



Name: Gorlog der Grobe
Race: Half-Ogre
Appearance: Gross und hässlich

Player: Denis Kozic
HT: 2m Wt: 130kg Age: 32

Spent: 250
Unspent: 0

ST 20* [0]	HP 20 [0]	Basic Speed 6 [-15]
DX 14 [80]	Will 10 [0]	Basic Move 6 [0]
IQ 10† [20]	Per 10 [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: +4 from 'Racial ST Bonus', +6 from 'Extra ST'
† Includes: -1 from 'Half-Ogre (Dungeon Fantasy)'
‡ Includes: +1 from 'Half-Ogre (Dungeon Fantasy)'

Vision 10	Fright Check 13*	High Jump 2.17 ft
Hearing 10	Consciousness 13	Money 165†
Touch 10	Death Check 13	
Taste/Smell 10	Broad Jump 3 yd	

* Includes: +1 from 'Fearlessness', +2 from 'Combat Reflexes'
† Includes: +990 from 'Lady Die', +1500 from 'Money'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	80 lb	160 lb	240 lb	480 lb	800 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
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

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	160 lb	640 lb	960 lb	1200 lb	2 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.

TEMPLATES AND META-TRAITS

Name	Pts
Half-Ogre (Dungeon Fantasy) {p. DF3:15}	[20]
Description: Half-Ogre aren't as huge, clumsy, or stupid as an ogre, and can pass as a big, dumb, (mostly) human.	
Racial ST Bonus 4 (Size, +0%)	[40]
Ogre Damage Resistance 1 (Tough Skin, -40%) {p. B46}	[3]
Fearlessness 1 {p. B55}	[2]
Night Vision 3 {p. B71}	[3]
Appearance (Ugly) {p. B21}	[-8]
Social Stigma (Savage) {p. DF3:11}	[-10]
Knight (Dungeon Fantasy) {p. DF1:8}	[0]
Description: Officially, you might not be a knight, but you're more dedicated than some fop living in a castle.	

REACTION MODIFIERS

Appearance: -2*
* Includes: -2 from 'Appearance'
Status: +0
Other: -2†
† Includes: -2 from 'Bully'; Conditional: -2 from 'Social Stigma (Savage)', +2 from 'Born War-Leader', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

Native	Pts
Ogre (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Ogre (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	-	[1]

ADVANTAGES

Name	Pts
Born War-Leader 2 {p. B89, BS184}	[10]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	
Combat Reflexes {p. B43}	[15]

ADVANTAGES (continued)

Name	Pts
Extra ST 6 (Affects displayed ST score, +0%)	[60]
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.	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Signature Gear 2 (Lady Die) {p. B85}	[2]

PERKS

Name	Pts
Grip Mastery (Axe) {p. MA50}	[1]
Weapon Bond (Lady Die) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES

Name	Pts
Bad Temper (9 or less, *1.5) {p. B124}	[-15]
Bully (12 or less, *1) {p. B125}	[-10]
Code of Honor (Pirate's) {p. B127}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

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
Axe/Mace {p. B208}	20*	DX+6	[24]
Parry: 14			
Brawling {p. B182}	15	DX+1	[2]
Parry: 11			
Climbing {p. B183}	13	DX-1	[1]
Fast-Draw (Axe) {p. B194}	15†	DX+1	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Riding (Equines) {p. B217}	13	DX-1	[1]
Shield (Shield) {p. B220}	16	DX+2	[4]
Block: 12			
Stealth {p. B222}	13	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11			
HT based	Level	Relative	Pts
Carousing {p. B183}	13	HT+0	[1]
IQ based	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	11	IQ+1	[4]
Connoisseur (Weapons) {p. B185}	11	IQ+1	[4]
First Aid/TL3 (Human-Ogre) {p. B195}	10	IQ+0	[1]
Gesture {p. B198}	10	IQ+0	[1]
Leadership {p. B204}	11‡	IQ+1	[1]
Strategy (Land) {p. B222}	11‡	IQ+1	[2]
Streetwise {p. B223}	9	IQ-1	[1]
Tactics {p. B224}	11‡	IQ+1	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	9	Per-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	9	Will-1	[1]

* Conditional: +1 from 'Weapon Bond (Lady Die)'
† Includes: +1 from 'Combat Reflexes'
‡ Includes: +2 from 'Born War-Leader'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>		15	11	2d-2 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>		15	-	2d-2 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>		13	-	2d-1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Lady Die: swing <i>Skill used: Axe/Mace+2</i>		22	15	3d+4 cut	1	12	4	[1]
Lady Die: Pick <i>Skill used: Axe/Mace+2</i>		22	15	3d+3 imp	1	12	4	[2]
Large Knife: swing <i>Skill used: Knife</i>		14	10	3d-2 cut	C,1	6	4	
Large Knife: thrust <i>Skill used: Knife</i>		14	10	1d+2 imp	C	6	4	[1]
Medium Shield <i>Skill used: Shield (Shield)</i>		16	-	2d-1 cr	1	-	4	[2,3,4]
Throwing Axe: swing <i>Skill used: Axe/Mace</i>		20	14U	3d+4 cut	1	12	4	[1]
Throwing Axe: Pick <i>Skill used: Axe/Mace</i>		20	14U	3d+3 imp	1	12	4	[2]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Lady Die <i>Skill used: Thrown Weapon (Axe/Mace)+2</i>	18	3d+4 cut	2	20 yd / 30 yd	1	T(1)	12	-3	-	4	
Large Knife <i>Skill used: DX-4</i>	10	2d-1 imp	-	16 yd / 30 yd	1	T(1)	6	-2	-	4	
Throwing Axe <i>Skill used: Thrown Weapon (Axe/Mace)</i>	16	3d+4 cut	2	20 yd / 30 yd	1	T(1)	12	-3	-	4	

ATTACKS TABLES COLUMN NOTES

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).

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

SLAM TABLE				
1	2	3-4	5-7	
1d-3	1d-2	1d-1	1d	
PARRY	PARRY	BLOCK	DODGE	OTHER
14*	11*	12*	10*	
Axe/Mace	DX	Shield (Shield)		

Loc. HP #

- Eyes 3
- Neck -
- Skull -
- Face -
- Torso -
- Groin -
- Arms 11
- Hands 7
- Legs 11
- Feet 7

DR/DB values:

- Eyes: DR: 0, DB: 0
- Neck: DR: 0, DB: 0
- Torso: DR: 5F, DB: 0
- Arms: DR: 4, DB: 0
- Hands: DR: 2*, DB: 0
- Groin: DR: 3/2*, DB: 0
- Legs: DR: 3/2*, DB: 0
- Feet: DR: 2*, DB: 0
- Skull: DR: 6, DB: 0
- Face: DR: 4, DB: 0

Notes:

- Bonus DR: 1†
- Bonus DB: 2

* Includes: +1 from 'Combat Reflexes'
† Includes: +1 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.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

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

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 at the start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

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		

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.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS				SCRATCH PAD	
Qty	« Combat »	Cost	Weight		
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	Delvers Webbing {p. DF1:25} Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readyng a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!	380	12 lb		
2	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][2]	220	9 lb		
1	Lady Die {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][2]	990	4.5 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	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-		
1	Legionary Helmet {p. B284} Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face	150	6 lb		
1	Medium Shield {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr or 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]	60	15 lb		
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	420	2.5 lb		
3	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	360	1.5 lb		
1	Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	10	-		
1	Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms	210	14 lb		
1	Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Partial Coverage: Only protect from the front. Notes: [2] Location: torso	500	18 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:		2930	80 lb		
Qty	Rucksack	Cost	Weight		
1	Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	395	33.5 lb		
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb		
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb		
2	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	16.5 lb		
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb		
Totals:		395	33.5 lb		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	108
Advantages, Perks	121
Disadvantages, Quirks	-40
Skills, Techniques	61
Total Points Spent:	250
Unspent Points:	0

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
08.11.2011: 0 pts		