

GURPS

CHARACTER SHEET

Name: Gorlog der Grobe
Race: Half-Ogre
Appearance: A big, ugly Bully - saves the asses of the people in his party on a regular basis.

Player: Denis Kozic
Ht: 2.00m **Wt:** 130kg **Age:** 32
Spent: 278 **Unspent:** -16

ST 24* [40]	HP 24 [0]	Basic Speed 6,25 [-15]
DX 14 [80]	Will 9 [0]	Basic Move 6 [0]
IQ 9† [0]	Per 9 [0]	BL 115 lb (ST×ST)/5
HT 14‡ [30]	FP 14 [0]	Thr 2d+1 Sw 4d+2
TL 3 [0]	SM +0	
* Includes: +6 from 'Extra ST', +4 from 'Racial ST Bonus'		† Includes: -1 from 'Half-Ogre (Dungeon Fantasy)'
		‡ Includes: +1 from 'Half-Ogre (Dungeon Fantasy)'

Vision 9	Fright Check 12*	High Jump 2.17 ft
Hearing 9	Consciousness 14	Money 0†
Touch 9	Death Check 14	
Taste/Smell 9	Broad Jump 3 yd	
* Includes: +2 from 'Combat Reflexes', +1 from 'Fearlessness'		
† Includes: +990 from 'Lady Die', +1000 from 'Money', +800 from 'Money'		

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	115 lb	230 lb	345 lb	690 lb	1150 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
	-	-1	-2	-3	-4
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	230 lb	920 lb	1380 lb	1725 lb	2.88 tn
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

TEMPLATES AND META-TRAITS		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 'Born War-Leader', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Social Stigma (Savage)'

CULTURAL FAMILIARITIES			Pts
Native			
Ogre (Native) {p. B23}			[0]
Non-native			
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		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)		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: 12 (Will+3)		
Signature Gear 2 (Lady Die) {p. B85}		[2]

PERKS		Pts
Weapon Bond (Lady Die) {p. F132, HT250, MA53, PU2:9, DF1:14}		[1]

DISADVANTAGES		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		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			
Name	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	10	IQ+1	[4]
Axe/Mace {p. B208}	20*	DX+6	[24]
Parry: 14			
Brawling {p. B182}	15	DX+1	[2]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Parry: 11			
Carousing {p. B183}	14	HT+0	[1]
Climbing {p. B183}	13	DX-1	[1]
Connoisseur (Weapons) {p. B185}	10	IQ+1	[4]
Fast-Draw (Axe) {p. B194}	15†	DX+1	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Gesture {p. B198}	9	IQ+0	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Hiking {p. B20}	13	HT-1	[1]
Intimidation {p. B202}	8	Will-1	[1]
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Leadership {p. B204}	10‡	IQ+1	[1]
Observation {p. B211}	8	Per-1	[1]
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]
Strategy (Land) {p. B222}	10‡	IQ+1	[2]
Streetwise {p. B223}	8	IQ-1	[1]
Tactics {p. B224}	10‡	IQ+1	[2]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
Wrestling {p. B228}	14	DX+0	[2]
Parry: 11			
* 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 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	15	-	2d 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	4d+4 cut	1	12	4	[1]
Lady Die: Pick <i>Skill used: Axe/Mace+2</i>	22	15	4d+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 with Pick: swing <i>Skill used: Axe/Mace</i>	20	14U	4d+4 cut	1	12	4	[1]
Throwing Axe with Pick: Pick <i>Skill used: Axe/Mace</i>	20	14U	4d+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	4d+4 cut	2	24 yd / 36 yd	1	T(1)	12	-3	-	4	
Large Knife <i>Skill used: DX-4</i>	10	2d+1 imp	-	19.2 yd / 36 yd	1	T(1)	6	-2	-	4	
Throwing Axe with Pick <i>Skill used: Thrown Weapon (Axe/Mace)</i>	16	4d+4 cut	2	24 yd / 36 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	5-6	7
1d-3	1d-2	1d-1	1d	2d

PARRY	PARRY	BLOCK	DODGE	OTHER
14*	11*	12*	10*	
Axe/Mace	DX	Shield (Shield)		

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	13	
Hands	9	
Legs	13	
Feet	9	

Bonus DR: 1 †
Bonus DB: 2

Notes:

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

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

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

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.

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.

