Name: Fuzghuzh Bigfist
Race: Ogre
Appearance: Help, it's an Ogre!

Player: Daniel Jakob **Spent:** 262
Ht: 3.5m **Wt:** 3100 lbs **Age:** 27 **Unspent:** -12

CHARACTER SHEET

ST 28* [56]	**HP** 33 [8]	**Basic Speed** 6,5 [-10]
DX 12† [60]	**Will** 7 [0]	**Basic Move** 7¶ [0]
IQ 7‡ [0]	**Per** 9 [10]	**BL** 157 lb (ST×ST)/5
HT 16§ [30]	**FP** 16 [0]	Thr 3d-1 Sw 5d+1
TL 3 [0]	**SM** +2**	

* Includes: +1 from 'Extra ST', +10 from 'Racial ST Bonus'
† Includes: -1 from 'Ogre (Dungeon Fantasy)'
‡ Includes: -3 from 'Ogre (Dungeon Fantasy)'
§ Includes: +3 from 'Ogre (Dungeon Fantasy)'
¶ Includes: +1 from 'Gigantism'
** Includes: +1 from 'Ogre (Dungeon Fantasy)', +1 from 'Gigantism'

Vision	9	Fright Check	12*	High Jump	2.67 ft
Hearing	9	Consciousness	17†	Money	360‡
Touch	9	Death Check	18§		
Taste/Smell	9	Broad Jump	3.67 yd		

* Includes: +2 from 'Combat Reflexes', +3 from 'Fearlessness'
† Includes: +1 from 'Hard to Subdue'
‡ Includes: +2000 from 'Money'
§ Includes: +2 from 'Hard to Kill'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	157 lb	314 lb	471 lb	942 lb	1570 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	—	-1	-2	-3	-4
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	314 lb	1256 lb	1884 lb	1.18 tn	3.92 tn

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

REACTION MODIFIERS

Appearance: -4*
* Includes: -4 from 'Appearance'
Status: +0
Other: +0†
† Conditional: +4 from 'Outdoorsman', -2 from 'Social Stigma (Minority Group)', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -3 from 'Social Stigma (Monster)'

LANGUAGES

Name	Spoken	Written	Pts
Goblin-Kin (Native) {p. B24}	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Barbarian (Dungeon Fantasy) {p. DF1:4}	[0]

Description: You're a beefy warrior from somewhere distant and a little backward - probably the Frozen North. You combine physical grit with a connection to nature second only to that of the druid (p.7).

Name	Pts
Ogre (Dungeon Fantasy) {p. DF3:14}	[30]

Description: Ogres are huge, misshapen humanoids with bloated eyes, warty skin, and a permanent filth layer.

Racial ST Bonus 10 (Size, -20%)	[80]
Ogre Damage Resistance 2 (Tough Skin, -40%) {p. B46}	[6]
Fearlessness 3 {p. B55}	[6]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 10 (Will+3)	
Magic Resistance 2 {p. B67}	[4]
Night Vision 5 {p. B71}	[5]
Appearance (Hideous) {p. B21}	[-16]
Social Stigma (Monster) {p. B155}	[-15]

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Extra ST 1 (Affects displayed ST score, +0%; Size, -20%)	[8]

Description: The Extra ST advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.

ADVANTAGES (continued)

Name	Pts
Hard to Kill 2 {p. B58}	[4]
Hard to Subdue 1 {p. B59}	[2]
Outdoorsman 4 {p. B90}	[40]

Description: Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, Tracking

PERKS

Name	Pts
Focused Fury {p. DF11:18}	[1]

Description: Unlike most warriors, you can combine Mighty Blows (p. B357) with All-Out Attack (Strong), gaining a total damage bonus equal to the better of +2 per die or a flat +3. This use of Mighty Blows still costs 1 FP per attack.
Usernotes: Mighty Blows + All-Out Attack (Strong) = 5d+15 cut (Great Axe Swing)

Name	Pts
Reach Mastery (Two-Handed Axe/Mace) {p. PU2:7}	[1]

DISADVANTAGES

Name	Pts
Berserk (12 or less, *1) {p. B124}	[-10]
Easy to Read {p. B134}	[-10]
Gigantism {p. B20}	[0]
Gluttony (12 or less, *1) {p. B137}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Social Stigma (Minority Group) {p. B155}	[-10]

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]

SKILLS

DX based	Level	Relative	Pts
Brawling {p. B182}	12	DX+0	[1]

Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.
Parry: 10

	Level	Relative	Pts
Forced Entry {p. B196}	12	DX+0	[1]
Stealth {p. B222}	12	DX+0	[2]
Thrown Weapon (Axe/Mace) {p. B226}	14	DX+2	[4]
Two-Handed Axe/Mace {p. B208}	16	DX+4	[16]
Parry: 12			
Wrestling {p. B228}	12	DX+0	[2]
Parry: 10			

SKILLS (continued)

HT based

	Level	Relative	Pts
Carousing {p. B183}	16	HT+0	[1]
Hiking {p. B20}	15	HT-1	[1]
Lifting {p. B205}	15	HT-1	[1]
Running {p. B218}	15	HT-1	[1]
Skiing {p. B221}	14	HT-2	[1]
Swimming {p. B224}	16	HT+0	[1]

IQ based

	Level	Relative	Pts
Animal Handling (Dogs) {p. B175}	7	IQ+0	[2]
Camouflage {p. B183}	11*	IQ+4	[1]
Disguise/TL3 (Animals) {p. B187}	5†	IQ-2	[2]
Mimicry (Animal Sounds) {p. B210}	9*	IQ+2	[1]
Naturalist (Faerûn) {p. B211}	9*	IQ+2	[1]
Navigation/TL3 (Land) {p. B211}	11*	IQ+4	[2]
Weather Sense {p. B209}	7	IQ+0	[2]

Per based

	Level	Relative	Pts
Fishing {p. B195}	13*	Per+4	[1]
Survival (Mountain) {p. B223}	12*	Per+3	[1]
Tracking {p. B226}	12*	Per+3	[1]

Will based

	Level	Relative	Pts
Intimidation {p. B202}	9‡	Will+2	[2]

* Includes: +4 from 'Outdoorsman'   ‡ Includes: +2 from 'Appearance'
† Includes: -2 from 'Gigantism'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	3d-2 cr	C,1	–	–	
Brawling: Bite	12	–	3d-2 cr	C,1	–	–	
Brawling: Kick	10	–	3d-1 cr	C,1–2	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Great Axe (Oversized, Dwarven, Balanced)	17	12	5d+5 cut	1–3*	18‡	4	
Large Knife (Oversized): Swing	8	7	5d cut	C,1–2	9	4	
Large Knife (Oversized): Thrust	8	7	3d imp	C,1	9	4	[1]
Throwing Axe (Oversized): Swing	13	10U	5d+4 cut	1–2	17	4	[1]

Reach "*": The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.
Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
ST "‡": The weapon requires two hands *and* becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round *up*). To use it in one hand without it becoming unready, you need at least *three times* the listed ST.

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife (Oversized): Thrown	8	3d imp	–	22 yd / 42 yd	1	T(1)	9	-2	–	4	
Throwing Axe (Oversized): Thrown	14	5d+4 cut	2	28 yd / 42 yd	1	T(1)	17	-3	–	4	

Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	10*	
DX	DX	DX	None	

Loc.	HP	#
Eyes	4	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	17	
Hands	12	
Legs	17	
Feet	12	

Bonus DR: 2†
Bonus DB: 0

Notes:

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

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
‡ Only targetable by impaling, piercing, and tight-beam burning attacks
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks
See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm
See also: *Harsh Realism – Armor Gaps*, p. LT101.

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
33 32 31 30 29	0 -1 -2 -3 -4	-33 -34 -35 -36 -37	-66 -67 -68 -69 -70	-99 -100 -101 -102 -103	-132 -133 -134 -135 -136
28 27 26 25 24	-5 -6 -7 -8 -9	-38 -39 -40 -41 -42	-71 -72 -73 -74 -75	-104 -105 -106 -107 -108	-137 -138 -139 -140 -141
23 22 21 20 19	-10 -11 -12 -13 -14	-43 -44 -45 -46 -47	-76 -77 -78 -79 -80	-109 -110 -111 -112 -113	-142 -143 -144 -145 -146
18 17 16 15 14	-15 -16 -17 -18 -19	-48 -49 -50 -51 -52	-81 -82 -83 -84 -85	-114 -115 -116 -117 -118	-147 -148 -149 -150 -151
13 12 11 10 9	-20 -21 -22 -23 -24	-53 -54 -55 -56 -57	-86 -87 -88 -89 -90	-119 -120 -121 -122 -123	-152 -153 -154 -155 -156
8 7 6 5 4	-25 -26 -27 -28 -29	-58 -59 -60 -61 -62	-91 -92 -93 -94 -95	-124 -125 -126 -127 -128	-157 -158 -159 -160 -161
3 2 1	-30 -31 -32	-63 -64 -65	-96 -97 -98	-129 -130 -131	-162 -163 -164

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
16 15 14 13 12	0 -1 -2 -3 -4
11 10 9 8 7	-5 -6 -7 -8 -9
6 5 4 3 2	-10 -11 -12 -13 -14
1	-15

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.

SLAM TABLE

1	2–3	4	5–7	8
1d-2	1d-1	1d	2d	3d

LOAD-OUTS

Qty	Combat	Cost	Weight
1	**Combat**	2370	79.5 lb

Contents - Cost: 2370, Weight: 79.5 lb
Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.

Qty	Combat	Cost	Weight
1	**Armor**	660	52 lb

Contents - Cost: 660, Weight: 52 lb
Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.

Qty	Combat	Cost	Weight
1	**Boots (Oversized) (Oversized, *2) {p. B284}**	160	6 lb

Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing.
Notes: [1]
Location: feet

Qty	Combat	Cost	Weight
1	**Mail Shirt (Oversized) (Oversized, *2) {p. B283}**	300	32 lb

Description: TL:2 LC:4 DR:4/2* Locations: torso Notes: [1,3] Concealable as or under clothing. Split DR: use the lower DR against crushing attacks.
Notes: [1,3]
Location: torso

Qty	Combat	Cost	Weight
1	**Pot-Helm (Oversized) (Oversized, *2) {p. B284}**	200	10 lb

Description: TL:3 LC:4 DR:4 Locations: skull
Location: skull

Qty	Combat	Cost	Weight
1	**Ordinary Clothes (Oversized) (Oversized, *2) {p. B266}**	0	4 lb

Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.

Qty	Combat	Cost	Weight
1	**Great Axe (Oversized, Dwarven, Balanced) (Dwarven, +4 CF; Oversized, *1.5; Balanced, +4 CF) {p. B274}**	1350	12 lb

Description: TL:1 LC:4, Dam:sw+3 cut Reach:1,2* Parry:0U ST:12‡ Skill:Two-Handed Axe/Mace Notes: Requires two hands; becomes unready after attack.

Qty	Combat	Cost	Weight
1	**Bandoleer (Oversized) (Oversized, *2) {p. DF1:25}**	300	14 lb

Per Unit - Cost: 120, Weight: 2 lb
Contents - Cost: 180, Weight: 12 lb
Description: Carries 12 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppo, etc.). Wearer can reach them with Ready or Fast-Draw.

Qty	Combat	Cost	Weight
2	**Throwing Axe (Oversized) (Oversized, *1.5) {p. B271, B276}**	180	12 lb

Per Unit - Cost: 90, Weight: 6 lb
Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]
Notes: [1]|

Qty	Combat	Cost	Weight
1	**Large Knife (Oversized) (Oversized, *1.5) {p. B272, B276}**	60	1.5 lb

Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]
Notes: |[1]|

		Cost	Weight
	Totals:	2370	79.5 lb

Qty	Rucksack	Cost	Weight
1	**Backpack, Frame (Oversized) (Oversized, *2)**	270	38.25 lb

Per Unit - Cost: 200, Weight: 20 lb
Contents - Cost: 70, Weight: 18.25 lb
Description: TL:1 Notes: Holds 200 lbs. of gear.

Qty	Rucksack	Cost	Weight
20	**Traveler's Rations {p. B288}**	40	10 lb

Per Unit - Cost: 2, Weight: 8 oz
Description: TL:0 Notes: One meal of dried meat, cheese, etc.

Qty	Rucksack	Cost	Weight
1	**Wineskin (filled with water) {p. B288}**	10	8.25 lb

Description: TL:0 Notes: Holds 1 gallon of liquid.

Qty	Rucksack	Cost	Weight
1	**Purse (Oversized) (Oversized, *2) {p. B288}**	20	–

Description: Notes: Holds 6 lbs. of small items (coins, personal basics, etc.)

		Cost	Weight
	Totals:	270	38.25 lb

SCRATCH PAD

NOTES

Quirks:
4 Punkte für Money
1 Punkte für Reach Master Perk

CAMPAIGN LOG

Points: (logged) 0   + (other) 0   = (total) 0

Initial Character Creation
Character created using GURPS Character Assistant 4
23.01.2012: 0 pts

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[158]
Advantages, Perks	[101]
Disadvantages, Quirks	[-45]
Skills, Techniques	[48]
Total Points Spent:	**262**
Unspent Points:	-12