



Name: **Ogre Melee**
 Race: **Ogre**
 Appearance:

Player: **DF NPC Worthy**
 Ht: Wt: Age:

Spent: **187**
 Unspent: **0**

CHARACTER SHEET

ST 22* [18]	HP 26 [8]	Basic Speed 6 [0]
DX 11† [40]	Will 8 [5]	Basic Move 6 [0]
IQ 7‡ [0]	Per 8 [5]	BL 97 lb (ST×ST)/5
HT 13§ [0]	FP 15 [6]	Thr 2d Sw 4d
TL 3 [0]	SM +1¶	

* Includes: +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 'Ogre (Dungeon Fantasy)'

Vision 8	Taste/Smell 8	Death Check 13
Hearing 8	Fright Check 13*	Broad Jump 3 yd
Touch 8	Consciousness 13	High Jump 2.17 ft

* Includes: +2 from 'Combat Reflexes', +3 from 'Fearlessness'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	97 lb	194 lb	291 lb	582 lb	970 lb
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

SLAM TABLE

1	2-3	4-5	6-7
1d-2	1d-1	1d	2d



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	2d-1 cr	C,1	-	-	
Brawling: Bite	12	-	2d-1 cr	C,1	-	-	
Brawling: Kick	10	-	2d cr	C,1	-	-	
Flail	16	12U	4d+6 cr	1-3*	20†	4	[9]
Great Axe	16	12U	4d+6 cut	1-3*	18‡	4	
Large Knife: Swing	14	10	4d-1 cut	1	9	4	
Large Knife: Thrust	14	10	2d+1 imp	1	9	4	[1]
Maul	16	12U	4d+8 cr	1-3*	20‡	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	7	2d+1 imp	-	18 yd / 33 yd	1	T(1)	9	-2	-	4	

PARRY		PARRY		BLOCK		DODGE		OTHER	
12*	9*	7*	10*						
Two-Handed Axe/Mace	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0	3		Groin	5/4+2†	0	-	
Neck	0+2†	0	-		Arms	0+2†	0	14	
Skull	5/4+2+2†	0	-		Hands	0+2†	0	9	
Face	0+2†	0	-		Legs	5/4+2†	0	14	
Torso	5/4+2†	0	-		Feet	5/4+2†	0	9	

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
26 25 24 23 22	0 -1 -2 -3 -4	26 27 28 29 30	52 53 54 55 56	78 79 80 81 82	104 105 106 107 108
21 20 19 18 17	-5 -6 -7 -8 -9	31 32 33 34 35	57 58 59 60 61	83 84 85 86 87	109 110 111 112 113
16 15 14 13 12	-10 -11 -12 -13 -14	36 37 38 39 40	62 63 64 65 66	88 89 90 91 92	114 115 116 117 118
11 10 9 8 7	-15 -16 -17 -18 -19	41 42 43 44 45	67 68 69 70 71	93 94 95 96 97	119 120 121 122 123
6 5 4 3 2	-20 -21 -22 -23 -24	46 47 48 49 50	72 73 74 75 76	98 99 100 101 102	124 125 126 127 128
1	-25	51	77	103	129

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

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

TEMPLATES AND META-TRAITS

Name	Pts
Ogre (Dungeon Fantasy)	40
Racial ST Bonus 10 (Size)	90
Ogre Damage Resistance 2 (Tough Skin)	6
Fearlessness 3	6

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Ogre (Dungeon Fantasy)	[40]
High Pain Threshold	[10]
Roll to ignore pain: 11 (Will+3)	
Magic Resistance 2	[4]
Night Vision 5	[5]
Appearance (Hideous)	[-16]
Social Stigma (Monster)	[-15]

ADVANTAGES

Name	Pts
Combat Reflexes	[15]

SKILLS

Name	Level	Relative	Pts
Brawling	12	DX+1	[2]
Parry: 10			
Knife	14	DX+3	[8]
Parry: 10			
Two-Handed Axe/Mace	16	DX+5	[20]
Parry: 12			
Two-Handed Flail	16	DX+5	[16]
Parry: 12			
Wrestling	12	DX+1	[4]
Parry: 10			

LOAD-OUTS

Qty	Combat	Cost	Weight
1	Combat	6007.5	171 lb
	Contents - Cost: 6007.5, Weight: 171 lb		
1	Armor	5287.5	105.75 lb
	Contents - Cost: 5287.5, Weight: 105.75 lb		

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Armor	5287.5	105.75 lb
1	Mail and Plates (Feet, Skull, Legs, Groin, Torso) (SM +1, *2.25) {p. LT100-110} Description: TL:3 DR:5/4 Locations: Feet, Skull, Legs, Groin, Torso Notes:[4] Second DR value vs. crushing. Notes: [4] Location: Feet, Skull, Legs, Groin, Torso	5287.5	105.75 lb
1	Great Axe (SM+1, *2.25) {p. LT70} Description: TL:1 LC:4, Dam:sw+4 cut Reach:1, 2* Parry:0U ST:12 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4	225	18 lb
1	Maul (SM+1, *2.25) {p. LT70} Description: TL:0 LC:4, Dam:sw+5 cr Reach:1, 2* Parry:0U ST:13 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4	180	27 lb
1	Large Knife (SM+1, *2.25) {p. LT67} Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3], [Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78)], [Dam:thr imp ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rcl:- Skill:Thrown Weapon (Knife), DX-4] Notes: [[1]]	90	2.25 lb
1	Flail (SM+1, *2.25) {p. LT70} Description: TL:2 LC:4, Dam:sw+4 cr Reach:1, 2* Parry:0U ST:13 Skill:Two-Handed Flail, DX-6, Flail-3, Kusari-4, Two-Handed Axe/Mace-4 Notes: [9] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, nunchaku, thonged club, and weighted scarf. Notes: [9]	225	18 lb
Totals:		6007,5	171 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 50, Weight: 8 oz	50	8 oz
50	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	50	8 oz
Totals:		50	8 oz



Name: Ogre Melee Elite
Race: Ogre
Appearance:

Player: DF NPC Greater Worthy
Ht: Wt: Age:

Spent: 294
Unspent: 0

CHARACTER SHEET

ST 25* [45]	HP 32 [13]	Basic Speed 6 [-15]
DX 13† [80]	Will 10 [5]	Basic Move 6 [0]
IQ 9‡ [40]	Per 10 [5]	BL 125 lb (ST×ST)/5
HT 14§ [10]	FP 16 [6]	Thr 2d+2 Sw 5d-1
TL 3 [0]		SM +1¶

* Includes: +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 'Ogre (Dungeon Fantasy)'

Vision 10	Taste/Smell 10	Death Check 14
Hearing 10	Fright Check 15*	Broad Jump 3 yd
Touch 10	Consciousness 14	High Jump 2.17 ft

* Includes: +2 from 'Combat Reflexes', +3 from 'Fearlessness'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	125 lb	250 lb	375 lb	750 lb	1250 lb
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

SLAM TABLE

1	2-3	4	5-7
1d-2	1d-1	1d	2d

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	11	2d+1 cr	C,1	-	-	
Brawling: Bite	14	-	2d+1 cr	C,1	-	-	
Brawling: Kick	12	-	2d+2 cr	C,1	-	-	
Flail	18	13U	5d+5 cr	1-3*	20‡	4	[9]
Great Axe	18	13U	5d+5 cut	1-3*	18‡	4	
Large Knife: Swing	16	11	5d-2 cut	1	9	4	
Large Knife: Thrust	16	11	2d+3 imp	1	9	4	[1]
Maul	18	13U	5d+17 cr	1-3*	20‡	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	9	2d+3 imp	-	20 yd / 38 yd	1	T(1)	9	-2	-	4	

PARRY		PARRY		BLOCK		DODGE		OTHER	
13*	10*	8*	10*						
Two-Handed Axe/Mace	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0	4		Groin	5/4+2†	0	-	
Neck	0+2†	0	-		Arms	0+2†	0	17	
Skull	5/4+2+2†	0	-		Hands	0+2†	0	11	
Face	0+2†	0	-		Legs	5/4+2†	0	17	
Torso	5/4+2†	0	-		Feet	5/4+2†	0	11	

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

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

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

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

TEMPLATES AND META-TRAITS

Name	Pts
Ogre (Dungeon Fantasy)	40
Racial ST Bonus 10 (Size)	90
Ogre Damage Resistance 2 (Tough Skin)	6



Name	Pts
Ogre (Dungeon Fantasy)	40
Fearlessness 3	6
High Pain Threshold	10
Roll to ignore pain: 13 (Will+3)	
Magic Resistance 2	4
Night Vision 5	5
Appearance (Hideous)	-16
Social Stigma (Monster)	-15

ADVANTAGES

Name	Pts
Combat Reflexes	15

SKILLS

Name	Level	Relative	Pts
Brawling	14	DX+1	2
Parry: 11			
Knife	16	DX+3	8
Parry: 11			
Two-Handed Axe/Mace	18	DX+5	20
Parry: 13			
Two-Handed Flail	18	DX+5	16
Parry: 13			
Wrestling	14	DX+1	4
Parry: 11			

LOAD-OUTS

Qty	Combat	Cost	Weight
1	Combat	6007.5	171 lb
	Contents - Cost: 6007.5, Weight: 171 lb		
1	Armor	5287.5	105.75 lb
	Contents - Cost: 5287.5, Weight: 105.75 lb		

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Armor	5287.5	105.75 lb
1	Mail and Plates (Feet, Skull, Legs, Groin, Torso) (SM +1, *2.25) {p. LT100-110} Description: TL:3 DR:5/4 Locations: Feet, Skull, Legs, Groin, Torso Notes:[4] Second DR value vs. crushing. Notes: [4] Location: Feet, Skull, Legs, Groin, Torso	5287.5	105.75 lb
1	Great Axe (SM+1, *2.25) {p. LT70} Description: TL:1 LC:4, Dam:sw+4 cut Reach:1, 2* Parry:0U ST:12 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4	225	18 lb
1	Maul (Weapon Master Damage Bonus, +0; SM+1, *2.25) {p. LT70} Description: TL:0 LC:4, Dam:sw+5 cr Reach:1, 2* Parry:0U ST:13 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4	180	27 lb
1	Large Knife (SM+1, *2.25) {p. LT67} Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3], [Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78)], [Dam:thr imp ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rcl:- Skill:Thrown Weapon (Knife), DX-4] Notes: [[1]]	90	2.25 lb
1	Flail (SM+1, *2.25) {p. LT70} Description: TL:2 LC:4, Dam:sw+4 cr Reach:1, 2* Parry:0U ST:13 Skill:Two-Handed Flail, DX-6, Flail-3, Kusari-4, Two-Handed Axe/Mace-4 Notes: [9] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, nunchaku, thonged club, and weighted scarf. Notes: [9]	225	18 lb
Totals:		6007,5	171 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 200, Weight: 2 lb	200	2 lb
200	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	200	2 lb
Totals:		200	2 lb



Name: Ogre Melee Elite Dual Wield
Race: Ogre
Appearance:

Player: DF NPC Greater Worthy
Ht: Wt: Age:

Spent: 360
Unspent: 0

CHARACTER SHEET

ST 27* [63]	HP 34 [13]	Basic Speed 6 [-15]
DX 13† [80]	Will 10 [5]	Basic Move 6 [0]
IQ 9‡ [40]	Per 10 [5]	BL 146 lb (ST×ST)/5
HT 14§ [10]	FP 18 [12]	Thr 3d-1 Sw 5d+1
TL 3 [0]	SM +1¶	

* Includes: +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 'Ogre (Dungeon Fantasy)'

Vision 10	Taste/Smell 10	Death Check 14
Hearing 10	Fright Check 15*	Broad Jump 3 yd
Touch 10	Consciousness 14	High Jump 2.17 ft

* Includes: +2 from 'Combat Reflexes', +3 from 'Fearlessness'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	146 lb	292 lb	438 lb	876 lb	1460 lb
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

SLAM TABLE

1	2	3-4	5-7
1d-2	1d-1	1d	2d

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	11	3d-2 cr	C,1	-	-	
Brawling: Bite	14	-	3d-2 cr	C,1	-	-	
Brawling: Kick	12	-	3d-1 cr	C,1	-	-	
Flail	18	13U	5d+17 cr	1-3*	20‡	4	[9]
Great Axe	18	13U	5d+17 cut	1-3*	18‡	4	
Large Knife: Swing	16	11	5d+10 cut	1	9	4	
Large Knife: Thrust	16	11	3d+6 imp	1	9	4	[1]
Maul	18	13U	5d+19 cr	1-3*	20‡	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	9	3d imp	-	22 yd / 41 yd	1	T(1)	9	-2	-	4	

TEMPLATES AND META-TRAITS

Name	Pts
Ogre (Dungeon Fantasy)	[40]
Racial ST Bonus 10 (Size)	[90]
Ogre Damage Resistance 2 (Tough Skin)	[6]
Fearlessness 3	[6]
High Pain Threshold	[10]
Roll to ignore pain: 13 (Will+3)	
Magic Resistance 2	[4]
Night Vision 5	[5]
Appearance (Hideous)	[-16]
Social Stigma (Monster)	[-15]

ADVANTAGES

Name	Pts
Combat Reflexes	[15]
Weapon Master (Ogre Weapons; a small class of weapons)	[30]

PERKS

Name	Pts
Off-Hand Weapon Training (Two-Handed Axe/Mace)	[1]
Off-Hand Weapon Training (Two-Handed Flail)	[1]

SKILLS

Name	Level	Relative	Pts
Brawling	14	DX+1	[2]
Parry: 11			
Knife	16	DX+3	[8]
Parry: 11			
Two-Handed Axe/Mace	18	DX+5	[20]
Parry: 13			
Two-Handed Flail	18	DX+5	[16]
Parry: 13			

TECHNIQUES

Name	Level	Relative	Pts
Dual-Weapon Attack (Two-Handed Axe/Mace)	18	def+4	[5]
Dual-Weapon Attack (Two-Handed Flail)	18	def+4	[5]



SKILLS (continued)			
Name	Level	Relative	Pts
Wrestling <small>Parry: 11</small>	14	DX+1	[4]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat <small>Contents - Cost: 28282.5, Weight: 144.56 lb</small>	28282.5	144.56 lb
1	Armor <small>Contents - Cost: 27562.5, Weight: 79.31 lb</small>	27562.5	79.31 lb
1	Mail and Plates (Feet, Skull, Legs, Groin, Torso) (SM +1, *2.25; ~Fortify (All) (+2), +6600; ~Lighten (All) (x3/4), +3300) {p. LT100-110} <small>Description: TL:3 DR:5/4 Locations: Feet, Skull, Legs, Groin, Torso Notes:[4] Second DR value vs. crushing. Notes: [4] Location: Feet, Skull, Legs, Groin, Torso</small>	27562.5	79.31 lb
1	Great Axe (Weapon Master Damage Bonus, +0; SM+1, *2.25) {p. LT70} <small>Description: TL:1 LC:4, Dam:sw+4 cut Reach:1, 2* Parry:0U ST:12 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4</small>	225	18 lb
1	Maul (Weapon Master Damage Bonus, +0; SM+1, *2.25) {p. LT70} <small>Description: TL:0 LC:4, Dam:sw+5 cr Reach:1, 2* Parry:0U ST:13 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4</small>	180	27 lb
1	Large Knife (Weapon Master Damage Bonus, +0; SM+1, *2.25) {p. LT67} <small>Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3], [Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:thr imp ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rcl:-Skill:Thrown Weapon (Knife), DX-4] Notes: [1]</small>	90	2.25 lb
1	Flail (Weapon Master Damage Bonus, +0; SM+1, *2.25) {p. LT70} <small>Description: TL:2 LC:4, Dam:sw+4 cr Reach:1, 2* Parry:0U ST:13 Skill:Two-Handed Flail, DX-6, Flail-3, Kusari-4, Two-Handed Axe/Mace-4 Notes: [9] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, nunchaku, thonged club, and weighted scarf. Notes: [9]</small>	225	18 lb
Totals:		28282,5	144.56 lb
Qty	Loot	Cost	Weight
1	Loot <small>Contents - Cost: 400, Weight: 4 lb</small>	400	4 lb
400	Copper Farthing <small>Per Unit - Cost: 1, Weight: 2.56 dr</small>	400	4 lb
Totals:		400	4 lb



Name: Ogre Melee Boss
Race: Ogre
Appearance:

Player: DF NPC Boss
Ht: Wt: Age:

Spent: 537
Unspent: 0

CHARACTER SHEET

ST 30*	[90]	HP 39	[17]	Basic Speed 7	[-10]
DX 15†	[120]	Will 14	[15]	Basic Move 7	[0]
IQ 11‡	[80]	Per 14	[15]	BL 180 lb	(ST×ST)/5
HT 15§	[20]	FP 19	[12]	Thr 3d	Sw 5d+2
TL 3	[0]	SM +1¶			

* Includes: +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 'Ogre (Dungeon Fantasy)'

Vision 14	Taste/Smell 14	Death Check 15
Hearing 14	Fright Check 19*	Broad Jump 3.67 yd
Touch 14	Consciousness 15	High Jump 2.67 ft

* Includes: +2 from 'Combat Reflexes', +3 from 'Fearlessness'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	180 lb	360 lb	540 lb	1080 lb	1800 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

SLAM TABLE

1	2	3	4-6	7-8
1d-2	1d-1	1d	2d	3d



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	16	12	3d-1 cr	C,1	-	-	
Brawling: Bite	16	-	3d-1 cr	C,1	-	-	
Brawling: Kick	14	-	3d cr	C,1	-	-	
Flail	22	14U	5d+20 cr	1-3*	20‡	4	[9]
Great Axe	22	14U	5d+20 cut	1-3*	18‡	4	
Large Knife: Swing	20	12	5d+12 cut	1	9	4	
Large Knife: Thrust	20	12	3d+8 imp	1	9	4	[1]
Maul	22	14U	5d+22 cr	1-3*	20‡	4	
Okusarigama: Swing cut	22	14U	5d+16 cut	1	14‡	4	
Okusarigama: Swing impale	22	14U	5d+14 imp	1	14‡	4	[2]
Okusarigama: Kusari	22	12U	5d+16 cr	1-4*	14‡	4	[6]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	13	3d+3 imp	-	24 yd / 45 yd	1	T(1)	9	-2	-	4	

TECHNIQUES

Name	Level	Relative	Pts
Dual-Weapon Attack (Two-Handed Axe/Mace)	20	def+4	[5]
Dual-Weapon Attack (Two-Handed Flail)	20	def+4	[5]
Feint (Kusari)	24	def+4	[5]
Feint (Two-Handed Axe/Mace)	24	def+4	[5]
Feint (Two-Handed Flail)	24	def+4	[5]

TEMPLATES AND META-TRAITS

Name	Pts
Ogre (Dungeon Fantasy)	40
Racial ST Bonus 10 (Size)	[90]
Ogre Damage Resistance 2 (Tough Skin)	[6]
Fearlessness 3	[6]
High Pain Threshold	[10]
Roll to ignore pain: 17 (Will+3)	
Magic Resistance 2	[4]
Night Vision 5	[5]
Appearance (Hideous)	[-16]
Social Stigma (Monster)	[-15]

ADVANTAGES

Name	Pts
Combat Reflexes	[15]
Weapon Master (Ogre Weapons; a small class of weapons)	[30]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
39	0	39	78	117	156
38	-1	38	76	114	153
37	-2	37	74	111	150
36	-3	36	72	108	147
35	-4	35	70	105	144
34	-5	34	68	102	141
33	-6	33	66	99	138
32	-7	32	64	96	135
31	-8	31	62	93	132
30	-9	30	60	90	129
29	-10	29	58	87	126
28	-11	28	56	84	123
27	-12	27	54	81	120
26	-13	26	52	78	117
25	-14	25	50	75	114
24	-15	24	48	72	111
23	-16	23	46	69	108
22	-17	22	44	66	105
21	-18	21	42	63	102
20	-19	20	40	60	99
19	-20	19	38	57	96
18	-21	18	36	54	93
17	-22	17	34	51	90
16	-23	16	32	48	87
15	-24	15	30	45	84
14	-25	14	28	42	81
13	-26	13	26	39	78
12	-27	12	24	36	75
11	-28	11	22	33	72
10	-29	10	20	30	69
9	-30	9	18	27	66
8	-31	8	16	24	63
7	-32	7	14	21	60
6	-33	6	12	18	57
5	-34	5	10	15	54
4	-35	4	8	12	51
3	-36	3	6	9	48
2	-37	2	4	6	45
1	-38	1	2	3	42

FP	0 FP
19	0
18	-1
17	-2
16	-3
15	-4
14	-5
13	-6
12	-7
11	-8
10	-9
9	-10
8	-11
7	-12
6	-13
5	-14
4	-15
3	-16
2	-17
1	-18

Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

PERKS			
Name			Pts
Off-Hand Weapon Training (Two-Handed Axe/Mace)			1
Off-Hand Weapon Training (Two-Handed Flail)			1

SKILLS			
Name	Level	Relative	Pts
Brawling Parry: 12	16	DX+1	[2]
Knife Parry: 12	18	DX+3	[8]
Kusari Parry: 14	20	DX+5	[16]
Two-Handed Axe/Mace Parry: 14	20	DX+5	[20]
Two-Handed Flail Parry: 14	20	DX+5	[16]
Wrestling Parry: 12	16	DX+1	[4]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat Contents - Cost: 823435, Weight: 162.11 lb	823435	162.11 lb
1	Armor Contents - Cost: 96525, Weight: 76.86 lb	96525	76.86 lb
1	Plate, Heavy (All) (Free, *0; Masterful Tailoring, +29 CF; SM +1, *2.25; ~Fortify (All) (+3), +26400; ~Lighten (All) (x1/2), +16500) {p. LT100-110} Description: TL:4 DR:9 Locations: All Location: All	96525	76.86 lb
1	Flail (Weapon Master Damage Bonus, +0; SM+1, *2.25; ~Accuracy (+2), +33000; ~Puissance (+2), +33000) {p. LT70} Description: TL:2 LC:4, Dam:sw+4 cr Reach:1, 2* Parry:0U ST:13 Skill:Two- Handed Flail, DX-6, Flail-3, Kusari-4, Two-Handed Axe/Mace-4 Notes: [9] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, nunchaku, thonged club, and weighted scarf. Notes: [9]	148725	18 lb
1	Great Axe (Weapon Master Damage Bonus, +0; SM+1, *2.25; ~Accuracy (+2), +33000; ~Puissance (+2), +33000) {p. LT70} Description: TL:1 LC:4, Dam:sw+4 cut Reach:1, 2* Parry:0U ST:12 Skill:Two- Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4	148725	18 lb
1	Large Knife (Weapon Master Damage Bonus, +0; SM+1, *2.25; ~Accuracy (+2), +33000; ~Puissance (+2), +33000) {p. LT67} Description: TL:0 LC:4, [Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3], [Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife, DX-4, Force Sword-3, Main-Gauche-3, Shortsword-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:thr imp ACC:0 Range:ST*0.8/ST*1.5 ROF:1 Shots:T(1) ST:6 Bulk:-2 Rcl:- Skill:Thrown Weapon (Knife), DX-4] Notes: [1]	148590	2.25 lb
1	Maul (Weapon Master Damage Bonus, +0; SM+1, *2.25; ~Accuracy (+2), +33000; ~Puissance (+2), +33000) {p. LT70} Description: TL:0 LC:4, Dam:sw+5 cr Reach:1, 2* Parry:0U ST:13 Skill:Two- Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4	148680	27 lb
1	Okusarigama (Weapon Master Damage Bonus, +0; SM +1, *2; ~Accuracy (+2), +33000; ~Puissance (+2), +33000) {p. B274, MA221} Description: TL:1 LC:4, [Mode:swing1 Dam:sw+2 cut Reach:1 Parry:0U ST:11# Skill:Two-Handed Axe/Mace Notes: Requires two hands; becomes unready after attack.], [Mode:swing2 Dam:sw imp Reach:1 Parry:0U ST:11# Skill:Two-Handed Axe/Mace Notes: [2] May get stuck; see Picks (p. B405). Requires two hands; becomes unready after attack.], [Mode:Kusari Dam:sw+2 cr Reach:1-4* Parry:-2U ST:11 Skill:Kusari Notes: [6] Attempts to parry flails are at -4, and fencing weapons (F parry) cannot parry at all! Attempts to block flails are at -2. A nunchaku is small, and gives half these penalties.] Notes: [2][6]	132190	20 lb
Totals:		823435	162.11 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 1600, Weight: 16 lb	1600	16 lb
1600	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	1600	16 lb
Totals:		1600	16 lb