



CHARACTER SHEET

Name: Hildegunn Nordstrom
 Race: Human
 Appearance: Eyes: BRIGHT violet Hair: Brown

Player: NPC ONLY!
 Ht: 168 cm Wt: 58 kg Age: 27 Spent: 585
 Unspent: 0

ST 12 [20]	HP 13 [2]	Basic Speed 6.25 [10]
DX 12 [40]	Will 13 [0]	Basic Move 6 [0]
IQ 13 [60]	Per 13 [0]	BL 29 lb (ST×ST)/5
HT 11* [10]	FP 12 [3]	Thr 1d-1 Sw 1d+2
TL 12 { Home TL8a (Genetics) [0]	SM +0	

* Conditional: +2 from 'Very Fit'

Vision 13	Fright Check 13	High Jump 2.17 ft
Hearing 13	Consciousness 13*	Money 20000
Touch 13	Death Check 13*	
Taste/Smell 13	Broad Jump 3 yd	

* Includes: +2 from 'Very Fit'

HP 4, 0, -13, -26, -39, -52, -65 FP 3, 0, -12

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

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

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
9	9		9	0
Brawling	DX		None	Torso

REACTION MODIFIERS	
Appearance: +2* / +8†	
* Unappealing - Includes: +2 from 'Appearance (Oomi)' † Appealing - Includes: +8 from 'Appearance (Oomi)'	
Status: +8‡	
‡ Includes: +8 from 'Status (Empress of the 3rd Imperium of Humaniti)'	
Other: +6§	
§ Includes: +3 from 'Social Regard (Respected)', +3 from 'Charisma'; Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Stubbornness', +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance, +1 from 'Reputation (Decorated for bravery in combat)', +3 from 'Claim to Hospitality (Anywhere in the 3rd Imperium of Humaniti)' when members of same group, -1 from 'Odious Personal Habit (Obnoxious drunk)' when people notice your problem	

CULTURAL FAMILIARITIES	
Native	Pts
Reich 1 Europe (Native)	[0]
Non-native	Pts
3rd Imperium [Core sector]	[1]
Christian	[1]
Etheria Earth-Britain	[1]

LANGUAGES			
Native	Spoken	Written	Pts
Reich 1 German (Native)	Native	Native	[0]
Reich 1 Norge (Native)	Native	Native	[0]
Non-native	Spoken	Written	Pts
Anglic	Native	Native	[6]
Reich-1 English	Accented	Literate	[4]
Reich-1 French	Broken	Semi-Lit.	[2]
Vilani	Accented	Literate	[4]



TEMPLATES AND META-TRAITS	
Name	Pts
Astronaut (Space)	[0]
Escrima (Martial Arts)	[0]
Freerighting (Martial Arts)	[0]
Starship Bridge Officer (Traveller: Interstellar Wars)	[0]

ADVANTAGES	
Name	Pts
Charisma 3	[15]
Empathy	[15]
Roll: 13 (IQ+0)	
Empress of the 3rd Imperium of Humanity	[398]
Status (Empress of the 3rd Imperium of Humaniti) 8*	[40]
Security Clearance (Empress of the 3rd Imperium of Humanity) (Free access to a broad range of secrets)	[15]
Wealth (Multimillionaire 11)	[325]
Social Regard (Respected) 3	[15]
Legal Enforcement Powers 4	[20]
Claim to Hospitality (Anywhere in the 3rd Imperium of Humaniti) 4	[10]
Honorary Title (Military Rank: Junior Administrator [IS]) 3	[3]
Usenotes: This was the rank she held before she became Empress. By tradition, she retains this honorar rank as Empress	
Duty (3rd Imperium of Humaniti) (15 or less (almost always))	[-15]
Code of Honor (Imperial) (She is expected to follow this as an example to all the Imperial Nobility)	[-15]
Fashion Sense	[5]
Perfect Balance	[15]
Reputation (Decorated for bravery in combat) 1 (All the time; Almost everyone)	[5]
Rite of Oomi	[96]
Appearance (Oomi) (Transcendent)	[20]
Usenotes: Raised from "Attractive"	
Clairensentience (Oomi) (Can only detect if someone they know has resurrected; Only in a dream)	[15]
Roll: 13 (IQ+0)	
Limited Resurrection (Oomi)	[15]
Usenotes: GM determines number, violent or unnatural death only, resurrect at the Temple of Kassem	

ADVANTAGES (continued)	
Name	Pts
Rite of Oomi	[96]
Precognition (Oomi) (Only during resurrection; Passive Only) <small>Usernotes: Follows the GM rules on this ability Roll: 13 (IQ+0)</small>	[13]
Resistant (Oomi) (Direct Psionic Influence) (Rare) (Immunity)	[5]
Resistant (Oomi) (Disease) (Common) (Immunity)	[15]
Resistant (Oomi) (Most Poisons) (Common) (+8)	[7]
Resistant (Those whose Transcendent Appearance is from the Rite of Oomi) (Rare) (Immunity)	[5]
Telepathy Talent (Oomi) 1 (Can only detect others who have gone through the Rite of Oomi; Line of sight)	[1]
Very Fit	[15]
<small>* Conditional: +3 from 'Honorary Title (Military Rank: Junior Administrator [IS])' when using title and avoiding penalties for not having rank</small>	

PERKS	
Name	Pts
Off-Hand Weapon Training (Smallsword)	[1]
Sexual Orientation	[0]
Style Familiarity (Escrima)	[1]
Style Familiarity (Freerighting)	[1]
Unusual Training (Dual-Weapon Attack, Both attacks must target same foe)	[1]
Weapon Adaptation (Shortsword to Smallsword)	[1]

DISADVANTAGES	
Name	Pts
Bad Temper (Volcanic; 15 or less)	[-7]
Dependent (Children) (No more than 5%) (15 or less; Group of Dependents; Loved one)	[-168]
Enemy (Her mother) (Less powerful than the PC) (6 or less)	[-2]
Enemy (The Greater German Reich) (utterly formidable group) (6 or less)	[-20]
Flashbacks (Mild) (Mitigator: monthly treatment)	[-1]
Honesty (12 or less)	[-10]
Intolerance (Space Nazis) (Total Intolerance)	[-10]
Loner (15 or less)	[-2]
Must wear special make-up in public to prevent fright checks <small>Usernotes: See GM for details</small>	[-10]
Odious Personal Habit (Obnoxious drunk) -1	[-5]
Phobia (Scotomaphobia-Fear of blindness) (9 or less) <small>Usernotes: Was blinded by the Space Nazis</small>	[-15]
Stubbornness	[-5]

QUIRKS	
Name	Pts
Broad-Minded	[-1]
Does not forgive easily & NEVER forgets	[-1]
Loves to dance	[-1]
Prefers wearing skirts or dresses	[-1]
Proud to be Norwegian	[-1]

SKILLS			
Name	Level	Relative	Pts
Administration	12	IQ-1	[1]
Armoury/TL8 (Missile Weapons)	12	IQ-1	[1]
Astronomy/TL12	12	IQ-1	[2]
Beam Weapons/TL12 (Pistol)	13	DX+1	[2]
Brawling <small>Parry: 9</small>	13	DX+1	[2]
Carousing	11	HT+0	[1]
Computer Operation/TL8	14	IQ+1	[2]
Computer Operation (Hi-Tech)/TL12	14	IQ+1	[2]
Dancing	14	DX+2	[8]
Electronics Operation/TL8 (Communications)	12	IQ-1	[1]
Electronics Operation (Communications {Hi-Tech})	12	IQ-1	[1]
Electronics Operation/TL8 (Electronic Warfare)	13	IQ+0	[2]
Electronics Operation/TL12 (Electronic Warfare (Hi-Tech))	14	IQ+1	[4]

SKILLS (continued)			
Name	Level	Relative	Pts
Electronics Operation/TL12 (Sensors)	13	IQ+0	[2]
Explosives/TL8 (Explosive Ordnance Disposal)	12	IQ-1	[1]
Explosives/TL8 (Nuclear Demolition)	12	IQ-1	[1]
Fast-Draw (Sword)	12	DX+0	[1]
First Aid/TL12 (Human)	14	IQ+1	[2]
Free Fall	13	DX+1	[4]
Gunner/TL12 (Beams)	13	DX+1	[2]
Gunner/TL8 (Missiles)	15	DX+3	[8]
Gunner/TL12 (Missiles {Hi-Tech})	13	DX+1	[2]
Gunner/TL12 (Sandcasters)	13	DX+1	[2]
Guns/TL12 (Gyroc)	12	DX+0	[1]
Guns/TL8 (Pistol)	12	DX+0	[1]
Guns/TL12 (Pistol {Hi-Tech})	12	DX+0	[1]
Guns/TL8 (Shotgun)	12	DX+0	[1]
Guns/TL12 (Shotgun {Hi-Tech})	12	DX+0	[1]
Heraldry (3rd Imperium)	12	IQ-1	[1]
History (The Greater German Reich)	11	IQ-2	[1]
Judo <small>Parry: 8</small>	11	DX-1	[2]
Karate <small>Parry: 8</small>	11	DX-1	[2]
Knife <small>Parry: 8</small>	12	DX+0	[1]
Leadership	17*	IQ+4	[4]
Main-Gauche <small>Parry: 8</small>	11	DX-1	[1]
Mathematics/TL12 (Applied)	12	IQ-1	[2]
Mechanic/TL8 (Guided Missiles)	14	IQ+1	[4]
Mechanic/TL12 (Starships >500 dTons)	14	IQ+1	[2]
Navigation/TL12 (Hyperspace)	13	IQ+0	[2]
Navigation/TL12 (Space)	12	IQ-1	[1]
NBC Suit/TL8	11	DX-1	[1]
Physics/TL12 (Parachronics)	12	IQ-1	[2]
Piloting/TL8 (High-Performance Spacecraft)	12†	DX+0	[1]
Piloting/TL12 (High-Performance Spacecraft [Imperial])	13†	DX+1	[2]
Politics	13	IQ+0	[2]
Public Speaking	16*	IQ+3	[2]
Savoir-Faire (High Society)	14‡	IQ+1	[2]
Savoir-Faire (Military)	14‡	IQ+1	[2]
Smallsword <small>Parry: 8</small>	11	DX-1	[1]
Spacer/TL8	15	IQ+2	[4]
Spacer/TL12	15	IQ+2	[4]
Thrown Weapon (Knife)	12	DX+0	[1]
Vacc Suit/TL8	12	DX+0	[2]
Vacc Suit/TL12	12	DX+0	[2]
<small>* Includes: +3 from 'Charisma' † Includes: +1 from 'Perfect Balance' ‡ Conditional: +3 from 'Charisma' when making Influence rolls</small>			

TECHNIQUES			
Name	Level	Relative	Pts
Aggressive Parry (Karate) <small>Parry: 8</small>	8	def+1	[2]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[145]
Advantages, Perks		[588]
Disadvantages, Quirks		[-260]
Skills, Techniques		[112]
Total Points Spent:		585
Unspent Points:		0

NOTES		EQUIPMENT			
<p>Her Imperial Majesty, the Empress of the 3rd Imperium of Humaniti.</p> <p>Born on Reich-1 Earth (the 3rd Imperium's designation), she lead the chronoship R-27 in its escape from "Der Tag" (the local term for the 3rd Imperium's 'slagging' of their world); however, due to a mutiny instigated by a Gestapo agent who was aboard during the escape & several adventures too numerous to mention here, she became an officer of the Imperial Interstellar Scout Service as well as an enemy of her former native nation <i>Der Grosser Deutsches Reich</i> (the Greater German Reich).</p> <p>Due to many prophecies via the psionic ability of Precognition that stated she was to become Empress of the 3rd Imperium of Humaniti after a brutal 10-year civil war and on the advise of a fellow IISS officer & friend, she did become Empress BEFORE the outbreak of this devastating war. Thus she not only became Empress 10 years earlier than she "should have", but also saved a lot of lives in the process. This endeared her to the average Imperial citizen. The Imperial Nobility-not so much: a significant minority are having problems dealing with this "upstart foreigner" sitting on the Iridium Throne.</p> <p>In circumstances involving one of those adventures mentioned above, Her Imperial Majesty (HIM) received the gifts list from the Rite of Oomi. This came about while on Etheria Mars (in another Parallel known to the 3rd Imperium). To make a long story short, while as an IISS officer, she was given the opportunity along with her soon to be consort and another friend for what they thought was to be a massage/mud bath treatment given by a local tribe of Martians. She and her companions got more than that! Though not upset over this case of a mistranslation, her transcendent appearance has caused problems when she meets someone for the 1st time & is not wearing her "dull-down" makeup.</p>		Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 7) (Free) Description: TL:7 LC:3 Damage:2d+2 pi Acc:2 Range:150/1850 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Usenotes: Her father's	0	2.6 lb		
1	Laser Pistol (Free) Description: TL:12 LC:3 Ammo:C Damage:4d (2) burn Acc:6 Range:200/700 RoF:10 Shots:33(3) ST:4 Bulk:-2 Rcl:1 Skill:Beam Weapons (Pistol) Usenotes: Imperial issue [IISS]	0	1.5 lb		
CAMPAIGN LOG					
Points: (logged) 435 + (other) 0 = (total) 435					
While becoming Empress					
7/24/2011: 3 pts					
Children, Scotomaphobia					
7/23/2011: -183 pts					
Empress of the 3rd Imperium					
7/23/2011: 428 pts					
Rite of Oomi					
7/23/2011: 96 pts					
Officer of the IISS					
7/23/2011: 91 pts					
Initial Character Creation					
Character created using GURPS Character Assistant 4 As a Sternflotte gunnery officer					
7/22/2011: 0 pts					

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Aggressive Parry (Karate)	8	8	1d-5 cr	C	—	—	
Brawling: Punch	13	9	1d-2 cr	C	—	—	
Brawling: Bite	13	—	1d-2 cr	C	—	—	
Brawling: Kick	11	—	1d-1 cr	C,1	—	—	
Karate: Punch	11	8	1d-2 cr	C	—	—	
Karate: Kick	9	—	1d-1 cr	C,1	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL 7)	12	2d+2 pi	2	150 yd / 1.05 mi	3	15+1(3)	9	-2	2	3	
Laser Pistol	13	4d(2) burn	6	200 yd / 700 yd	10	33(3)	4	-2	1	3	