



Name: Orc Melee
Race: Orc
Appearance: Worthy Goblin-Kin

Player: DF NPC Worthy
Ht: Wt: Age:

Spent: 232
Unspent: 0

CHARACTER SHEET

ST 14*	[30]	HP 20§	[8]	Basic Speed 6,75	[20]
DX 11	[20]	Will 12†	[10]	Basic Move 6	[0]
IQ 9†	[0]	Per 10†	[0]	BL 39 lb	(ST×ST)/5
HT 12‡	[10]	FP 12	[0]	Thr 1d	Sw 2d
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 yd
Touch 10	Consciousness 12	High Jump 2.17 ft

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

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 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-3	1d-2	1d-1	1d



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Axe	15	11U	2d+2 cut	1	11	4	
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Bite	15	-	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Broadsword: swing	15	11	2d+1 cut	1	10	4	
Broadsword: thrust	15	11	1d+1 cr	1	10	4	
Great Axe	15	11U	2d+3 cut	1,2*	12‡	4	
Medium Shield	13	-	1d cr	1	-	4	[2,3,4]
Morningstar	14	11U	2d+3 cr	1	12	4	[6]
Spear: one-handed thrust	15	11	1d+2 imp	1*	9	4	[1]
Spear: two-handed thrust	15	11	1d+3 imp	1,2*	9†	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear	7	1d+3 imp	2	14 yd / 21 yd	1	T(1)	9	-3	-	4	

PARRY	PARRY	BLOCK	DODGE	OTHER					
11*	9*	10*	10*						
Axe/Mace	DX	Shield (Shield)	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0+2	3		Groin	0+2†	0+2	-	
Neck	0+2†	0+2	-		Arms	2+2†	0+2	11	
Skull	5+2†	0+2	-		Hands	0+2†	0+2	7	
Face	3+2†	0+2	-		Legs	2+2†	0+2	11	
Torso	3+2†	0+2	-		Feet	2*+2†	0+2	7	

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

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	[15]
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)	

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
20 19 18 17 16	0 -1 -2 -3 -4	20 21 22 23 24	40 41 42 43 44	60 61 62 63 64	80 81 82 83 84
15 14 13 12 11	-5 -6 -7 -8 -9	25 26 27 28 29	45 46 47 48 49	65 66 67 68 69	85 86 87 88 89
10 9 8 7 6	-10 -11 -12 -13 -14	30 31 32 33 34	50 51 52 53 54	70 71 72 73 74	90 91 92 93 94
5 4 3 2 1	-15 -16 -17 -18 -19	35 36 37 38 39	55 56 57 58 59	75 76 77 78 79	95 96 97 98 99

FP 0 FP
12 11 10 9 8 0 -1 -2 -3 -4 } Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.
7 6 5 4 3 -5 -6 -7 -8 -9
2 1 -10 -11

TEMPLATES AND META-TRAITS

Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]
Acute Hearing 2	[4]
Roll: 12 (Hearing)	

SKILLS

Name	Level	Relative	Pts
Axe/Mace	15	DX+4	[16]
Parry: 11			
Brawling	15	DX+4	[12]
Parry: 11			
Broadsword	15	DX+4	[16]
Parry: 11			
dFlail	14	DX+3	[12]
Parry: 11			
Shield (Shield)	13	DX+2	[4]
Block: 10			

SKILLS (continued)			
Name	Level	Relative	Pts
Spear <small>Parry: 11</small>	15	DX+4	[16]
Two-Handed Axe/Mace <small>Parry: 11</small>	15	DX+4	[12]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat <small>Contents - Cost: 1330, Weight: 71.5 lb</small>	1330	71.5 lb
1	Spear {p. B273, B276} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1.2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.] Notes: [1]]</small>	40	4 lb
1	Morningstar {p. B272} <small>Description: TL:3 LC:4, Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Flail 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: [6]</small>	80	6 lb
1	Medium Shield {p. B273, B287} <small>Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4]</small>	60	15 lb
1	Great Axe {p. B274} <small>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.</small>	100	8 lb
1	Broadsword {p. B271} <small>Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword]</small>	500	3 lb
1	Axe {p. B271} <small>Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace</small>	50	4 lb
1	Armor <small>Contents - Cost: 500, Weight: 31.5 lb</small>	500	31.5 lb
1	Heavy Leather Sleeves {p. B283} <small>Description: TL:1 LC:4 DR:2 Locations: arms Location: arms</small>	50	2 lb
1	Heavy Leather Leggings {p. B283} <small>Description: TL:1 LC:4 DR:2 Locations: legs Location: legs</small>	60	4 lb
1	Boots {p. B284} <small>Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet</small>	80	3 lb
1	Light Scale Armor {p. B283} <small>Description: TL:2 LC:4 DR:3 Locations: torso Location: torso</small>	150	15 lb
1	Bronze Helmet {p. B284} <small>Description: TL:1 LC:4 DR:3 Locations: skull, face Location: skull, face</small>	160	7.5 lb
Totals:		1330	71.5 lb
Qty	Loot	Cost	Weight
1	Loot <small>Contents - Cost: 30, Weight: 4.8 oz 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.</small>	30	4.8 oz
30	Copper Farthing <small>Per Unit - Cost: 1, Weight: 2.56 dr</small>	30	4.8 oz
Totals:		30	4.8 oz



Name: Orc Melee Elite
 Race: Orc
 Appearance: Greater Worthy Goblin-Kin

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

Spent: 395
 Unspent: 0

CHARACTER SHEET

ST 18*	[70]	HP 25\$	[10]	Basic Speed 7	[20]
DX 12	[40]	Will 12‡	[10]	Basic Move 7	[0]
IQ 9†	[0]	Per 10‡	[0]	BL 65 lb	(ST×ST)/5
HT 12‡	[10]	FP 12	[0]	Thr 1d+2	Sw 3d
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'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	65 lb	130 lb	195 lb	390 lb	650 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	4-5	6-8
1d-3	1d-2	1d-1	1d	2d



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	18	13	1d+2 cr	C	-	-	
Brawling: Bite	18	-	1d+2 cr	C	-	-	
Brawling: Kick	16	-	1d+3 cr	C,1	-	-	
Great Axe (Fine)	19	13U	3d+10 cut	1,2*	12‡	4	
Large Shield	16	-	1d+2 cr	1	-	4	[2,4]
Morningstar (Fine)	18	13U	3d+9 cr	1	12	4	[6]
Spear (Fine): one-handed thrust	19	13	1d+7 imp	1*	9	4	[1]
Spear (Fine): two-handed thrust	19	13	1d+8 imp	1,2*	9‡	4	
Thrusting Broadsword (Fine): swing	19	13	3d+8 cut	1	10	4	
Thrusting Broadsword (Fine): thrust	19	13	1d+7 imp	1	10	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear (Fine)	9	1d+6 imp	2	18 yd / 27 yd	1	T(1)	9	-3	-	4	

PARRY		PARRY		BLOCK		DODGE		OTHER	
13*	10*	12*	11*						
Brawling	DX	Shield (Shield)	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0+3	3		Groin	5+2†	0+3	-	
Neck	0+2†	0+3	-		Arms	4/2*+2†	0+3	13	
Skull	6+2†	0+3	-		Hands	4+2†	0+3	9	
Face	4+2†	0+3	-		Legs	4/2*+2†	0+3	13	
Torso	5+2†	0+3	-		Feet	4+2†	0+3	9	

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

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

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

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

TEMPLATES AND META-TRAITS

Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]
Acute Hearing 2	[4]
Roll: 12 (Hearing)	

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	[15]
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]
Extra Attack 1	[25]
High Pain Threshold	[10]
Roll to ignore pain: 15 (Will+3)	
Weapon Master (Orcish; a medium class of weapons)	[35]

PERKS

Name	Pts
Shield-Wall Training	[1]

SKILLS

Name	Level	Relative	Pts
Brawling	18	DX+6	[20]
Parry: 13			
Broadsword	18	DX+6	[24]
Parry: 13			

SKILLS (continued)			
Name	Level	Relative	Pts
Flail <small>Parry: 12</small>	17	DX+5	[24]
Shield (Shield) <small>Block: 12</small>	16	DX+4	[12]
Spear <small>Parry: 13</small>	18	DX+6	[24]
Two-Handed Axe/Mace <small>Parry: 13</small>	18	DX+6	[24]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat <small>Contents - Cost: 5330, Weight: 115 lb</small>	5330	115 lb
1	Thrusting Broadsword (Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *4) {p. B271} <small>Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]</small>	2400	3 lb
1	Spear (Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *3) {p. B273, B276} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.] Notes: [1] </small>	120	4 lb
1	Morningstar (Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *3) {p. B272} <small>Description: TL:3 LC:4, Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Flail 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: [6]</small>	240	6 lb
1	Great Axe (Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *10) {p. B274} <small>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.</small>	1000	8 lb
1	Armor <small>Contents - Cost: 1570, Weight: 94 lb</small>	1570	94 lb
1	Gauntlets {p. B284} <small>Description: TL:2 LC:4 DR:4 Locations: hands Location: hands</small>	100	2 lb
1	Large Shield {p. B273, B287} <small>Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4]</small>	90	25 lb
1	Legionary Helmet {p. B284} <small>Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face</small>	150	6 lb
1	Mail Leggings {p. B283} <small>Description: TL:2 LC:3 DR:4/2* Locations: legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: legs</small>	110	15 lb
1	Mail Sleeves {p. B283} <small>Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms</small>	70	9 lb
1	Sollerets {p. B284} <small>Description: TL:3 LC:3 DR:4 Locations: feet Location: feet</small>	150	7 lb
1	Steel Laminate Plate {p. B283} <small>Description: TL:3 LC:3 DR:5 Locations: torso, groin Location: torso, groin</small>	900	30 lb
Totals:		5330	115 lb
Qty	Loot	Cost	Weight
1	Loot <small>Contents - Cost: 100, Weight: 1 lb</small>	100	1 lb
100	Copper Farthing <small>Per Unit - Cost: 1, Weight: 2.56 dr</small>	100	1 lb
Totals:		100	1 lb



Name: Orc Melee Lesser Boss
 Race: Orc
 Appearance: Lesser Boss Goblin-Kin

Player: DF NPC Lesser Boss
 Ht: Wt: Age:

Spent: 491
 Unspent: 0

CHARACTER SHEET

ST 20*	[90]	HP 28§	[12]	Basic Speed 7,5	[20]
DX 13	[60]	Will 13‡	[10]	Basic Move 7	[0]
IQ 10†	[20]	Per 11‡	[0]	BL 80 lb	(ST×ST)/5
HT 13‡	[20]	FP 13	[0]	Thr 2d-1	Sw 3d+2
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 11*	Taste/Smell 11	Death Check 13
Hearing 13†	Fright Check 15‡	Broad Jump 3.67 yd
Touch 11	Consciousness 13	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'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	80 lb	160 lb	240 lb	480 lb	800 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	4-5	6-8
1d-2	1d-1	1d	2d

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	20	14	2d cr	C	-	-	
Brawling: Bite	20	-	2d cr	C	-	-	
Brawling: Kick	18	-	2d+1 cr	C,1	-	-	
Great Axe (Fine): Primary	21	14U	3d+12 cut	1,2*	13‡	4	
Great Axe (Fine): Pick	21	14U	3d+11 imp	1,2*	13‡	4	[2]
Large Shield	18	-	2d-1 cr	1	-	4	[2,4]
Morningstar (Fine)	20	14U	3d+11 cr	1	12	4	[6]
Spear (Fine): one-handed thrust	21	14	2d+6 imp	1*	9	4	[1]
Spear (Fine): two-handed thrust	21	14	2d+7 imp	1,2*	9†	4	
Thrusting Broadsword (Very Fine): swing	21	14	3d+11 cut	1	10	4	
Thrusting Broadsword (Very Fine): thrust	21	14	2d+7 imp	1	10	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear (Fine)	10	2d+3 imp	2	20 yd / 30 yd	1	T(1)	9	-3	-	4	

PARRY	PARRY	BLOCK	DODGE	OTHER					
14*	10*	13*	11*						
Brawling	DX	Shield (Shield)	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0+3	3		Groin	6+2†	0+3	-	
Neck	7+2†	0+3	-		Arms	6+2†	0+3	15	
Skull	9+2†	0+3	-		Hands	4+2†	0+3	10	
Face	7+2†	0+3	-		Legs	6+2†	0+3	15	
Torso	6+2†	0+3	-		Feet	4+2†	0+3	10	

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



TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	[15]
Acute Hearing 2	[4]
Goblin-Kin Infravision	[10]
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]
Extra Attack 1	[25]
High Pain Threshold	[10]
Weapon Master (Orcish; a medium class of weapons)	[35]

PERKS

Name	Pts
Shield-Wall Training	[1]

SKILLS

Name	Level	Relative	Pts
Brawling	20	DX+7	[24]
Parry: 14			

TEMPLATES AND META-TRAITS

Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]

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

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

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

SKILLS (continued)			
Name	Level	Relative	Pts
Broadsword <small>Parry: 14</small>	20	DX+7	[28]
Flail <small>Parry: 13</small>	19	DX+6	[28]
Shield (Shield) <small>Block: 13</small>	18	DX+5	[16]
Spear <small>Parry: 14</small>	20	DX+7	[28]
Two-Handed Axe/Mace <small>Parry: 14</small>	20	DX+7	[28]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat <small>Contents - Cost: 17940, Weight: 135.5 lb</small>	17940	135.5 lb
1	Thrusting Broadsword (Very Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Very Fine Quality, *20) {p. B271} <small>Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]</small>	12000	3 lb
1	Spear (Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *3) {p. B273, B276} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.] Notes: [1]]</small>	120	4 lb
1	Morningstar (Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *3) {p. B272} <small>Description: TL:3 LC:4, Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Flail 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: [6]</small>	240	6 lb
1	Large Shield {p. B273, B287} <small>Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4]</small>	90	25 lb
1	Great Axe (Fine) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Pick, +50; Fine Quality, *10) {p. B274} <small>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. Notes: [2]</small>	1500	8.5 lb
1	Armor <small>Contents - Cost: 3990, Weight: 89 lb</small>	3990	89 lb
1	Gauntlets {p. B284} <small>Description: TL:2 LC:4 DR:4 Locations: hands Location: hands</small>	100	2 lb
1	Greathelm {p. B284} <small>Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck</small>	340	10 lb
1	Sollerets {p. B284} <small>Description: TL:3 LC:3 DR:4 Locations: feet Location: feet</small>	150	7 lb
1	Plate Legs {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: legs Location: legs</small>	1100	20 lb
1	Plate Arms {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: arms Location: arms</small>	1000	15 lb
1	Steel Corselet {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: torso, groin Location: torso, groin</small>	1300	35 lb
Totals:		17940	135.5 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: Orc Melee Boss
Race: Orc
Appearance: Boss Goblin-Kin

Player: DF NPC Boss
Ht: Wt:

Age: Spent: 702
Unspent: 0

CHARACTER SHEET

ST 21* [100]	HP 29§ [12]	Basic Speed 8 [10]
DX 15 [100]	Will 14‡ [10]	Basic Move 8 [0]
IQ 11† [40]	Per 12‡ [0]	BL 88 lb (ST×ST)/5
HT 15‡ [40]	FP 15 [0]	Thr 2d Sw 4d-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 12*	Taste/Smell 12	Death Check 15
Hearing 14†	Fright Check 16‡	Broad Jump 4.33 yd
Touch 12	Consciousness 15	High Jump 1.06 yd

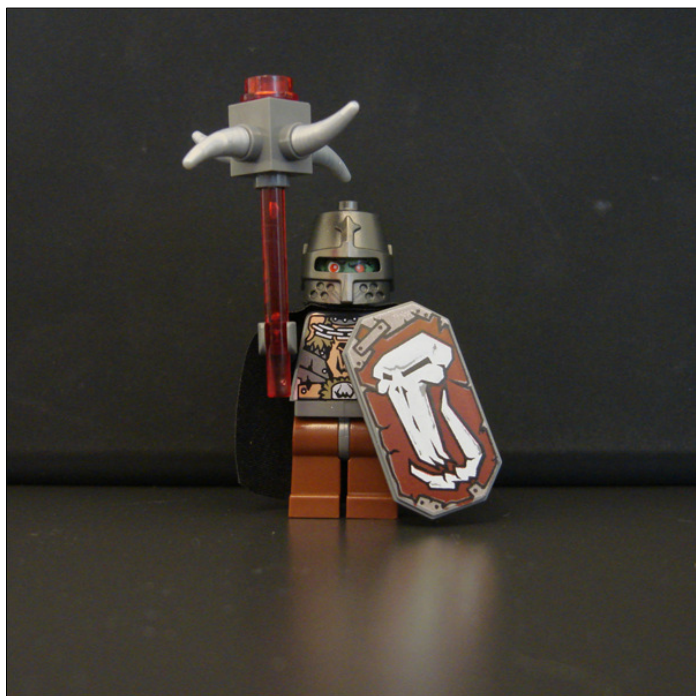
* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
† Includes: +2 from 'Acute Hearing'
‡ Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	88 lb	176 lb	264 lb	528 lb	880 lb
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	12	11	10	9	8

SLAM TABLE

1	2-3	4-5	6-8	9
1d-2	1d-1	1d	2d	3d



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	26	17	2d+1 cr	C	-	-	
Brawling: Bite	26	-	2d+1 cr	C	-	-	
Brawling: Kick	24	-	2d+2 cr	C,1	-	-	
Fine Seeking Great Axe of Puissance: Primary	28	17U	4d+12 cut	1,2*	13‡	4	
Fine Seeking Great Axe of Puissance: Pick	28	17U	4d+11 imp	1,2*	13‡	4	[2]
Fine Seeking Morningstar of Puissance	27	17U	4d+11 cr	1	12	4	[6]
Fine Seeking Spear of Puissance: one-handed thrust	28	17	2d+8 imp	1*	9	4	[1]
Fine Seeking Spear of Puissance: two-handed thrust	28	17	2d+9 imp	1,2*	9‡	4	
Large Shield of Defense	25	-	2d cr	1	-	4	[2,4]
Very Fine Seeking Thrusting Broadsword of Puissance: swing	28	17	4d+11 cut	1	10	4	
Very Fine Seeking Thrusting Broadsword of Puissance: thrust	28	17	2d+9 imp	1	10	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Fine Seeking Spear of Puissance	13	2d+5 imp	2	21 yd / 32 yd	1	T(1)	9	-3	-	4	

PARRY		PARRY		BLOCK		DODGE		OTHER	
17*	11*	16*	12*						
Brawling	DX	Shield (Shield)	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0+3	3		Groin	10+2†	0+3	-	
Neck	7+2†	0+3	-		Arms	6+2†	0+3	15	
Skull	9+2†	0+3	-		Hands	5+2†	0+3	10	
Face	7+2†	0+3	-		Legs	6+2†	0+3	15	
Torso	10+2†	0+3	-		Feet	4+2†	0+3	10	

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

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

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
Orc (Dungeon Fantasy)	[15]

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]
Acute Hearing 2	[4]
Roll: 14 (Hearing)	
Goblin-Kin Infravision	[10]
Roll: 14 (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]
Extra Attack 2 (Multi-Strike)	[60]
High Pain Threshold	[10]
Roll to ignore pain: 17 (Will+3)	
Weapon Master (Orcish; a medium class of weapons)	[35]

PERKS

Name	Pts
Shield-Wall Training	[1]

SKILLS			
Name	Level	Relative	Pts
Brawling <small>Parry: 17</small>	26	DX+11	[40]
Broadsword <small>Parry: 17</small>	26	DX+11	[44]
Flail <small>Parry: 16</small>	25	DX+10	[44]
Shield (Shield) <small>Block: 16</small>	24*	DX+9	[32]
Spear <small>Parry: 17</small>	26	DX+11	[44]
Two-Handed Axe/Mace <small>Parry: 17</small>	26	DX+11	[44]

* Conditional: +1 from 'Large Shield of Defense' when blocking with this shield

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat <small>Contents - Cost: 84590, Weight: 146 lb</small>	84590	146 lb
1	Fine Seeking Great Axe of Puissance (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Pick, +50; Fine Quality, *10; ~Accuracy (+1), +5000; ~Puissance (+1), +5000) {p. B274} <small>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. Notes: [2]</small>	11500	8.5 lb
1	Fine Seeking Morningstar of Puissance (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *3; ~Accuracy (+1), +5000; ~Puissance (+1), +5000) {p. B272} <small>Description: TL:3 LC:4, Dam:sw+3 cr Reach:1 Parry:0U ST:12 Skill:Flail 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: [6]</small>	10240	6 lb
1	Fine Seeking Spear of Puissance (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Fine Quality, *3; ~Accuracy (+1), +5000; ~Puissance (+1), +5000) {p. B273, B276} <small>Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.] Notes: [1] </small>	10120	4 lb
1	Large Shield of Defense (Weapon Bond, +0; ~Defending Shield (+1), +10000) {p. B273, B287} <small>Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4]</small>	10090	25 lb
1	Very Fine Seeking Thrusting Broadsword of Puissance (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Very Fine Quality, *20; ~Accuracy (+1), +5000; ~Puissance (+1), +5000) {p. B271} <small>Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Reach:1 Parry:0 ST:10 Skill:Broadsword]</small>	22000	3 lb
1	Armor <small>Contents - Cost: 20640, Weight: 99.5 lb</small>	20640	99.5 lb
1	Greathelm of Invulnerability (~Fortify (+4) (+7500; Face (5%), *1, Neck (2.5%), *1, Skull (5%), *1), +7500) {p. B284} <small>Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck</small>	7840	10 lb
1	Heavy Gauntlets {p. B284} <small>Description: TL:3 LC:3 DR:5 Locations: hands Location: hands</small>	250	2.5 lb

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Armor	20640	99.5 lb
1	Heavy Steel Corselet of Invulnerability (~Fortify (+3) (+8000; Torso and Vitals (50%), *1), +8000) {p. B283} <small>Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin</small>	10300	45 lb
1	Plate Arms {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: arms Location: arms</small>	1000	15 lb
1	Plate Legs {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: legs Location: legs</small>	1100	20 lb
1	Sollerets {p. B284} <small>Description: TL:3 LC:3 DR:4 Locations: feet Location: feet</small>	150	7 lb
Totals:		84590	146 lb
Qty	Loot	Cost	Weight
1	Loot <small>Contents - Cost: 1200, Weight: 12 lb</small>	1200	12 lb
1200	Copper Farthing <small>Per Unit - Cost: 1, Weight: 2.56 dr</small>	1200	12 lb
Totals:		1200	12 lb



Name: Orc Ranged
Race: Orc
Appearance: Worthy Goblin-Kin

Player: DF NPC Worthy
Ht: Wt: Age:

Spent: 232
Unspent: 0

CHARACTER SHEET

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'

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

SLAM TABLE

1	2	3-5	6-8
1d-3	1d-2	1d-1	1d



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	15	10	2d-3 cut	C,1	6	4	
Large Knife: thrust	15	10	1d imp	C	6	4	[1]
Throwing Axe	15	11U	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 yd / 20 yd	1	T(1)	6	-2	-	4	
Longbow	17	1d+2 imp	3	195 yd / 260 yd	1	1(2)	11†	-8	-	4	[3]
Regular Bow	17	1d+1 imp	2	195 yd / 260 yd	1	1(2)	10†	-7	-	4	[3]
Throwing Axe	17	2d+1 cut	2	13 yd / 20 yd	1	T(1)	11	-3	-	4	

PARRY		PARRY		BLOCK		DODGE		OTHER	
11*	10*	8*	11*						
Axe/Mace	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0+2	2		Groin	2+2†	0+2	-	
Neck	0+2†	0+2	-		Arms	2+2†	0+2	10	
Skull	1*+2+2†	0+2	-		Hands	0+2†	0+2	7	
Face	0+2†	0+2	-		Legs	2+2†	0+2	10	
Torso	2+2†	0+2	-		Feet	2*+2†	0+2	7	

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
18 17 16 15 14	0 -1 -2 -3 -4	18 19 20 21 22	38 37 36 35 34	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
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-10 -11

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

TEMPLATES AND META-TRAITS

Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]
Acute Hearing 2 Roll: 12 (Hearing)	[4]
Goblin-Kin Infravision Roll: 12 (Per+2)	[10]

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	[15]
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 Roll to ignore pain: 15 (Will+3)	[10]

SKILLS

Name	Level	Relative	Pts
Axe/Mace Parry: 11	15	DX+3	[12]
Bow	17	DX+5	[20]
Brawling Parry: 11	15	DX+3	[8]
Crossbow	17	DX+5	[16]
Knife Parry: 10	15	DX+3	[8]
Thrown Weapon (Axe/Mace)	17	DX+5	[16]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat Contents - Cost: 872, Weight: 35 lb	872	35 lb
1	Longbow {p. B275} Description: TL:0 LC:4, Dam:thr+2 imp Acc:3 Range:ST*15/ST*20 RoF:1 Shots:1(2) ST:11† Bulk:-8 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3]	200	3 lb
1	Large Knife {p. B272, B276} 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]	40	1 lb
1	Crossbow (ST 13) {p. B276} Description: TL:2 LC:4, Dam:thr+4 imp Acc:4 Range:ST*20/ST*25 RoF:1 Shots:1(4) ST:7† Bulk:-6 Skill:Crossbow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3]	150	6 lb
1	Throwing Axe {p. B271, B276} 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]	60	4 lb
1	Regular Bow {p. B275} Description: TL:0 LC:4, Dam:thr+1 imp Acc:2 Range:ST*15/ST*20 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3]	100	2 lb
1	Armor Contents - Cost: 322, Weight: 19 lb	322	19 lb
1	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms Location: arms	50	2 lb
1	Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs Location: legs	60	4 lb
1	Leather Cap {p. B284} Description: TL:1 LC:4 DR:1* Locations: skull Location: skull	32	-
1	Leather Armor {p. B283} Description: TL:1 LC:4 DR:2 Locations: torso, groin Location: torso, groin	100	10 lb
1	Boots {p. B284} Description: TL:2 LC:- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
Totals:		872	35 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 30, Weight: 4.8 oz	30	4.8 oz
30	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	30	4.8 oz
Totals:		30	4.8 oz



Name: Orc Ranged Elite
 Race: Orc
 Appearance: Greater Worthy Goblin-Kin

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

Spent: 369
 Unspent: 0

CHARACTER SHEET

ST 16*	[50]	HP 21\$	[6]	Basic Speed 7,5	[20]
DX 14	[80]	Will 12†	[10]	Basic Move 7	[0]
IQ 9†	[0]	Per 10†	[0]	BL 51 lb	(ST×ST)/5
HT 12‡	[10]	FP 12	[0]	Thr 1d+1	Sw 2d+2
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'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	51 lb	102 lb	153 lb	306 lb	510 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	5-7	8
1d-3	1d-2	1d-1	1d	2d

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	20	14	1d+1 cr	C	-	-	
Brawling: Bite	20	-	1d+1 cr	C	-	-	
Brawling: Kick	18	-	1d+2 cr	C,1	-	-	
Throwing Axe	20	14U	2d+9 cut	1	11	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Throwing Axe	21	2d+9 cut	2	16 yd / 24 yd	1	T(1)	11	-3	-	4	

PARRY		PARRY		BLOCK		DODGE		OTHER	
14*	11*	9*	11*						
Brawling	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0	3		Groin	6+2†	0	-	
Neck	0+2†	0	-		Arms	4/2*+2†	0	11	
Skull	6+2†	0	-		Hands	4+2†	0	8	
Face	4+2†	0	-		Legs	4/2*+2†	0	11	
Torso	6+2†	0	-		Feet	4+2†	0	8	

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

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

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

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

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
Ambidexterity	[5]
Combat Reflexes	[15]
Damage Resistance 2 (Tough Skin)	[6]
Extra Attack 1 (Multi-Strike)	[30]
High Pain Threshold	[10]
Roll to ignore pain: 15 (Will+3)	
Weapon Master (Orc Weapons; a medium class of weapons)	[35]

PERKS

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

SKILLS

Name	Level	Relative	Pts
Axe/Mace	20	DX+6	[24]
Parry: 14			
Brawling	20	DX+6	[20]
Parry: 14			
Fast-Draw (Thrown Axe)	18*	DX+4	[8]
Thrown Weapon (Axe/Mace)	21	DX+7	[24]

* Includes: +1 from 'Combat Reflexes'

LOAD-OUTS

Qty	Combat	Cost	Weight
1	Combat	2480	78 lb
	Contents - Cost: 2480, Weight: 78 lb		
1	Throwing Axe (Weapon Master)	600	4 lb
	Damage Bonus, +0; Fine, +900%)		
	{p. B271, B276}		
	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]		

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Combat	2480	78 lb
1	Armor Contents - Cost: 1880, Weight: 74 lb	1880	74 lb
1	Gauntlets {p. B284} Description: TL:2 LC:4 DR:4 Locations: hands Location: hands	100	2 lb
1	Legionary Helmet {p. B284} Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face	150	6 lb
1	Mail Leggings {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: legs	110	15 lb
1	Mail Sleeves {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms	70	9 lb
1	Steel Corselet {p. B283} Description: TL:3 LC:3 DR:6 Locations: torso, groin Location: torso, groin	1300	35 lb
1	Sollerets {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	150	7 lb
Totals:		2480	78 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 100, Weight: 1 lb	100	1 lb
100	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	100	1 lb
Totals:		100	1 lb



Name: Orc Ranged Lesser Boss
 Race: Orc
 Appearance: Lesser Boss Goblin-Kin

Player: DF NPC Lesser Boss
 Ht: Wt: Age:

Spent: 439
 Unspent: 0

CHARACTER SHEET

ST 16* [50]	HP 21\$ [6]	Basic Speed 8 [15]
DX 16 [120]	Will 13‡ [10]	Basic Move 8 [0]
IQ 10† [20]	Per 11‡ [0]	BL 51 lb (ST×ST)/5
HT 13‡ [20]	FP 13 [0]	Thr 1d+1 Sw 2d+2
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 11*	Taste/Smell 11	Death Check 13
Hearing 13†	Fright Check 15‡	Broad Jump 4.33 yd
Touch 11	Consciousness 13	High Jump 1.06 yd

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

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	51 lb	102 lb	153 lb	306 lb	510 lb
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	12	11	10	9	8

SLAM TABLE

1	2	3-4	5-7	8-9
1d-3	1d-2	1d-1	1d	2d



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	22	15	1d+1 cr	C	-	-	
Brawling: Bite	22	-	1d+1 cr	C	-	-	
Brawling: Kick	20	-	1d+2 cr	C,1	-	-	
Large Knife: swing	20	13	2d cut	C,1	6	4	
Large Knife: thrust	20	13	1d+1 imp	C	6	4	[1]
Throwing Axe	21	14U	2d+9 cut	1	11	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Composite Bow: Primary	24	1d+6 imp	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Composite Bow: Bodkin Point	24	1d+6(2) pi	3	320 yd / 400 yd	1	1(2)	10†	-7	-	4	[3]
Crossbow (ST 16): Primary	24	1d+7 imp	4	320 yd / 400 yd	1	1(4)	7†	-6	-	4	[3]
Crossbow (ST 16): Bodkin Point	24	1d+7(2) pi	4	320 yd / 400 yd	1	1(4)	7†	-6	-	4	[3]
Large Knife	12	1d+1 imp	-	13 yd / 24 yd	1	T(1)	6	-2	-	4	
Longbow: Primary	23	1d+5 imp	3	240 yd / 320 yd	1	1(2)	11†	-8	-	4	[3]
Longbow: Bodkin Point	23	1d+5(2) pi	3	240 yd / 320 yd	1	1(2)	11†	-8	-	4	[3]
Throwing Axe	23	2d+9 cut	2	16 yd / 24 yd	1	T(1)	11	-3	-	4	

PARRY		PARRY		BLOCK		DODGE		OTHER	
14*	12*	10*	12*						
Axe/Mace	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0+2†	0+2	3		Groin	2+2†	0+2	-	
Neck	0+2†	0+2	-		Arms	2+2†	0+2	11	
Skull	1*+2+2†	0+2	-		Hands	0+2†	0+2	8	
Face	0+2†	0+2	-		Legs	2+2†	0+2	11	
Torso	2+2†	0+2	-		Feet	2*+2†	0+2	8	

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
21	0	-1	-2	-3	-4
16	-5	-6	-7	-8	-9
11	-10	-11	-12	-13	-14
6	-15	-16	-17	-18	-19
1	-20	-21	-22	-23	-24

FP	0 FP
13	0
8	-1
3	-2
	-3
	-4

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

TEMPLATES AND META-TRAITS

Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	[15]
Acute Hearing 2	[4]
Roll: 13 (Hearing)	
Goblin-Kin Infravision	[10]
Roll: 13 (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]
Heroic Archer	[20]
High Pain Threshold	[10]
Roll to ignore pain: 16 (Will+3)	
Weapon Master (Bow; one specific weapon)	[20]

SKILLS

Name	Level	Relative	Pts
Axe/Mace	20	DX+4	[16]
Parry: 14			
Bow	22	DX+6	[24]

SKILLS (continued)			
Name	Level	Relative	Pts
Brawling <small>Parry: 15</small>	22	DX+6	[20]
Crossbow	22	DX+6	[20]
Knife <small>Parry: 13</small>	20	DX+4	[12]
Thrown Weapon (Axe/Mace)	22	DX+6	[20]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat <small>Contents - Cost: 20950, Weight: 111 lb</small>	20950	111 lb
1	Throwing Axe (Weapon Master Damage Bonus, +0; Fine Quality, *10; ~Accuracy (+1), +5000) {p. B271, B276} <small>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:C,1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]</small>	5600	4 lb
1	Longbow (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Bodkin Point (TL3), +0) {p. B275} <small>Description: TL:0 LC:4, Dam:thr+2 imp Acc:3 Range:ST*15/ST*20 RoF:1 Shots:1(2) ST:11† Bulk:-8 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3]][3]</small>	200	3 lb
1	Large Knife {p. B272, B276} <small>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]]</small>	40	1 lb
1	Crossbow (ST 16) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Bodkin Point (TL3), +0; ~Accuracy (+1), +5000) {p. B276} <small>Description: TL:2 LC:4, Dam:thr+4 imp Acc:4 Range:ST*20/ST*25 RoF:1 Shots:1(4) ST:7† Bulk:-6 Skill:Crossbow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3]][3]</small>	5150	6 lb
1	Composite Bow (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Bodkin Point (TL3), +0; ~Accuracy (+1), +5000) {p. B275} <small>Description: TL:1 LC:4, Dam:thr+ imp Acc:3 Range:ST*20/ST*25 RoF:1 Shots:1(2) ST:10† Bulk:-7 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is \$2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is \$0.1. Sling stones are free. Notes: [3]][3]</small>	5900	4 lb
1	Armor <small>Contents - Cost: 3990, Weight: 89 lb</small>	3990	89 lb
1	Steel Corselet {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: torso, groin Location: torso, groin</small>	1300	35 lb
1	Plate Legs {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: legs Location: legs</small>	1100	20 lb
1	Plate Arms {p. B283} <small>Description: TL:3 LC:3 DR:6 Locations: arms Location: arms</small>	1000	15 lb
1	Greathelm {p. B284} <small>Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck</small>	340	10 lb
1	Gauntlets {p. B284} <small>Description: TL:2 LC:4 DR:4 Locations: hands Location: hands</small>	100	2 lb
1	Sollerets {p. B284} <small>Description: TL:3 LC:3 DR:4 Locations: feet Location: feet</small>	150	7 lb
1	Hip Quiver, Large {p. DF1:24} <small>Per Unit - Cost: 30, Weight: 2 lb Contents - Cost: 40, Weight: 2 lb Description: Holds 50 arrows or bolts. Two compartments</small>	70	4 lb
20	Arrow {p. B275} <small>Per Unit - Cost: 2, Weight: 1.6 oz</small>	40	2 lb
Totals:		20950	111 lb
Qty	Loot	Cost	Weight
1	Loot <small>Contents - Cost: 600, Weight: 6 lb</small>	600	6 lb
600	Copper Farthing <small>Per Unit - Cost: 1, Weight: 2.56 dr</small>	600	6 lb
Totals:		600	6 lb



Name: Orc Shaman Elite
 Race: Orc
 Appearance: Greater Worthy Goblin-Kin

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

Spent: 395
 Unspent: 0

CHARACTER SHEET

ST 12* [10]	HP 14\$ [0]	Basic Speed 8 [40]
DX 12 [40]	Will 14+ [0]	Basic Move 8 [0]
IQ 13+ [80]	Per 14+ [0]	BL 29 lb (ST×ST)/5
HT 12+ [10]	FP 17¶ [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]		SM +0

* Includes: +1 from 'Racial ST Bonus' § Includes: +2 from 'Orc (Dungeon Fantasy)'
 † Includes: -1 from 'Orc (Dungeon Fantasy)' ¶ Includes: +5 from 'Extra Fatigue Points'
 ‡ Includes: +1 from 'Orc (Dungeon Fantasy)'

Vision 14*	Taste/Smell 14	Death Check 12
Hearing 16†	Fright Check 14	Broad Jump 4.33 yd
Touch 14	Consciousness 12	High Jump 1.06 yd

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

ENCUMBRANCE TABLE

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



MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Quarterstaff (Poweritem 25 FP): staff swing	13	11	1d+4 cr	1,2	7†	4	
Quarterstaff (Poweritem 25 FP): staff thrust	13	11	1d+1 cr	1,2	7†	4	
Shocking Touch	12	-	~1d+1 burn	C	-	-	~1-3en

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion	15	~1d cr	1	20 yd / 40 yd	-	-	-	-	-	-	~2-6en
Explosive Fireball	15	~1d burn ex	1	25 yd / 50 yd	-	-	-	-	-	-	~2-6en
Explosive Lightning	15	~1d-1 burn ex	3	50 yd / 100 yd	-	-	-	-	-	-	~2-6en
Fireball	15	~1d burn	1	25 yd / 50 yd	-	-	-	-	-	-	~1-3en
Lightning	15	~1d-1 burn	3	50 yd / 100 yd	-	-	-	-	-	-	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER					
9	9	7	11						
Brawling	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2		Groin	3/2*	0	-	
Neck	4/2*	0	-		Arms	4/2*	0	8	
Skull	4/2*+2	0	-		Hands	0	0	5	
Face	0	0	-		Legs	3/2*	0	8	
Torso	3	0	-		Feet	2*	0	5	

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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
17 16 15 14 13	0 -1 -2 -3 -4
12 11 10 9 8	-5 -6 -7 -8 -9
7 6 5 4 3	-10 -11 -12 -13 -14
2 1	-15 -16

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

TEMPLATES AND META-TRAITS

Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]
Acute Hearing 2	[4]
Roll: 16 (Hearing)	
Goblin-Kin Infravision	[10]
Roll: 16 (Per+2)	
Rapid Healing	[5]

TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	[15]
Resistant to Metabolic Hazards (+3 to resist)	[10]
Appearance (Ugly)	[-8]
Bully (12 or less)	[-10]
Social Stigma (Savage)	[-10]

ADVANTAGES

Name	Pts
Energy Reserve 10 (Holy)	[30]
Energy Reserve 10 (Magical)	[30]
Extra Fatigue Points 5 (Affects displayed FP score; Usable only for Spellcasting)	[14]
Magery 4	[40]
Magery 0	[5]
Power Investiture 4 (Holy)	[40]

SKILLS

Name	Level	Relative	Pts
Brawling	12	DX+0	[1]
Parry: 9			
Innate Attack (Projectile)	15	DX+3	[8]
Parry: 10			
Staff	13	DX+1	[4]
Parry: 11			
Wrestling	11	DX-1	[1]
Parry: 8			

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Concussion	15	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	M26
Create Air	15	Area	1 sec.	5 sec.#	1	Ai	M23, B243
Create Fire	15	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Daze	15	Regular/R-HT	2 sec.	1 min.	3/2	MC	M134, B250
Earth to Air	15	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	M25, B243
Explosive Fireball	15	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	M75, B247
Explosive Lightning	15	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	M196
Fireball	15	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	M74, B247
Foolishness	15	Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	M134, B250
Grease	15	Area	1 sec.	10 min.	3/S	Mo	M142
Great Haste	15	Regular	3 sec.	10 sec.	5#	Mo	M146, B251
Haste	15	Regular	2 sec.	1 min.	2/pt./H	Mo	M142, B251
Ignite Fire	15	Regular	1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
Lightning	15	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	M196, B244
Major Healing (Holy)	15	Regular	1 sec.	Perm.	1 to 4	Ho, He	M91, B248
Purify Air	15	Area	1 sec.	Instant	1	Ai	M23, B243
Seek Earth	15	Information	10 sec.	Instant	3	Ea	M50, B245
Shape Air	15	Regular	1 sec.	1 min.	1 to 10#	Ai	M24, B243
Shape Earth	15	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	M50, B245
Shape Fire	15	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Shocking Touch	15	Melee	1 sec.	Instant	1 to 3	We, Ai	M196
Sleep	15	Regular/R-HT	3 sec.	Instant	4	MC	M135, B251
Sound	15	Regular	1 sec.	Varies	Varies	So	M171, F172
Thunderclap	15	Regular	1 sec.	Instant	2	So	M171
Walk on Air	15	Regular	1 sec.	1 min.	3/2	Ai	M25, B243

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat Contents - Cost: 425, Weight: 39 lb	425	39 lb
1	Quarterstaff (Poweritem 25 FP) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	10	4 lb
1	Armor Contents - Cost: 415, Weight: 35 lb	415	35 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Light Scale Armor {p. B283} Description: TL:2 LC:4 DR:3 Locations: torso Location: torso	150	15 lb
1	Mail Coif {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	55	4 lb
1	Mail Sleeves {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms	70	9 lb
1	Studded Leather Skirt {p. B283} Description: TL:1 LC:-- DR:3/2* Locations: groin, legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: groin, legs	60	4 lb
Totals:		425	39 lb
Qty	Loot	Cost	Weight
1	Loot Contents - Cost: 800, Weight: 8 lb	800	8 lb
800	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	800	8 lb
Totals:		800	8 lb



Name: Orc Shaman Boss
Race: Orc
Appearance: Boss Goblin-Kin

Player: DF NPC Boss
Ht: Wt:

Age: Spent: 726
Unspent: 0

CHARACTER SHEET

ST 16*	[50]	HP 22§	[8]	Basic Speed 8	[30]
DX 12	[40]	Will 20†	[0]	Basic Move 8	[0]
IQ 19†	[200]	Per 20†	[0]	BL 51 lb	(ST×ST)/5
HT 14‡	[30]	FP 24¶	[0]	Thr 1d+1	Sw 2d+2
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)'
¶ Includes: +10 from 'Extra Fatigue Points'

Vision 20*	Taste/Smell 20	Death Check 14
Hearing 22†	Fright Check 20	Broad Jump 4.33 yd
Touch 20	Consciousness 14	High Jump 1.06 yd

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

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	51 lb	102 lb	153 lb	306 lb	510 lb
Ground	8 yd	6 yd	4 yd	3 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	5-6	7-9
1d-3	1d-2	1d-1	1d	2d

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Balanced, Jeweled Quarterstaff of Defense (30 FP Poweritem): staff swing	17	14	2d+4 cr	1,2	7†	4	
Balanced, Jeweled Quarterstaff of Defense (30 FP Poweritem): staff thrust	17	14	1d+3 cr	1,2	7†	4	
Brawling: Punch	14	10	1d+1 cr	C	-	-	
Brawling: Bite	14	-	1d+1 cr	C	-	-	
Brawling: Kick	12	-	1d+2 cr	C,1	-	-	
Shocking Touch	14	-	~1d+1 burn	C	-	-	~1-3en

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion	20	~1d cr	1	20 yd / 40 yd	-	-	-	-	-	-	~2-6en
Explosive Fireball	20	~1d burn ex	1	25 yd / 50 yd	-	-	-	-	-	-	~2-6en
Explosive Lightning	20	~1d-1 burn ex	3	50 yd / 100 yd	-	-	-	-	-	-	~2-6en
Fireball	20	~1d burn	1	25 yd / 50 yd	-	-	-	-	-	-	~1-3en
Lightning	20	~1d-1 burn	3	50 yd / 100 yd	-	-	-	-	-	-	~1-3en

PARRY		PARRY		BLOCK		DODGE		OTHER	
10	9	7	11						
Brawling	DX	DX	None						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	3		Groin	3/2*	0	-	
Neck	4/2*	0	-		Arms	4/2*	0	12	
Skull	4/2*+2	0	-		Hands	2*	0	8	
Face	0	0	-		Legs	4/2*+3/2*	0	12	
Torso	3	0	-		Feet	2*	0	8	

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

FP	0 FP
24 23 22 21 20	0 -1 -2 -3 -4
19 18 17 16 15	-5 -6 -7 -8 -9
14 13 12 11 10	-10 -11 -12 -13 -14
9 8 7 6 5	-15 -16 -17 -18 -19
4 3 2 1	-20 -21 -22 -23

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

TEMPLATES AND META-TRAITS

Name	Pts
Orc (Dungeon Fantasy)	15
Racial ST Bonus 1 (Size)	10



TEMPLATES AND META-TRAITS (continued)

Name	Pts
Orc (Dungeon Fantasy)	15
Acute Hearing 2	4
Goblin-Kin Infravision	10
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
Energy Reserve 20 (Holy)	60
Energy Reserve 20 (Magical)	60
Extra Fatigue Points 10 (Affects displayed FP score; Usable only for Spellcasting)	27
Magery 6	60
Magery 0	5
Power Investiture 6 (Holy)	60

SKILLS

Name	Level	Relative	Pts
Brawling	14	DX+2	4
Parry: 10			

SKILLS (continued)			
Name	Level	Relative	Pts
Innate Attack (Projectile) Parry: 13	20	DX+8	[28]
Staff Parry: 13	16	DX+4	[16]
Wrestling Parry: 9	13	DX+1	[4]

SPELL GRIMOIRE							
Name	Skill	Class	Time	Duration	Casting Cost	College	Page
Apportation	23	Reg./R-Will	1 sec.	1 min.	Varies	Mo	M142, B251
Catch Missile	23	Blocking	1 sec.	Instant	2	PW	M168
Concussion	23	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	M26
Create Air	23	Area	1 sec.	5 sec.#	1	Ai	M23, B243
Create Fire	23	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Daze	23	Regular/R-HT	2 sec.	1 min.	3/2	MC	M134, B250
Deflect Missile	23	Blocking	1 sec.	Instant	1	Mo, PW	M143, B251
Earth to Air	23	Regular	2 sec.	Perm.	5/cu. yd.#	Ai, Ea	M25, B243
Explosive Fireball	23	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Fi	M75, B247
Explosive Lightning	23	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	M196
Fireball	23	Missile	1 to 3 sec.	Instant	1 to Magery#	Fi	M74, B247
Foolishness	23	Regular/R-Will	1 sec.	1 min.	1 per IQ-/H	MC	M134, B250
Grease	23	Area	1 sec.	10 min.	3/S	Mo	M142
Great Haste	22	Regular	3 sec.	10 sec.	5#	Mo	M146, B251
Haste	23	Regular	2 sec.	1 min.	2/pt./H	Mo	M142, B251
Ignite Fire	23	Regular	1 sec.	1 sec.	1 to 4/S	Fi	M72, B246
Lightning	23	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	M196, B244
Major Healing (Holy)	22	Regular	1 sec.	Perm.	1 to 4	Ho, He	M91, B248
Purify Air	23	Area	1 sec.	Instant	1	Ai	M23, B243
Return Missile	23	Blocking	1 sec.	Instant	2	PW	M168
Seek Earth	23	Information	10 sec.	Instant	3	Ea	M50, B245
Shape Air	23	Regular	1 sec.	1 min.	1 to 10#	Ai	M24, B243
Shape Earth	23	Regular	1 sec.	1 min.	1/cu. yd./h	Ea	M50, B245
Shape Fire	23	Area	1 sec.	1 min.	2/H	Fi	M72, B246
Shocking Touch	23	Melee	1 sec.	Instant	1 to 3	We, Ai	M196
Sleep	23	Regular/R-HT	3 sec.	Instant	4	MC	M135, B251
Sound	23	Regular	1 sec.	Varies	Varies	So	M171, F172
Thunderclap	23	Regular	1 sec.	Instant	2	So	M171
Walk on Air	23	Regular	1 sec.	1 min.	3/2	Ai	M25, B243

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat Contents - Cost: 18445, Weight: 39 lb	18445	39 lb
1	Balanced, Jeweled Quarterstaff of Defense (30 FP Poweritem) (Increased Cost (+1360), +1360; Balanced, +400%; Ornate (+3), +900%; ~Defending Weapon (+1), +16500) {p. B273, B274} Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 cr Reach:1,2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 cr Reach:1,2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 cr Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	18000	4 lb
1	Armor Contents - Cost: 445, Weight: 35 lb	445	35 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Light Scale Armor {p. B283} Description: TL:2 LC:4 DR:3 Locations: torso Location: torso	150	15 lb
1	Mail Coif {p. B284} Description: TL:2 LC:3 DR:4/2* Locations: skull, neck Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: skull, neck	55	4 lb

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Armor	445	35 lb
1	Mail Sleeves {p. B283} Description: TL:2 LC:3 DR:4/2* Locations: arms Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: arms	70	9 lb
1	Studded Leather Skirt {p. B283} Description: TL:1 LC:-- DR:3/2* Locations: groin, legs Notes: [3] Split DR: use the lower DR against crushing attacks. Notes: [3] Location: groin, legs	60	4 lb
Totals:		18445	39 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