

GURPS

CHARACTER SHEET

Name: Orc Ranged
Race: Orc
Appearance:

Player: DF NPC
Ht: Wt:

Age: Spent: 214
Unspent: 36

ST 13* [20]	HP 18\$ [6]	Basic Speed 7 [20]
DX 12 [40]	Will 12+ [10]	Basic Move 7 [0]
IQ 9+ [0]	Per 10+ [0]	BL 34 lb (ST×ST)/5
HT 12+ [10]	FP 12 [0]	Thr 1d Sw 2d-1
TL 3 [0]	SM +0	

* Includes: +1 from 'Racial ST Bonus' ‡ Includes: +1 from 'Orc (Dungeon Fantasy)'
† Includes: -1 from 'Orc (Dungeon Fantasy)' § Includes: +2 from 'Orc (Dungeon Fantasy)'

Vision 10*	Taste/Smell 10	Death Check 12
Hearing 12+	Fright Check 14‡	Broad Jump 3.67 yd
Touch 10	Consciousness 12	High Jump 2.67 ft

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
† Includes: +2 from 'Acute Hearing'
‡ Includes: +2 from 'Combat Reflexes'

HP 5, 0, -18, -36, -54, -72, -90 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
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



MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Bite	15	-	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Large Knife: swing	13	9	2d-3 cut	C,1	6	4	
Large Knife: thrust	13	9	1d imp	C	6	4	[1]
Throwing Axe	13	10U	2d+1 cut	1	11	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Crossbow (ST 13)	17	1d+4 imp	4	260 yd / 325 yd	1	1(4)	7+	-6	-	4	[3]
Large Knife	8	1d imp	-	10.4 yd / 19.5 yd	1	T(1)	6	-2	-	4	
Longbow	16	1d+2 imp	3	195 yd / 260 yd	1	1(2)	11+	-8	-	4	[3]
Regular Bow	16	1d+1 imp	2	195 yd / 260 yd	1	1(2)	10+	-7	-	4	[3]
Throwing Axe	17	2d+1 cut	2	13 yd / 19.5 yd	1	T(1)	11	-3	-	4	

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*		10/11*	
Axe/Mace	DX		Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	10	
Hands	7	
Legs	10	
Feet	7	

Bonus DR: 2+
Bonus DB: 2

Notes:

* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Damage Resistance'

TEMPLATES AND META-TRAITS	
Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]
Acute Hearing 2	[4]
Roll: 12 (Hearing)	
Goblin-Kin Infravision	[10]
Roll: 12 (Per+2)	
Rapid Healing	[5]
Resistant to Metabolic Hazards (+3 to resist)	[10]
Appearance (Ugly)	[-8]
Bully (12 or less)	[-10]
Social Stigma (Savage)	[-10]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]
Damage Resistance 2 (Tough Skin)	[6]
High Pain Threshold	[10]
Roll to ignore pain: 15 (Will+3)	

SKILLS			
Name	Level	Relative	Pts
Axe/Mace	13	DX+1	[4]
Parry: 10			
Bow	16	DX+4	[16]
Brawling	15	DX+3	[8]
Parry: 11			
Crossbow	17	DX+5	[16]
Knife	13	DX+1	[2]
Parry: 9			
Thrown Weapon (Axe/Mace)	17	DX+5	[16]