



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: 279  
 Unspent: -8

ST 22* [ 20]	HP 22 [ 0]	Basic Speed 6,25 [ -15]
DX 14 [ 80]	Will 9 [ 0]	Basic Move 6 [ 0]
IQ 9† [ 0]	Per 9 [ 0]	BL 97 lb (ST×ST)/5
HT 14‡ [ 30]	FP 14 [ 0]	Thr 2d Sw 4d
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', +2920 from 'Money', +1850 from 'Money'	

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	97 lb	194 lb	291 lb	582 lb	970 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	-	-1	-2	-3	-4
	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	194 lb	776 lb	1164 lb	1455 lb	2.42 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	
Name	Pts
Half-Ogre (Dungeon Fantasy) {p. DF3:15}	[ 20]
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]

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	
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]
Combat Reflexes {p. B43}	[ 15]
Extra ST 6 (Affects displayed ST score, +0%)	[ 60]
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 12 (Will+3)	
Signature Gear 2 (Lady Die) {p. B85}	[ 2]



ADVANTAGES (continued)	
Name	Pts
Weapon Master (Axe; one specific weapon) {p. B99}	[ 20]

PERKS	
Name	Pts
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}	14	HT+0	[ 1]
Hiking {p. B20}	13	HT-1	[ 1]
IQ based	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	10	IQ+1	[ 4]
Connoisseur (Weapons) {p. B185}	10	IQ+1	[ 4]

SKILLS (continued)			
IQ based	Level	Relative	Pts
First Aid/TL3 (Ogre) {p. B195}	9	IQ+0	[ 1 ]
Gesture {p. B198}	9	IQ+0	[ 1 ]
Leadership {p. B204}	10†	IQ+1	[ 1 ]
Strategy (Land) {p. B222}	10‡	IQ+1	[ 2 ]
Streetwise {p. B223}	8	IQ-1	[ 1 ]
Tactics {p. B224}	10‡	IQ+1	[ 2 ]
Per based	Level	Relative	Pts
Observation {p. B211}	8	Per-1	[ 1 ]
Will based	Level	Relative	Pts
Intimidation {p. B202}	8	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-1 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>		15	-	2d-1 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>		13	-	2d 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+10 cut	1	12	4	[1]
Lady Die: Pick <i>Skill used: Axe/Mace+2</i>		22	15	4d+9 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 cr	1	-	4	[2,3,4]
Throwing Axe with Pick: swing <i>Skill used: Axe/Mace</i>		20	14U	4d+10 cut	1	12	4	[1]
Throwing Axe with Pick: Pick <i>Skill used: Axe/Mace</i>		20	14U	4d+9 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+10 cut	2	22 yd / 33 yd	1	T(1)	12	-3	-	4	
Large Knife <i>Skill used: DX-4</i>	10	2d imp	-	17.6 yd / 33 yd	1	T(1)	6	-2	-	4	
Throwing Axe with Pick <i>Skill used: Thrown Weapon (Axe/Mace)</i>	16	4d+10 cut	2	22 yd / 33 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)	None	

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	12	
Hands	8	
Legs	12	
Feet	8	

**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
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

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	Torso	-	-	Jaw	-6
11	Groin	-3	-	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			

\* 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, and *New Hit Locations*, p. MA137.

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.

LOAD-OUTS			
Qty	<b>« Combat »</b>	Cost	Weight
1	<b>Armor</b> <small>Description: Parent Item</small>	2590	62 lb
1	<b>Boots {p. B284}</b> <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	<b>Leather Gloves {p. B284}</b> <small>Description: TL:1 LC:-- DR:2* Locations: hands Location: hands</small>	30	-
1	<b>Legionary Helmet {p. B284}</b> <small>Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face</small>	150	6 lb
1	<b>Medium Shield {p. B273, B287}</b> <small>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]</small>	60	15 lb
1	<b>Necklace of the Swift Dog</b> <small>Description: A clearly magical item, it has little weight but yet is very sturdy. It seems to be made from leather and heavy steel studs Notes: [notes] Location: neck</small>	1500	2 lb
1	<b>Scale Sleeves {p. B283}</b> <small>Description: TL:2 LC:3 DR:4 Locations: arms Location: arms</small>	210	14 lb
1	<b>Steel Breastplate {p. B283}</b> <small>Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Partial Coverage: Only protect from the front. Notes: [2] Location: torso</small>	500	18 lb
1	<b>Studded Leather Skirt {p. B283}</b> <small>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</small>	60	4 lb
1	<b>Belt</b>	1030	5.5 lb
1	<b>Lady Die {p. B271, B276}</b> <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:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]  [2]</small>	990	4.5 lb
1	<b>Large Knife {p. B272, B276}</b> <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	<b>Delvers Webbing {p. DF1:25}</b> <small>Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readying 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!</small>	380	12 lb
2	<b>Throwing Axe with Pick {p. B271, B276}</b> <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:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]  [2]</small>	220	9 lb
1	<b>Potion Belt {p. DF1:25}</b> <small>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.</small>	540	3 lb
4	<b>Minor Healing Potion (Drinkable) {p. DF1:29}</b> <small>Description: Heals 1d HP.</small>	480	2 lb
<b>Totals:</b>		<b>4540</b>	<b>82.5 lb</b>
Qty	<b>Rucksack</b>	Cost	Weight
1	<b>Quick-Release Backpack {p. DF1:25}</b> <small>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).</small>	3220	34.8 lb
1	<b>Purse {p. B288}</b> <small>Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)</small>	2325	4.8 oz
5	<b>Copper Farthing</b>	5	12.8 dr
12	<b>Gold Mark</b>	1200	1.92 oz
1	<b>Platinum Franc</b>	1000	2.56 dr
12	<b>Silver Penny</b>	120	1.92 oz
1	<b>Sleeping Fur {p. B288}</b> <small>Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.</small>	50	8 lb

LOAD-OUTS (continued)			
Qty	<b>Rucksack</b>	Cost	Weight
1	<b>Quick-Release Backpack {p. DF1:25}</b>	3220	34.8 lb
10	<b>Traveler's Rations {p. B288}</b> <small>Description: TL:0 Notes: One meal of dried meat, cheese, etc.</small>	20	5 lb
2	<b>Wineskin {p. B288}</b> <small>Description: TL:0 Notes: Holds 1 gallon of liquid.</small>	20	16.5 lb
1	<b>Personal Basics {p. B288}</b> <small>Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.</small>	5	1 lb
1	<b>Dwarven Whetstone {p. DF1:25}</b> <small>Description: Gives edged weapons +1 damage for sharpness with first blow that connects after sharpening (1 minute/weapon).</small>	500	1 lb
<b>Totals:</b>		<b>3220</b>	<b>34.8 lb</b>

SCRATCH PAD			

<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	117
Advantages, Perks	140
Disadvantages, Quirks	-40
Skills, Techniques	62
<b>Total Points Spent:</b>	
<b>279</b>	
<b>Unspent Points:</b>	
<b>-8</b>	

<b>CAMPAIGN LOG</b>		
<b>Points:</b> (logged) 21	+ (other) 0	= (total) 21
<b>3. Session</b>		
<enter notes here>		
<i>18.08.2011: 9 pts</i>		
<b>1. und 2. Session</b>		
Siehe <a href="http://www.siff.org/wiki">www.siff.org/wiki</a>		
<i>14.08.2011: 12 pts</i>		
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4		
<i>14.08.2011: 0 pts</i>		