

Name: Gorlog der Grobe
Player: Denis Kozic
Race: Half-Ogre
Ht: 2.00m
Wt: 130kg
Age: 32
Un
Appearance: A big, ugly Bully - saves the asses of the people in his party on a regular basis. Spent: 278 Unspent: -16

ST	24*	[	40 ]	HP	24	[	0]	Basic 6,2	.5 [ -15]
DX	14	[	80]	Will	9	[	0]	Basic Move 6	[ 0]
IQ	9†	[	0]	Per	9	[	0]	BL 11	5 lb (ST×ST)/5
нт	14 <sup>‡</sup>	[	30 ]	FP	14	[	0]	Thr 2d+1	<sup>Sw</sup> 4d+2
TL	3					[	0]	SM +0	
* Includes: +6 from 'Extra ST', +4 from 'Racial ST Bonus'					om 'Half- Fantasy)'			-1 from 'Half- eon Fantasy)'	
Vicio	n		۵	Eriah	t Chor	dz 1	<b>2</b> *	High lum	up 2 17 ft

Vision	9	Fright Check	12*	High Jump	2.17 ft
Hearing	9	Consciousness	s 14	Money	0†
Touch	9	Death Check	14	·	
Taste/Smell	9	Broad Jump	3 yd		
* Includes: +2 from '0	Combat Re	eflexes', +1 from 'Fear	lessness'		

† Includes: +990 from 'Lady Die', +1000 from 'Money', +800 from 'Money'

ENCUMBRANCE TABLE						
Name	« None »	Light	Med	Hvy	X-Hvy	
Lifting	×1	×2	×3	×6	×10	
Basic	115 lb	230 lb	345 lb	690 lb	1150 lb	
Movement	×1	×0.8	×0.6	×0.4	×0.2	
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						
	1-Hand	2-Hand	Shove /	Carry on	Shift	
Name	Lift*	Lift†	Over <sup>‡</sup>	Back§	Slightly	
Basic	230 lb	920 lb	1380 lb	1725 lb	2.88 tn	
* Takes 2 second			Double with a			
† Takes 4 second	ds to complete	ı Ş	Lose 1 FP/sec	while over X-Hv	/y 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		1
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 <sup>†</sup>
† 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	
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} Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	[	10]
Combat Reflexes {p. B43}	[	15]



ADVANTAGES (continued)		
Name		Pts
Extra ST 6 (Affects displayed ST score, +0%) 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.	[	60]
High Pain Threshold {p. B59} Roll to ignore pain: 12 (Will+3)	[	10]
Signature Gear 2 (Lady Die) {p. B85}	[	2]
PERKS		

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

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			
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			
+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]
Parry: 11 Carousing {p. B183} Climbing {p. B183} Connoisseur (Weapons) {p. B185} Fast-Draw (Axe) {p. B194} Forced Entry {p. B196}	13 10 15† 14	DX-1 IQ+1 DX+1 DX+0	[ 1

Printed: 8/14/2011

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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 'hloludes: +1 from 'Combat   ‡ Includes: +2 from 'Burger   ‡ Includes: +2							

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

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Lady Die	18	4d+4 cut	2	24 yd / 36 yd	1	T(1)	12	-3	_	4	
Skill used: Thrown Weapon (Axe/Mace)+2											
Large Knife	10	2d+1 imp	_	19.2 yd / 36 yd	1	T(1)	6	-2	_	4	
Skill used: DX-4		·									
Throwing Axe with Pick	16	4d+4 cut	2	24 yd / 36 yd	1	T(1)	12	-3	_	4	
Skill used: Thrown Weapon (Axe/Mace)						. ,					

## **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.

	;	SI AM TAR							
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	l)						
Eyes DR: 0 DB: 0 Neck DR: 3 DB: 0  Torso DR: 5F DB: 0  * Includes: +1 from	Groi	S		13 9 s DR: 1† s DB: 2	#				

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP	
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	

HP loss effects are cumulative with each other and any effects suffered from FP loss.

† Includes: +1 from 'Ogre Damage Resistance

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. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below
- -5×HP or less: Immediate death.

FP	0 FP
14 13 12 11 10	0 -1 -2 -3 -4
98765	-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.							

Printed: 8/14/2011

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	LOAD-OUTS		
Qty	« Combat »	Cost	Weight
1_	Belt Pozzt Pozzt	1030	5.5 lb
1	Lady Die {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Ac	990	4.5 lb
	RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+		
	ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Mu	scle Powered	Ranged
	Weapon Table (p. 275)] Notes: [1]  [2]		
1	Large Knife (p. B272, B276)	40	1 lb
	Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:	0 Range:ST*(	
	RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2		
	ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Par Notes: [1] Can be thrown. See Muscle Powered Ranged		
	Notes: [1]	i w capon rac	ne (p. 275)]
1	Boots {p. B284}	80	3 lb
	Description: TL:2 LC: DR:2* Locations: feet Notes: [1] Cor	ncealable as o	or under
	clothing. Notes: [1]		
	Location: feet		
1	Delvers Webbing {p. DF1:25}	380	12 lb
	Description: Notes: Belt and suspenders with pouches for 2	0 lbs. of potio	ns, gadgets
	knives, etc. Readying a carried item takes just one Ready maction with a suitable Fast-Draw roll. Gives +1 to DX and Fa		
	these items. Rumored to be the work of brownies!	ast-Diaw ions	to reach
2	Throwing Axe with Pick {p. B271,	220	9 lb
	B276}		
	Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Ac		
	RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+ ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Mu		
	Weapon Table (p. 275)]	SSIC I OWEIGU	iai igeu
	Notes: [1]  [2]		
1	Leather Gloves {p. B284}	30	_
	Description: TL:1 LC: DR:2* Locations: hands Location: hands		
1	Legionary Helmet (p. B284)	150	6 lb
	Description: TL:2 LC:3 DR:4 Locations: skull, face		
	Location: skull, face	00	45.0
1	Medium Shield {p. B273, B287}	60	15 lb
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No S Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively		
	the Melee Weapon Table p. B273) or shield rush (see Slam		
	can give your small, medium, or large shield a spike to incre	ease damage:	add \$20
	and 5 lbs. Also available as a buckler. You can ready a buc		
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu	s one hand, a	and it does
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomr	es one hand, a ular shield ski mon: x5 cost, :	and it does II. No effect x2 weight,
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomr +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lev	es one hand, a ular shield ski mon: x5 cost, : kan, etc.) have	and it does II. No effect x2 weight, e x1/2
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomr	es one hand, a ular shield ski mon: x5 cost, : kan, etc.) have	and it does II. No effect x2 weight, e x1/2
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomr +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lew weight but otherwise identical statistics. Shield composition Notes: [2,3,4]  Necklace of the Dog	es one hand, a ular shield ski mon: x5 cost, : kan, etc.) have never affects	and it does II. No effect x2 weight, e x1/2 i DB.
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomr +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lex weight but otherwise identical statistics. Shield composition Notes: [2,3,4]  Necklace of the Dog  Description: A clearly magical item, it has no weight but yet	es one hand, a ular shield ski mon: x5 cost, : kan, etc.) have never affects	and it does II. No effect x2 weight, e x1/2 i DB.
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1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomment of DR, and x2 HP. At TL7+ plastic riot shields (made of Lew weight but otherwise identical statistics. Shield composition Notes: [2,3,4]  Necklace of the Dog  Description: A clearly magical item, it has no weight but yet be made from leather and heavy steel studs Notes: [notes]  Location: neck  Potion Belt {p. DF1:25}	is one hand, a ular shield ski non: x5 cost, : xan, etc.) have never affects 0 is very sturdy	and it does II. No effect x2 weight, e x1/2 e DB.  r. It seems to
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomment +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lew weight but otherwise identical statistics. Shield composition Notes: [2,3,4]  Necklace of the Dog  Description: A clearly magical item, it has no weight but yet be made from leather and heavy steel studs Notes: [notes]  Location: neck  Potion Belt {p. DF1:25}  Description: Notes: Belt with four slots, each of which can compare the shield of the shield results of	us one hand, a ular shield ski mon: x5 cost, cost, can, etc.) have never affects  0 is very sturdy  420 arry one 'grer	and it does II. No effect x2 weight, e x1/2 b DB.  - t. It seems to
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomment of DR, and x2 HP. At TL7+ plastic riot shields (made of Lew weight but otherwise identical statistics. Shield composition Notes: [2,3,4]  Necklace of the Dog  Description: A clearly magical item, it has no weight but yet be made from leather and heavy steel studs Notes: [notes]  Location: neck  Potion Belt {p. DF1:25}	us one hand, a ular shield ski mon: x5 cost, i nan, etc.) have never affects  0 is very sturdy  420 arry one 'grer Fast-Draw. Par	and it does III. No effect x2 weight, e x1/2 DB.  - /. It seems to  3 Ib nade' bottle dding
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomr +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lex weight but otherwise identical statistics. Shield composition Notes: [2,3,4]  Necklace of the Dog  Description: A clearly magical item, it has no weight but yet be made from leather and heavy steel studs  Notes: [notes]  Location: neck  Potion Belt {p. DF1:25}  Description: Notes: Belt with four slots, each of which can cort two potion vials. Wearer can reach them with Ready or Fremoves risk of accidental breakage and gives containers + attacks.	us one hand, a ular shield ski mon: x5 cost, i cost, i cost, i cost, i cost, i cost i	and it does III. No effect x2 weight, e x1/2 DB.  /. It seems to  3 lb adding berate
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1 1 1 1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncommunated by the state of the	so one hand, a cular shield ski non: x5 cost, an, etc.) have never affects  0 is very sturdy  420 arry one 'grer Fast-Draw. Par-2-DR vs. delii  360  210  500 arrial Coverag	and it does ill. No effect x2 weight, e x1/2 i DB.
1 1 1 1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomment of the property	so one hand, a cular shield ski non: x5 cost, an, etc.) have never affects  0 is very sturdy  420 arry one 'grer Fast-Draw. Par-2-DR vs. delii  360  210  500 arrial Coverag	and it does ill. No effect x2 weight, e x1/2 i DB.
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1 1 1 1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu statistics. At TL3+, iron shields are available but uncomr +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lew weight but otherwise identical statistics. Shield composition Notes: [2,3,4]  Necklace of the Dog Description: A clearly magical item, it has no weight but yet be made from leather and heavy steel studs Notes: [notes] Location: neck  Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can cortwo potion vials. Wearer can reach them with Ready or Fremoves risk of accidental breakage and gives containers + attacks.  Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.  Minor Healing Potion (Drinkable, found) {p. DF1:29} Description: Heals 1d HP.  Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms  Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Paprotect from the front. Notes: [2] Location: torso  Studded Leather Skirt {p. B283} Description: TL:1 LC:- DR:3/2* Locations: groin, legs Notes lower DR against crushing attacks.  Notes: [3] Location: groin, legs  Totals:  Rucksack  Quick-Release Backpack {p. DF1:25}	so one hand, a cular shield ski non: x5 cost, xan, etc.) have never affects  0 is very sturdy  420 arry one 'grer' ast-Draw. Pa-2 DR vs. delil  360  210  500 artial Coverage  60 s: [3] Split DR  2920 Cost 870	and it does III. No effect x2 weight, e x1/2 i DB.  3 lb adde' bottle dding berate  1.5 lb  8 02  14 lb  18 lb ie: Only  4 lb  Weight 34.66 lb
1 1 1 1 CQty	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncomment of the provided	so one hand, a cular shield ski non: x5 cost, xan, etc.) have never affects  0 is very sturdy  420 arry one 'grer' ast-Draw. Pa-2 DR vs. delil  360  210  500 artial Coverage  60 s: [3] Split DR  2920 Cost 870	and it does III. No effect x2 weight, e x1/2 i DB.  3 lb adde' bottle dding berate  1.5 lb  8 02  14 lb  18 lb ie: Only  4 lb  Weight 34.66 lb
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1 1 1 1 Qty 1 1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu statistics. At TL3+, iron shields are available but uncommunated by the state of the programment	so one hand, a cular shield ski non: x5 cost, an, etc.) have never affects  0 is very sturdy  420 arry one 'grer fast-Draw. Par-2-DR vs. delil  360  210  500 artial Coverag  60 s: [3] Split DR  2920 Cost 870 ee action. Iter	and it does ill. No effect x2 weight, e x1/2 i DB.  3 lb adde' bottle dding berate  1.5 lb  8 02  14 lb  18 lb ie: Only  4 lb  Weight 34.66 lb ms liable to  2.56 02 5, etc.)
1 1 1 1 CQty 1 1 5	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu statistics. At TL3+, iron shields are available but uncommunated by the provided	so one hand, a cular shield ski non: x5 cost, can, etc.) have never affects  0 is very sturdy  420 arry one 'grer' ast-Draw. Pa-2 DR vs. delil  360  210  500 artial Coverage  60 s: [3] Split DR  2920 Cost 870 ee action. Iter  475 ersonal basics 5	and it does lil. No effect x2 weight, e x1/2 i DB.  3 lb adde' bottle dding berate  1.5 lb  8 02  14 lb  18 lb ie: Only  4 lb  Weight 34.66 lb ms liable to  2.56 02 s, etc.) 12.8 di
1 1 1 1 1 1 1 5 4	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu statistics. At TL3+, iron shields are available but uncommunated by the process of the pro	so one hand, a cular shield ski non: x5 cost, xan, etc.) have never affects  0 is very sturdy  420 arry one 'grer' ast-Draw. Pa-2 DR vs. delil  360  210  500 artial Coverage  60 s: [3] Split DR  2920 Cost 870 ee action. Iter  475 ersonal basics 5 400	and it does ill. No effect x2 weight, e x1/2 i DB.  3 lb aade' bottle dding berate  1.5 lb  8 oz  14 lb  18 lb e: Only  4 lb  34.66 lb ms liable to
1 1 1 1 1 1 1 5 4 4 0	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu on statistics. At TL3+, iron shields are available but uncommunity and the provided of the provi	so one hand, a cular shield ski mon: x5 cost, can, etc.) have never affects  0 is very sturdy  420 arry one 'grer' ast-Draw Pa-2 DR vs. delil  360  210  500 artial Coverage  670 ee action. Iter  475 ersonal basics 5 400 0	and it does lil. No effect x2 weight, e x1/2 i DB.
1 1 1 1 1 1 1 5 4	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu statistics. At TL3+, iron shields are available but uncommunated by the process of the pro	so one hand, a cular shield ski non: x5 cost, xan, etc.) have never affects  0 is very sturdy  420 arry one 'grer' ast-Draw. Pa-2 DR vs. delil  360  210  500 artial Coverage  60 s: [3] Split DR  2920 Cost 870 ee action. Iter  475 ersonal basics 5 400	and it does lil. No effect x2 weight, e x1/2 i DB.  3 lb adde' bottle dding berate  1.5 lb  8 02  14 lb  18 lb ie: Only  4 lb  Weight 34.66 lb ms liable to  2.56 02 s, etc.) 12.8 di

	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack (p. DF1:25)	870	34.66 lb
10	Traveler's Rations (p. B288)	20	5 lb
	Description: TL:0 Notes: One meal of dried meat, chees	se, etc.	
2	Wineskin (p. B288)	20	16.5 lb
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
- 1	Personal Basics (p. B288)	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to an	y Survival roll	without it.
	Includes utensils, tinderbox, and flint and steel.		
1	Dwarven Whetstone (p. DF1:25)	0	1 lb
	Description: Gives edged weapons +1 damage for shar	pness with fire	st blow that
	connects after sharpening (1 minute/weapon).		
	Totals:	870	34.66 lb

SCRATCH PAD		
DOINTC CUMMA DV	Dia	
POINTS SUMMARY Basic Attributes, Secondary Characteristics	Pts [ 137]	
Advantages, Perks	[ 120]	
Disadvantages, Quirks	-40	
Skills, Techniques	[ 61]	
Total Points Spent:	278	

	CAMPAIGN LO	G	
Points: (logged) 12	+ (other) 0	= (total) 12	
1. und 2. Session			
Siehe www.siff.org/wiki			
14.08.2011: 12 pts			
Initial Character Creati	on		
Character created using	GURPS Charac	ter Assistant 4	
14.08.2011: 0 pts			

Total Points Spent: Unspent Points:

**278** -16