannot Retreat). Can choose to Move 2 hexes, at **-2** to hit.

DEFENSIVE ATTACK (1 hex): **-2** damage (Melee only) – but **+1** to Parry or Block (not Dodge) with a balanced weapon (with an unbalanced weapon, can apply the **+1** to a different weapon, Parry with same weapon with no bonus) *or* **+2** to DX roll to avoid falling if kicking. Foe gets **+1** to defend against grabs/grapples.

DO NOTHING (0): Take no action. Active Defenses at -4 if suffering Stun (roll HT/IQ at end of turn).

EVALUATE (1 hex): Study a foe prior to a Melee Attack or Feint for a **+1** bonus per turn spent Evaluating (max. of **+3**), or use the Evaluate bonus to cancel out penalties from a Deceptive Attack or Feint.

FEINT (1 hex): Fake an attack to lower your target's active defense *or* next attack roll by your Margin of Success. Contest of your attacking skill against target's highest DX or Melee/ unarmed skill.

MOVE AND ATTACK (Full Move): Move and still attack at a penalty – for Ranged, the worse of **-2** or weapon's Bulk; for Melee, **-4** (and a *maximum* skill of 9). **-2** on rolls to avoid falling. Not compatible with Flurry of Blows, Mighty Blow, Rapid Strike, or Deceptive Attack (except Slams, etc.)

MOVE (Full Move): Do nothing but move (**+1** hex after a full turn of running).

READY (1 hex): Reload or prepare a weapon or other item, adjust reach, change hands, etc.

WAIT (var): Hold your action for a specific trigger, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal.

ATTACK/DEFENSE OPTIONS

Deceptive Attack: -1 to foe's Active Defense for every -2 you take to your attacking skill (*min.* of 10).

Riposte: Take a penalty to your Parry (min. of 8), not including modifiers (Combat Reflexes, shield DB, etc. still apply). If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (if you parried a hand or weapon), Block (if you parried a shield attack), or Dodge (if you parried a non-hand unarmed strike), and half that penalty (drop fractions) to all other defenses.

Telegraphic Attack: +4 to hit with a Melee attack, but also +2 to target's Dodge.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Rapid Strike: Use one hand to make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), or...

Mighty Blow*: Spend 1 FP for a damage bonus of +2 to a Melee Attack without losing defenses.

Heroic Charge*: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap.

Feverish Defense*: Spend 1 FP to add +2 to a single Active Defense roll (except when All-Out Attacking)

Rapid Recovery*: Spend 1 FP to parry with an unbalanced weapon after an Attack, or any weapon after a Move and Attack.

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or to any Boxing, Judo, Karate, or fencing Parry; or +1 to any other Active Defense.

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

** A critical failure on these rolls causes an additional 1 HP of injury to arm or leg, no DR*

RANDOM HIT LOCATION and EFFECTS

3-4	Skull*	Wounding modifier is x4 , Knockdown rolls at -10 .
5	Face*	Knockdown rolls at -5 .
6-7	Right Leg	Pi+, Pi++, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
8	Right Arm	Pi+, Pi++, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
9-10	Torso	Default location, no modifiers.
11	Groin*	Knockdown rolls at -5 , double shock penalty (-8 maximum).
12	Left Arm	Pi+, Pi++, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
13-14	Left Leg	Pi+, Pi++, and Impaling x1 . Injury > HP/2 cripples limb (excess damage lost).
15	Hand	Pi+, Pi++, and Impaling x1 . Injury > HP/3 cripples (excess damage lost).
16	Foot	Pi+, Pi++, and Impaling x1 . Injury > HP/3 cripples (excess damage lost).
17-18	Neck*	Crushing x1.5 , Cutting x2 .
-	Eye*	Wounding modifier is x4 , Knockdown rolls at -10 . Injury > HP/10 blinds the eye.
-	Vitals*	Pi, Pi+, Pi++, and Impaling x3 . Crushing x1 but requires HT roll vs. knockdown.
-	Armor Chinks	Pi, Pi+, Pi++, and Impaling, on a successful hit, halve DR at location.
-	Weapon	-5: Reach "C," melee/pistol. -4: Reach 1 melee/carbine. -3: Reach 2+ melee/rifle. Disarm, additional -2 (see B400-401).

** A miss by 1 hits the torso*

LOST HIT POINTS

< **HP/3**: Half Move/Dodge (round up).

0 HP or less: Also, make a HT roll every turn, at -1 per *full* multiple of HP below zero or pass out from any maneuver besides Do Nothing.

-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.

-5xHP: You die immediately.

LOST FATIGUE POINTS

< **FP/3**: Half Move, Dodge, and ST (round up).
No effect on HP/damage).

0 FP or less: Also, make a Will roll to attempt any maneuver except Do Nothing or become incapacitated until your FP become positive. (On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR.) Lose 1 HP for each FP lost.

-1xFP: You fall unconscious immediately until FP become positive. Any further FP loss comes off of HP. Recover at the usual **1 FP/10 minutes**. (5 minutes if Very Fit.)

CRITICALS

3 or 4 is always a critical success/hit.

5 is a critical success if your effective skill is 15+.

6 is a critical success if your effective skill is 16+.

A roll of **18** is always a critical failure/miss.

A roll of **17** is a critical failure if your effective skill is 15 or less; otherwise, ordinary failure.

Critical hit: Target gets no active defense. Roll on Critical Hit/Critical Head Blow table

Critical success on a defense roll:

Melee, attacker goes to Critical Miss Table.

Ranged, thrown weapon can be caught.

Critical miss, Attack: Attacker rolls on the Critical Miss Table.

Critical fail, Block: Defender's shield unreadies.

Critical fail, Dodge: Defender falls prone.

Critical fail, Parry: Defender rolls on Crit. Miss.

INJURY

Shock: Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty -4) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback).

Major Wound: A single injury of > HP/2, or a crippling wound. Roll HT to avoid:

Knockdown and Stunning: A Major Wound or damage to the skull, face, or vitals. Roll HT to avoid stun, falling, and dropping items held.

-5 Major Wound to face, vitals, groin

-10 Major Wound to skull or eye

+3 High Pain Threshold; -4 Low Pain

Stunned: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.

Mortal Wounds: Failing a HT roll to avoid death by 1 or 2. Incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour.

Failure, you die.

Success, roll again in a half hour.

Critical Success, no longer mortally wounded (though still incapacitated).

Bleeding: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost.

Failure, lose 1 HP (3 HP on **Critical Failure**).

Critical Success, bleeding stops. Three consecutive **Successes**, bleeding stops.

WOUNDING MODIFIERS

x0.5: Small Piercing (pi-)

x1: Crushing (cr), Piercing (pi)

x1.5: Cutting (cut), Large Piercing (pi+)

x2: Impaling (imp), Huge Piercing (pi++)

CRITICAL HIT

3	Triple damage <i>or</i> Armor Divisor (3).
4-5	Double damage <i>or</i> Armor Divisor (2).
6	Maximum normal damage.
7-8	Major wound if damage inflicted.
9-12	Double shock penalty. (-8 max.)
13-14	Major wound if damage inflicted.
15	Maximum normal damage.
16-17	Double damage <i>or</i> Armor Divisor (2).
18	Triple damage <i>or</i> Armor Divisor (3).

CRITICAL MISS

3	Stunned for 1d-2 turns (min. 1).
4-5	Arm/Leg crippled for 1d turns.
6	Hit yourself for normal damage.
7-8	Hit yourself for half damage.
9-12	Lose one turn to Ready.
13-14	Hit yourself for half damage.
15	Hit yourself for normal damage.
16-17	Arm/Leg crippled for 1d turns.
18	Stunned for 1d-2 turns (min. 1).

FRIGHT CHECKS

In addition to whatever reaction makes sense in the scene, suffer the following effects (roll 3d, add the result to the margin of failure of the initial Fright Check):

4-6	Stunned 1 turn, -1 Sanity	16-18	Stunned 1d+2 turns, -2d Sanity
7-9	Stunned 1d-2 turns, -1 Sanity	19-21	Stunned 1d+3 turns, -2d Sanity
10-12	Stunned 1d turns, -1d Sanity	22-24	Stunned 2d turns, -3d Sanity
13-15	Stunned 1d+1 turns, -1d Sanity	25+	Faint for 2d turns, -4d Sanity

GURPS 4TH EDITION

- When rolling to accomplish anything, roll 3d6 – the lower the result, the better.
 - A roll of **3** or **4** is always a critical success
 - A roll of **5** is a critical success if your effective skill is 15+
 - A roll of **6** is a critical success if your effective skill is 16+
 - A roll of **18** is always a critical failure
 - A roll of **17** is a critical failure if your effective skill is 15 or less
- If you are reduced to...
 - **1/3 or less** Hit Points, your Move and Dodge are reduced to half
 - **0 or less** Hit Points, you are in immediate danger of falling unconscious
 - **-1xHP or less** Hit Points, you are in immediate danger of death
 - **-5xHP or less** Hit Points, you are immediately dead
- **Luck.** Once per hour of *real time*, you may use your Luck to...
 - Make two more rolls after a bad roll and keep the best of the three, OR...
 - Force an enemy to do the same, but take the *worst* of the three, OR...
 - Reduce an injury you just received to a 1-point flesh wound

Darick Umber

Strength	ST 16	Well above average
Dexterity	DX 12	Above average
Intelligence	IQ 10	Average
Health	HT 13	Above average

About: You are a proud member of House Umber and a loyal bannerman to the Starks. Like most Umbers, you spent your youth battling Wildling raiders from across the wall, and nine years ago you fought with the Umbers and the Starks against the rebellious Greyjoys. For the past five years, you have been a trusted member of the Stark bannermen at Winterfell, though you visit home to the Last Hearth frequently.



Unique Traits:

Danger Sense will *sometimes* allow you a chance to react to impending danger.

Detect Lies can sometimes tell you if someone is lying when they speak.

Lip Reading allows you to try and see what someone within sight is saying.

Social Approach: Intimidation.

Arms & Armor: Two-handed bastard sword, mail shirt, plate helm, leather leggings.

Unarmed Style: Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling Style: Wrestling. Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Retreat, Step, Change Posture, or Acrobatic Dodge. If your grappled target fails to Break Free on his turn:

Grappled Torso: **Takedown**, highest of ST, DX, or best grappling skill. Loser becomes prone, loses grip.

Pin, on prone, grappled foe. *Regular* contest of ST (+3 for most free hands).

Grappled Arm (-1 to hit): **Wrench Arm**, vs. the higher of foe's ST or HT or inflict 2d+2 cr.

Grappled Neck (-3 to hit): **Neck Snap**, vs. the higher of foe's ST or HT or inflict 2d+2 cr with x1.5 damage modifier.

Guarded Secret: Greed. All your life, you've had an obsessive desire for gold and wealth. You know it is dishonorable, and sometimes you can control it... but sometimes you can't. In the past, you have accepted bribes (between 10 and 100 gold stags) from smugglers and bandits to look the other way.



Name: Darick Umber

Race: Human

Appearance: Bannerman from Last Hearth

Player:

Ht:

Wt:

Age:

Spent: 275

Unspent: 0

CHARACTER SHEET

ST 16 [60]	HP 18 [4]	Basic Speed 6.25 [0]
DX 12 [40]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 14 [20]	BL 51 lb (ST×ST)/5
HT 13 [30]	FP 13 [0]	Thr 1d+1 Sw 2d+2

Fright Check 12*	Consciousness 13	Death Check 13
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* +2 from 'Combat Reflexes'



EQUIPMENT

Qty	Item	Weight
1	Bastard Sword	5 lb
1	Face Mask	2 lb
	Location: face	
1	Knife	1 lb
1	Leather (Heavy) Leggings	10 lb
	Location: Legs	
1	Leather Boots	3 lb
	Location: Feet	
1	Leather Gloves	—
	Location: hands	
1	Mail Shirt	16 lb
	Location: torso, groin	
1	Mail Sleeves	9 lb
	Location: arms	
1	Plate, Medium (Pot Helm)	4 lb
	Location: Skull	

ADVANTAGES

Name	Pts
Combat Reflexes	[15]
Danger Sense	[15]
Roll to sense danger: 14 (Per)	
High Pain Threshold	[10]
Roll to ignore pain: 13 (Will+3)	
Luck	[15]

DISADVANTAGES

Name	Pts
Code of Honor (Northerner)	[-5]
Duty 1 (House Stark)	[-15]
Duty 2 (House Umber)	[-5]
Greed (12 or less)	[-15]
Sense of Duty 1 (House Umber)	[-10]
Sense of Duty 2 (House Stark)	[-10]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (The North)	12	IQ+2	[4]
Armoury (Body Armor)	11	IQ+1	[4]
Body Language (Human)	13	Per-1	[1]
Bow	12	DX+0	[2]
Brawling	15	DX+3	[8]
Parry: 11			
Broadsword	14	DX+2	[8]
Parry: 11			
Climbing	13	DX+1	[4]
Detect Lies	12	Per-2	[1]
Fast-Draw (Knife)	13*	DX+1	[1]
Fast-Draw (Sword)	14*	DX+2	[2]
First Aid (Human)	12	IQ+2	[4]
Gesture	11	IQ+1	[2]
Intimidation	13	Will+3	[12]
Knife	14	DX+2	[4]
Parry: 10			
Lip Reading	14	Per+0	[2]
Navigation (Land)	12	IQ+2	[8]
Neck Snap (ST)	14	def+2	[3]
Observation	14	Per+0	[2]
Riding (Horse)	14	DX+2	[8]
Scrounging	14	Per+0	[1]
Search	14	Per+0	[2]
Shield (Shield)	14	DX+2	[4]
Block: 11			
Survival (The North)	15	Per+1	[4]
Swimming	14	HT+1	[2]
Throwing	13	DX+1	[4]
Tracking	14	Per+0	[2]
Two-Handed Sword	16	DX+4	[16]
Parry: 12			
Wrench Arm (ST)	14	def+2	[3]
Wrestling	14	DX+2	[8]
Parry: 11			

* +1 from 'Combat Reflexes'

FP					0 FP					FP loss effects are cumulative with each other and any effects suffered from HP loss.				
13	12	11	10	9	0	-1	-2	-3	-4	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.				
8	7	6	5	4	-5	-6	-7	-8	-9	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.				
3	2	1			-10	-11	-12			-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.				

SLAM TABLE				
Mvmt.	1	2	3-5	6-7
Dmg.	1d-3	1d-2	1d-1	1d

Lanell Mormont

Strength	ST 14	Well above average
Dexterity	DX 13	Above average
Intelligence	IQ 11	Average
Health	HT 12	Above average



About: You are a proud member of House Mormont and a loyal bannerman to the true Starks. Like most Mormonts, nine years ago you fought with the Starks against the rebellious Greyjoys. Your mother is Alysane, daughter of the current Lady Mormont, Maega. Though you live in Mormont Keep, your mother sent you to Winterfell to report on an increase of Greyjoy raiders on the western shores. You spent the night at Winterfell as the game begins, planning to return home in the morning.

Unique Traits:

Healer grants you bonuses with healing and herbalism skills.

Overconfidence, because of your youth and skill with an axe, can sometimes make it hard for you to act cautiously, or to have a realistic sense of your abilities.

Potions, currently carrying 6x Blood of the Giant, 12x Kharsian Tea, and 6x Milk of the Poppy.

Social Approach: Fast-Talk.

Arms & Armor: Axe and shield, mail shirt and coif, leather leggings.

Unarmed Style: Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling Style: Wrestling. Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Retreat, Step, Change Posture, or Acrobatic Dodge. If your grappled target fails to Break Free on his turn, you can attempt a **Takedown** with a *Quick* Contest of highest of ST, DX, or best grappling skill. Loser becomes prone and loses their grip. Still later, you can attempt a **Pin** on a prone, grappled foe with a *Regular* Contest of ST (+3 to fighter with most free hands).

Guarded Secret: Though unshakably loyal to those you consider “true” Starks (such as Eddard and his boys), you have always considered Lady Catelyn and her weak daughters to be Southern Tullys who only pretend to be Northerners. You show them the respect their stations demand, but secretly hope that Eddard Stark will someday see the error of his ways and take a good Northern bride.



Name: Lanell Mormont
Race: Human
Appearance: Bannerman from Bear Island

Player: Spent: 275
Ht: Wt: Age: Unspent: 0

CHARACTER SHEET

ST	14	[40]	HP	14	[0]	Basic Speed	6.25	[0]
DX	13	[60]	Will	11	[0]	Basic Move	6	[0]
IQ	11	[20]	Per	12	[5]	BL	39 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d	Sw 2d

Fright Check	13*	Consciousness	12	Death Check	12
* +2 from 'Combat Reflexes'					



EQUIPMENT

Qty	Item	Weight
1	Axe	4 lb
1	Hatchet	2 lb
1	Knife	1 lb
1	Leather (Heavy) Leggings	20 lb
	Location: Legs	
1	Leather Boots	3 lb
	Location: Feet	
1	Leather Gloves	—
	Location: hands	
1	Mail Coif	4 lb
	Location: skull, neck	
1	Mail Shirt	16 lb
	Location: torso, groin	
1	Mail Sleeves	9 lb
	Location: arms	
6	Potion (Blood of the Giant)	—
	Usenotes: Restores 2d HP/FP for up to 48 hours, after which 3d are lost. A second dose in that time is often fatal (HT-6 to avoid).	
12	Potion (Kharsian Tea)	—
	Usenotes: Restores 1d FP and gives +4 on rolls to avoid falling asleep.	
6	Potion (Milk of the Poppy)	—
	Usenotes: A powerful anesthetic and pain medication.	
1	Small Shield	8 lb

ADVANTAGES

Name	Pts
Combat Reflexes	[15]
Common Sense	[10]
Roll to avoid stupidity: 11 (IQ)	
Healer 2 (Skill Bonus to Healing skills)	[20]
High Pain Threshold	[10]
Roll to ignore pain: 14 (Will+3)	
Luck	[15]

DISADVANTAGES

Name	Pts
Code of Honor (Northerner)	[-5]
Duty 1 (House Mormont)	[-15]
Duty 2 (House Stark)	[-5]
Overconfidence (12 or less)	[-5]
Secret (Starks aren't all true Northerners)	[-10]
Sense of Duty 1 (House Mormont)	[-10]
Sense of Duty 2 (House Stark)	[-10]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (The North)	13	IQ+2	[4]
Armoury (Body Armor)	12	IQ+1	[4]
Axe/Mace	16	DX+3	[12]
Parry: 12			
Bow	13	DX+0	[2]
Brawling	15	DX+2	[4]
Parry: 11			
Climbing	14	DX+1	[4]
Current Affairs (The North)	12	IQ+1	[2]
Diagnosis (Human)	12*	IQ+1	[2]
Fast-Draw (Axe)	14†	DX+1	[1]
Fast-Draw (Shield)	14†	DX+1	[1]
Fast-Talk	13	IQ+2	[8]
First Aid (Human)	15*	IQ+4	[4]
Gesture	12	IQ+1	[2]
Herb Lore	13*	IQ+2	[8]
Knife	14	DX+1	[2]
Parry: 10			
Naturalist (Earth)	14*	IQ+3	[8]
Navigation (Land)	13	IQ+2	[8]
Observation	12	Per+0	[2]
Poisons	13*	IQ+2	[4]
Riding (Horse)	14	DX+1	[4]
Scrounging	14	Per+2	[4]
Search	13	Per+1	[4]
Shield (Shield)	15	DX+2	[4]
Block: 11			
Survival (The North)	13	Per+1	[4]
Swimming	13‡	HT+1	[2]
Throwing	13	DX+0	[2]
Tracking	14	Per+2	[8]
Two-Handed Axe/Mace	14	DX+1	[2]
Parry: 11			
Wrestling	14	DX+1	[4]
Parry: 11			
* +2 from 'Healer'	† +1 from 'Combat Reflexes'	‡ Cond. -2 from 'Encumbrance Penalty'	

MELEE ATTACKS						
Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch Skill used: Brawling	15	11	1d cr	C	—	
Brawling: Bite Skill used: Brawling	15	—	1d cr	C	—	
Brawling: Kick Skill used: Brawling-2	13	—	1d+2 cr	C,1	—	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Axe: 1H Skill used: Axe/Mace	16	12	2d+2 cut	1	11	
Axe: 2H Skill used: Two-Handed Axe/Mace	14	11	2d+3 cut	1	10†	
Hatchet: Swing Skill used: Axe/Mace	16	12	2d cut	1	8	[1]
Knife: Swing Skill used: Knife	14	10	2d-2 cut	C, 1	6	
Knife: Thrust Skill used: Knife	14	10	1d imp	C	6	[1]
Small Shield: Bash Skill used: Shield (Shield)	15	—	1d cr	1	—	[2,3,4]
Small Shield: Rush Skill used: Shield (Shield)	15	—	slam+1 cr	1	—	[2,3,4]

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
Hatchet: Thrown Skill used: Throwing	13	2d cut	1	21 yd / 35 yd	1	T(1)	8	-2	—	
Knife: Thrown Skill used: Throwing	13	1d imp	—	11 yd / 21 yd	1	T(1)	6	-2	—	

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	11*	11*	9/10*	
Axe/Mace	Brawling	Shield (Shield)	Light	

Hit Locations and Armor:

- Eyes: DR: 0, HP: 0
- Skull: DR: 4/2*+2, HP: 0
- Neck: DR: 4/2*, HP: 0
- Face: DR: 0, HP: 0
- Torso: DR: 4/2*, HP: 0
- Arms: DR: 4/2*, HP: 0
- Hands: DR: 2*, HP: 0
- Groin: DR: 4/2*, HP: 0
- Legs: DR: 3, HP: 0
- Feet: DR: 2*, HP: 0

Loc. HP #

Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 0
Bonus DB: 1

Notes:
DR Notes: * Flexible armor: DR 2 against Crushing attacks, DR 4 against all others.

* +1 from 'Combat Reflexes'

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-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

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

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

-5×HP or less: Immediate death.

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

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.

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

Ser Jarden Manderly

Strength	ST 14	Well above average
Dexterity	DX 12	Above average
Intelligence	IQ 12	Above average
Health	HT 12	Above average



About: You are a proud member of House Manderly and a loyal bannerman to the true Starks. Like most, nine years ago you fought with the Starks against the rebellious Greyjoys. After the fighting, Lord Eddard Stark appointed you as a member of his personal house guard (with Lord Wyman Manderly's consent, of course, charged with keeping his family safe upon your life.

Unique Traits:

Parry Missile Weapon gives you a Parry score of 10 against incoming arrows or thrown weapons.

Sacrificial Block to use your Block on behalf of a target behind you (your shield DB does count).

Sacrificial Parry to use your Parry on behalf of an ally within weapon's reach (shield DB doesn't count).

Social Approach: Diplomacy.

Arms & Armor: Sword and shield, plate corselet and sleeves, mail coif and leggings.

Unarmed Style: Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling Style: Wrestling. Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Retreat, Step, Change Posture, or Acrobatic Dodge. If your grappled target fails to Break Free on his turn, you can attempt a **Takedown** with a *Quick* Contest of highest of ST, DX, or best grappling skill. Loser becomes prone and loses their grip. Still later, you can attempt a **Pin** on a prone, grappled foe with a *Regular* Contest of ST (+3 to fighter with most free hands).

Guarded Secret: Three years ago, you became romantically entangled with a Winterfell kitchen wench by the name of Patrice. When you grew tired of her, she threatened to tell Lord Stark of the tryst, besmirching your honor and the honor of House Manderly. In a desperate act of cowardice, you escorted her to a small feast at the Dreadfort, and gifted her to the Bolton Bastard, Ramsey, as prey for one of his hunts. Sometimes, you can still hear her cries for mercy as you quickly strode away.



Name: Ser Jarden Manderly

Race: Human

Appearance: Anointed Knight of White Harbor

Player:

Ht:

Wt:

Age:

Spent: 275

Unspent: 0

CHARACTER SHEET

ST	14	[40]	HP	14	[0]	Basic Speed	6	[0]
DX	12	[40]	Will	12	[0]	Basic Move	6	[0]
IQ	12	[40]	Per	12	[0]	BL	39 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d	Sw 2d

Fright Check	14*	Consciousness	12	Death Check	12
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* +2 from 'Combat Reflexes'



EQUIPMENT

Qty	Item	Weight
1	Bastard Sword (Fine Quality, *4)	5 lb
1	Gauntlets	2 lb
	Location: hands	
1	Knife	1 lb
1	Leather Boots	3 lb
	Location: Feet	
1	Mail Coif	4 lb
	Location: skull, neck	
1	Mail Leggings	8 lb
	Location: legs	
1	Medium Shield	10 lb
1	Plate Arms	8 lb
	Location: arms	
1	Steel Corselet	25 lb
	Location: torso, groin	

PERKS

Name	Pts
Sacrificial Block (Shield)	[1]
Sacrificial Parry (Broadsword)	[1]

ADVANTAGES

Name	Pts
Combat Reflexes	[15]
High Pain Threshold	[10]
Roll to ignore pain: 15 (Will+3)	
Luck	[15]
Recovery	[10]
Reputation +1 (Honorable Knight)	[5]
Voice	[10]

DISADVANTAGES

Name	Pts
Code of Honor (Anointed Knight)	[-10]
Code of Honor (Northerner)	[-5]
Duty (House Stark)	[-15]
Secret (Provided prey for Ramsay Bolton)	[-20]
Sense of Duty 1 (House Manderly)	[-10]
Sense of Duty 2 (House Stark)	[-10]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (The North)	13	IQ+1	[2]
Armoury (Melee Weapons)	13	IQ+1	[4]
Bow	13	DX+1	[4]
Brawling	15	DX+3	[8]
Parry: 11			
Broadsword	16	DX+4	[16]
Parry: 12			
Climbing	13	DX+1	[4]
Current Affairs (The North)	13	IQ+1	[2]
Diplomacy	14*	IQ+2	[4]
Fast-Draw (Shield)	13†	DX+1	[1]
Fast-Draw (Sword)	15†	DX+3	[4]
First Aid (Human)	14	IQ+2	[4]
Gesture	12	IQ+0	[1]
Heraldry	13	IQ+1	[4]
Knife	14	DX+2	[4]
Parry: 10			
Lance	13	DX+1	[4]
Leadership	13	IQ+1	[4]
Navigation (Land)	12	IQ+0	[2]
Observation	14	Per+2	[8]
Parry Missile Weapons	12	DX+0	[4]
Parry: 10			
Public Speaking	13*	IQ+1	[1]
Riding (Horse)	14	DX+2	[8]
Savoir-Faire (Nobility)	12	IQ+0	[1]
Shield (Shield)	14	DX+2	[4]
Block: 11			
Strategy (Land)	13	IQ+1	[8]
Survival (The North)	12	Per+0	[2]
Swimming	13†	HT+1	[2]
Tactics	13	IQ+1	[8]
Throwing	13	DX+1	[4]
Tracking	12	Per+0	[2]
Two-Handed Sword	14	DX+2	[6]
Parry: 11			
Wrestling	14	DX+2	[8]
Parry: 11			

* +2 from 'Voice'

† +1 from 'Combat Reflexes'

‡ Cond. -2 from 'Encumbrance Penalty'

MELEE ATTACKS						
Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch <small>Skill used: Brawling</small>	15	11	1d cr	C	—	
Brawling: Bite <small>Skill used: Brawling</small>	15	—	1d cr	C	—	
Brawling: Kick <small>Skill used: Brawling-2</small>	13	—	1d+2 cr	C,1	—	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Bastard Sword: 1H Swing <small>Skill used: Broadsword</small>	16	12	2d+2 cut	1, 2	11	
Bastard Sword: 1H Thrust <small>Skill used: Broadsword</small>	16	12	1d+3 imp	2	11	
Bastard Sword: 2H Swing <small>Skill used: Two-Handed Sword</small>	14	11	2d+3 cut	1, 2	10†	
Bastard Sword: 2H Thrust <small>Skill used: Two-Handed Sword</small>	14	11	1d+4 imp	2	10†	
Knife: Swing <small>Skill used: Knife</small>	14	10	2d-2 cut	C, 1	6	
Knife: Thrust <small>Skill used: Knife</small>	14	10	1d imp	C	6	[1]
Medium Shield: Bash <small>Skill used: Shield (Shield)</small>	14	—	1d cr	1	—	[2,3,4]
Medium Shield: Rush <small>Skill used: Shield (Shield)</small>	14	—	slam+2 cr	1	—	[2,3,4]

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
Knife: Thrown <small>Skill used: Throwing</small>	13	1d imp	—	11 yd / 21 yd	1	T(1)	6	-2	—	

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	11*	11*	9/10*	
Broadsword	Brawling	Shield (Shield)	Light	

Hit Locations and DR/HP:

- Eyes: DR: 0, HP: 0
- Neck: DR: 4/2*, HP: 0
- Torso: DR: 6, HP: 0
- Skull: DR: 4/2*+2, HP: 0
- Face: DR: 0, HP: 0
- Arms: DR: 6, HP: 0
- Hands: DR: 4, HP: 0
- Groin: DR: 6, HP: 0
- Legs: DR: 4/2*, HP: 0
- Feet: DR: 2*, HP: 0

Loc. HP #

Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

Bonus DR: 0
Bonus DB: 2

Notes:
DR Notes: * Flexible armor: DR 2 against Crushing attacks, DR 4 against all others.

* +1 from 'Combat Reflexes'

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-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

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

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

-5×HP or less: Immediate death.

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

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.

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

Wyllem Foler

Strength	ST 12	Above average
Dexterity	DX 14	Well above average
Intelligence	IQ 11	Average
Health	HT 12	Above average



About: Born to smallfolk parents in The Neck, you learned to hunt and track from your father, showing a natural ability for it he could never match. He often told you tales of the woodsmen of Deepwood Motte, greatest in the Seven Kingdoms, so when the Rotting Fever took both him and your mother two years ago, you set off for the Motte. Instead, you found yourself hunting on behalf of Winterfell. They have since earned your loyalty with their kindness and integrity.

Unique Traits:

Heroic Archer lets you roll vs. Bow -3 (so, 14) to attack on the same turn you ready an arrow. If you can first succeed at a Fast Draw (Arrow) roll as well, this lets you fire once *every turn* (with the usual Range and Hit Location modifiers). When you Move and Attack or are in close combat, ignore your bow's Bulk instead of adding ACC.

Stealth is the skill of remaining silent and unseen.

Tracking is the skill of following the tracks of animals (or people), or erasing your own.

Social Approach: Fast-Talk.

Arms & Armor: Bow (composite), mail shirt and coif, leather sleeves and leggings.

Unarmed Style: Brawling, allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling Style: Wrestling. Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling skill. If your target fails to defend, you do no damage but successfully grapple, meaning your foe is at -4 to DX (and DX-based skills), -2 to Parry/Block, and -1 to Dodge; he also cannot Retreat, Step, Change Posture, or Acrobatic Dodge. If your grappled target fails to Break Free on his turn, you can attempt a **Takedown** with a *Quick* Contest of highest of ST, DX, or best grappling skill. Loser becomes prone and loses their grip. Still later, you can attempt a **Pin** on a prone, grappled foe with a *Regular* Contest of ST (+3 to fighter with most free hands).

Guarded Secret: Since your parents' death, you have developed an addiction to Milk of the Poppy and experience physical withdrawal after more than 12 hours without it. You keep this shameful secret hidden, for fear of being dismissed from the Starks' employ.



Name: Wyllem Foler
Race: Human
Appearance: Hunter for House Stark

Player: Spent: 275
Ht: Wt: Age: Unspent: 0

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 7 [10]
DX 14 [80]	Will 11 [0]	Basic Move 7 [0]
IQ 11 [20]	Per 13 [10]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2

Fright Check 13*	Consciousness 12	Death Check 12
* +2 from 'Combat Reflexes'		



EQUIPMENT		
Qty	Item	Weight
15	Arrow (Barbed-head) [15][14][13][12][11][10][9][8][7][6][5][4][3][2][1]	—
15	Arrow (Bodkin Point) [15][14][13][12][11][10][9][8][7][6][5][4][3][2][1]	—
1	Broadsword	3 lb
1	Composite Bow (ST 14)	4 lb
1	Knife	1 lb
1	Leather (Heavy) Leggings Location: Legs	4 lb
1	Leather (Heavy) Sleeves Location: Arms	4 lb
1	Leather Boots Location: Feet	3 lb
1	Leather Gloves Location: hands	—
1	Mail Coif Location: skull, neck	2 lb
1	Mail Shirt Location: torso, groin	8 lb

ADVANTAGES

Name	Pts
Combat Reflexes	[15]
Heroic Archer	[20]
Luck	[15]
Outdoorsman 1	[10]
Strongbow	[1]
Weapon Bond (Bow)	[1]

DISADVANTAGES

Name	Pts
Addiction (Milk of the Poppy)	[-10]
Code of Honor (Northerner)	[-5]
Duty (House Stark)	[-15]
Sense of Duty (House Stark)	[-10]

SKILLS

Name	Level	Relative	Pts
Animal Handling (Horses)	12	IQ+1	[4]
Area Knowledge (Winterfell)	13	IQ+2	[4]
Armoury (Missile Weapons)	12	IQ+1	[4]
Bow	17*	DX+3	[8]
Brawling Parry: 11	14	DX+0	[1]
Broadsword Parry: 11	14	DX+0	[2]
Cartography	10	IQ-1	[1]
Climbing	15	DX+1	[4]
Fast-Draw (Arrow)	15†	DX+1	[1]
Fast-Draw (Bow)	15†	DX+1	[1]
Fast-Talk	12	IQ+1	[4]
First Aid (Human)	13	IQ+2	[4]
Fishing	14†	Per+1	[1]
Gesture	12	IQ+1	[2]
Holdout	11	IQ+0	[2]
Knife Parry: 10	14	DX+0	[1]
Knot-Tying	14	DX+0	[1]
Mimicry (Bird Calls)	11†	IQ+0	[2]
Navigation (Land)	13†	IQ+2	[4]
Observation	13	Per+0	[2]
Riding (Horse)	13	DX-1	[1]
Scrounging	14	Per+1	[2]
Search	14	Per+1	[4]
Shadowing	12	IQ+1	[4]
Stealth	15	DX+1	[4]
Survival (The North)	15†	Per+2	[4]
Swimming	12	HT+0	[1]
Throwing	13	DX-1	[1]
Tracking	16†	Per+3	[8]
Traps	12	IQ+1	[4]
Veterinary	11	IQ+0	[4]
Weather Sense	11	IQ+0	[2]
Wrestling Parry: 10	13	DX-1	[1]
* +1 from 'Weapon Bond (Bow)' † +1 from 'Combat Reflexes' ‡ +1 from 'Outdoorsman'			

MELEE ATTACKS						
Unarmed	Skill	Parry	Damage	Reach	ST	Notes
Brawling: Punch <small>Skill used: Brawling</small>	14	11	1d-2 cr	C	—	
Brawling: Bite <small>Skill used: Brawling</small>	14	—	1d-2 cr	C	—	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	—	1d cr	C, 1	—	
Armed	Skill	Parry	Damage	Reach	ST	Notes
Broadsword: Swing <small>Skill used: Broadsword</small>	14	11	1d+3 cut	1	10	
Broadsword: Thrust <small>Skill used: Broadsword</small>	14	11	1d+1 imp	1	10	
Knife: Swing <small>Skill used: Knife</small>	14	10	1d cut	C, 1	6	
Knife: Thrust <small>Skill used: Knife</small>	14	10	1d-1 imp	C	6	[1]

RANGED ATTACKS										
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes
Composite Bow (ST 14): Barbed-head <small>Skill used: Bow</small>	17	1d+3 imp	3	280 yd / 350 yd	1	1(2)	10†	-5	—	[3]
Composite Bow (ST 14): Bodkin Point <small>Skill used: Bow</small>	17	1d+3(2) pi	3	280 yd / 350 yd	1	1(2)	10†	-5	—	[3]
Knife: Thrown <small>Skill used: Throwing</small>	13	1d-1 imp	—	10 yd / 18 yd	1	T(1)	6	-2	—	

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	11*	
Broadsword	Brawling	DX	None	

Armor DR and HP:

- Eyes: DR: 0, HP: 0
- Skull: DR: 4/2*+2, HP: 0
- Neck: DR: 4/2*, HP: 0
- Face: DR: 0, HP: 0
- Torso: DR: 4/2*, HP: 0
- Arms: DR: 3, HP: 0
- Hands: DR: 2*, HP: 0
- Groin: DR: 4/2*, HP: 0
- Legs: DR: 3, HP: 0
- Feet: DR: 2*, HP: 0

HP by Body Part:

- Eyes: 2
- Neck: —
- Skull: —
- Face: —
- Torso: —
- Groin: —
- Arms: 7
- Hands: 5
- Legs: 7
- Feet: 5

Bonus DR: 0
Bonus DB: 0

Notes:
DR Notes: * Flexible armor: DR 2 against Crushing attacks, DR 4 against all others.

* +1 from 'Combat Reflexes'

SLAM TABLE			
Mvmt.	1–2	3–4	5–8
Dmg.	1d-3	1d-2	1d-1

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 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

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-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

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

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

-5×HP or less: Immediate death.

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

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.

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

ATTACK/DEFENSE OPTIONS

Deceptive Attack: -1 to foe's Active Defense for every -2 you take to your attacking skill (*min.* of 10).

Riposte: Take a penalty to your Parry (min. of 8), not including modifiers. If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (if you parried a hand or weapon), Block (if you parried a shield attack), or Dodge (if you parried a non-hand unarmed strike), or half that penalty to all other defenses.

Telegraphic Attack: +4 to hit with a Melee attack, but also +2 to target's Dodge.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Rapid Strike: Use one hand to make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), *or...*

Mighty Blow*: Spend 1 FP for a damage bonus of +2 to a Melee Attack without losing defenses.

Heroic Charge*: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap.

Feverish Defense*: Spend 1 FP to add +2 to a single Active Defense roll (except when All-Out Attacking)

Rapid Recovery*: Spend 1 FP to parry with an unbalanced weapon after an Attack, or any weapon after a Move and Attack.

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge, or to any Boxing, Judo, Karate, or fencing Parry; or +1 to any other Active Defense.

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

** A critical failure on these rolls causes an additional 1 HP of injury to arm or leg, no DR*

GURPS 4th EDITION

- When rolling to accomplish anything, roll 3d6 – the lower the result, the better.
 - A roll of **3** or **4** is always a critical success
 - A roll of **5** is a critical success if your effective skill is 15+
 - A roll of **6** is a critical success if your effective skill is 16+
 - A roll of **18** is always a critical failure
 - A roll of **17** is a critical failure if your effective skill is 15 or less
- If you are reduced to...
 - **1/3 or less** Hit Points, your Move and Dodge are reduced to half
 - **0 or less** Hit Points, you are in immediate danger of falling unconscious
 - **-1xHP or less** Hit Points, you are in immediate danger of death
 - **-5xHP or less** Hit Points, you are immediately dead
- **Luck.** Once per hour of *real time*, you may use your Luck to...
 - Make two more rolls after a bad roll and keep the best of the three, OR...
 - Force an enemy to do the same, but take the *worst* of the three, OR...
 - Reduce an injury you just received to a 1-point flesh wound

MANEUVERS

AIM (1 hex): Aim a Ranged weapon/attack to get its **Acc** bonus (additional **+1** for two turns, **+2** for three or more turns). (No movement with a braced two-handed weapon.)

ALL-OUT ATTACK (1/2 Move): **+4** to hit for Melee or **+1** for Ranged, *or* two Melee attacks on the same target, *or* **+2** Melee damage, *or* one feint/one attack – but **NO DEFENSE** for the rest of your turn!

ALL-OUT DEFENSE (1 hex): **+2** to one Active Defense until next turn, *or* attempt two different defenses against one attack. (Half Move allowed if choosing **+2** to Dodge.)

ATTACK (1 hex): Attack a target (within range) unarmed or with a ready weapon (**-4** for “off hand” weapon attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

CHANGE POSTURE (0): Switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns).

CONCENTRATE (1 hex): Focus on a mental task. Roll Will-3 to maintain if injured, knocked down, take an active defense, etc.

COMMITTED ATTACK (1 hex): **+2** to hit *or* **+1** damage (Melee only) – but **-2** to defenses (no Parry with the hand you attacked with, no Dodge if you kicked. Cannot Retreat). Move 2 hexes, at **-2** to hit.

DEFENSIVE ATTACK (1 hex): **-2** damage (Melee only) – but **+1** to Parry or Block (not Dodge), *or* **+2** to DX roll to avoid falling if kicking. Foe gets **+1** to defend against grabs/grapples.

DO NOTHING (0): Take no action. Active Defenses at **-4** if suffering Stun (roll HT/IQ at end of turn).

EVALUATE (1 hex): Study a foe prior to a Melee Attack or Feint for a **+1** bonus per turn spent Evaluating (max. of **+3**).

FEINT (1 hex): Fake an attack to lower your target's active defense *or* next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX.

MOVE AND ATTACK (Full Move): Move and still attack at a penalty – for Ranged, the worse of **-2** or weapon's Bulk; for Melee, **-4** (and a *maximum* skill of 9). **-2** on rolls to avoid falling.

MOVE (Full Move): Do nothing but move (**+1** hex after a full turn of running).

READY (1 hex): Reload or prepare a weapon or other item, adjust reach, etc.

WAIT (var): Hold your action for a specific trigger, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal.

SLEEP DEPRIVATION

If a character stays awake longer than 16 hours, he loses 1 FP and a further 1 FP every four hours after that (so, -6 FP/day).

If you've lost half or more of your FP to lack of sleep, you are *Drowsy*. Make a Will roll every two hours you are inactive (e.g., standing watch, riding slowly). On a failure, you fall asleep for 8 hours unless awakened. On a success, you are -2 to DX and IQ. At less than 1/3 FP, make those rolls every 30 minutes of action or two hours of action!

Fatigue normally recovers at 1 point per 10 minutes of rest. Missed sleep requires at least one 8-hour sleep period. This restores 1 FP, plus 1 FP/hour beyond that.

LOST HIT POINTS

< **HP/3**: Half Move/Dodge (round up).

0 HP or less: Also, make a HT roll every turn, at -1 per *full* multiple of HP below zero or pass out from any maneuver besides Do Nothing.

-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.

-5xHP: You die immediately.

LOST FATIGUE POINTS

< **FP/3**: Half Move, Dodge, and ST (round up. No effect on HP/damage).

0 FP or less: Also, make a Will roll to attempt any maneuver except Do Nothing or become incapacitated until your FP become positive. (On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR.) Lose 1 HP for each FP lost.

-1xFP: You fall unconscious immediately until FP become positive. Any further FP loss comes off of HP. Recover at the usual **1 FP/10 minutes**. (5 minutes if Very Fit.)

Darick Umber

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP				
18	17	16	15	14	0	-1	-2	-3	-4	-18	-19	-20	-21	-22	-36	-37	-38	-39	-40	-54	-55	-56	-57	-58	-72	-73	-74	-75	-76
13	12	11	10	9	-5	-6	-7	-8	-9	-23	-24	-25	-26	-27	-41	-42	-43	-44	-45	-59	-60	-61	-62	-63	-77	-78	-79	-80	-81
8	7	6	5	4	-10	-11	-12	-13	-14	-28	-29	-30	-31	-32	-46	-47	-48	-49	-50	-64	-65	-66	-67	-68	-82	-83	-84	-85	-86
3	2	1			-15	-16	-17			-33	-34	-35			-51	-52	-53			-69	-70	-71			-87	-88	-89		

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

Lanell Mormont

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	

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

Ser Jarden Manderly

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	

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

Wyllem Foler

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP				
12	11	10	9	8	0	-1	-2	-3	-4	-12	-13	-14	-15	-16	-24	-25	-26	-27	-28	-36	-37	-38	-39	-40	-48	-49	-50	-51	-52
7	6	5	4	3	-5	-6	-7	-8	-9	-17	-18	-19	-20	-21	-29	-30	-31	-32	-33	-41	-42	-43	-44	-45	-53	-54	-55	-56	-57
2	1				-10	-11				-22	-23				-34	-35				-46	-47				-58	-59			

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



Darick Umber



Lanell Mormont



Jarden Manderly



Wyllem Foler

