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DX 14 1 00 Move 0 L 01 IQ 9 ⁺ [0] Per 9 [0] BL 97 Ib (57,87),5 HT 14 [±] [30] FP 14 [0] The 2d Sw 4d TL 3 [0] SM +0 1 <	ST	22*	[20]	HP	22	[<mark>0</mark>]	Basic Speed	6,25	[-15]	
HT 14‡ 301 FP 14 0 Thr 2d SW 4dd TL 3 [0] SM +0 Includes: -6 from Extra 1 includes: -1 from 'Half - (ST-ST)/5 W dd Struct 9 Fright Check 12' High Jump 2.17 ft Bears 9 Consciousness 14 Money 01 Taste/Smell 9 Broad Jump 3 yd	DX	14	[80]	Will	9	[0]		6	[<mark>0</mark>]	
HT 14‡ [30] FP 14 [01 Th' 2d Sw 4d TL 3 [01 SM +0 SM +0 Includes: 16 from 'Extra: 1 includes: 16 (0) SM +0 SW +0 Source Vision 9 Fright Check 12 High Jump 2.17 ft. Hearing 9 Consciousness 14 Money 01 Touch 9 Death Check 14 Taster/Smell 9 Broad Jump 3 yd Includes: -2 from 'Combat Relieves', +1 1 1 Includes: -900 from 'Lady Die', +1800 from 'L	IQ	9†	[<mark>0</mark>]	Per	9	[0]	BL	97 lk) (S'	(×ST)/5	
Includes: -6 from 'Extra ST, -4 from 'Racial ST Brue' Includes: -1 from 'Half. Ogre (Dungeon Fantasy)' Includes: -1 from 'Half. Ogre (Dungeon Fantasy)' Vision P Fright Check High Jump 2.17 ft Hearing Consciousness Money Death Check Money Death Check High Jump 2.17 ft Houdes: -2 from 'Combat Reflexes', -1 Includes: -2 from 'Lacy Die', -1800 from 'Lacy Di	нт	14‡	[30]	FP	14	[0]		d	Sw		
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Name « None » Light Med Hvy X-Hvy Lifting x1 x2 x3 x6 x10 Basic 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 3yd 2 yd 1yd Water 1 yd 1 yd 1 yd 1 yd 1 yd Dodge 10 9 8 7 6 LIFTING FEATS				nbat Re	flexes',	i 1	Noney',	es: +99 +2920	0 from 'M	Lady Di oney', +	e', +100 -1850 fro	0 from om	
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Non-native Pts Human {p. B23} [1] LANGUAGES [1] 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] [10] Combat Reflexes {p. B43} [15] [15] Extra ST 6 (Affects displayed ST score, +0%) [60] High Pain Threshold {p. B59} [10] Roll to ignore pain: 12 (Will+3) [10] [10] [10]			{p.	B23}							[
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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) [10]	Hum Nati Ogre Non Com	ve e (Native) -native imon {p. f			AI	ę	Nativ Spok Broke	re en en]	Pts 1]	
Extra ST 6 (Affects displayed ST score, +0%) [60] High Pain Threshold {p. B59} [10] Roll to ignore pain: 12 (Will+3) [10]	Hum Nati Ogre Non Com	ve e (Native) -native Imon {p. I	324]	}		S SVANT	Nativ Spok Broke	re en en]	Pts 1] Pts	
High Pain Threshold {p. B59} [10] Roll to ignore pain: 12 (Will+3)	Hum Nati Ogre Non Com Nam Borr	ve e (Native) -native imon {p. I ne i War-Lea	324) ader	} 2 {p.	B89,	S SVANT	Nativ Spok Broke	re en en]	Pts 1 Pts 10	
	Hum Nati Ogre Non Com Borr Com	ve e (Native) -native Imon {p. f ne War-Lea Ibat Refle a ST 6 (A	324 ader exes	2 {p. {p. B ts dis	B89, 43} played	SVANT BS184}	Nativ Spok Broke	re en en S				Pts 1 Pts 10 15	
Signature Gear 2 (Lauy Die) {p. 605}	Hum Nati Ogre Non Com Born Com Extra High	ve e (Native) -native mon {p. f war-Lea bat Refle a ST 6 (A Pain Thr	ader exes ffec resh	2 {p. {p. B ts dis old {p	B89, 43} played	SVANT BS184}	Nativ Spok Broke	re en en S				Pts 1] Pts 10] 15] 60]	
	Hum Nati Ogre Non Com Borr Com Extra High Roll to	ve -native -native mon {p. f war-Lea bat Refle a ST 6 (A I Pain Thr ignore pain	ader exes ffec resh : 12 (2 {p. {p. B ts dis old {p Will+3)	B89, 43} played b. B59	DVANTA BS184}	Nativ Spok Broke AGES	re en en S				Pts 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	



ADVANTAGES (cor	ntinued)							
Name			Pts					
Weapon Master (Axe; one specific weap	ion) {p. E	399}	[20]					
PERKS								
Name			Pts					
Weapon Bond (Lady Die) {p. F132, HT250, MA53, PU2:9, DF1:14}								
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}		-01	[-5]					
Sense of Duty (Adventuring companions) {p. вт	53}	[-5]					
QUIRKS			_					
Name			Pts					
Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163}			<u>[-1]</u> [-1]					
Unused Quirk 3 {p. B163}			[-1]					
_Unused Quirk 4 {p. B163}								
Unused Quirk 5 {p. B163}								
SKILLS			• •					
DX based	Level	Relative	Pts					
Axe/Mace {p. B208} Parry: 14	20*	DX+6	[24]					
Brawling {p. B182} Parry: 11	15	DX+1	[2]					
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} Parry: 10	14	DX+0	[1]					
Riding (Equines) {p. B217}	13	DX-1	[1]					
Shield (Shield) {p. B220}	16	DX+2	[4]					
Block: 12	10	DX-1						
Stealth {p. B222}	13		[1]					
Thrown Weapon (Axe/Mace) {p. B226} Wrestling {p. B228}	16 14	DX+2 DX+0	[4] [2]					
Parry: 11	14	DX+0	[2]					
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]					

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SKILLS (continued)									
IQ based		Level	Relative	Pts					
First Aid/TL3 (Ogre) {p. B19	5}	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]					
	† Includes: +1 from 'Combat Reflexes'								

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	2d-1 cr	C	_	_	
Skill used: Brawling							
Brawling: Bite	15	-	2d-1 cr	C	-	-	
Skill used: Brawling							
Brawling: Kick	13	-	2d cr	C,1	-	-	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Lady Die: swing	22	15	4d+10 cut	1	12	4	[1]
Skill used: Axe/Mace+2				L			
Lady Die: Pick	22	15	4d+9 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	C	6	4	[1]
Skill used: Knife							
Medium Shield	16	-	2d cr	1	-	4	[2,3,4]
Skill used: Shield (Shield)							
Throwing Axe with Pick: swing	20	14U	4d+10 cut	1	12	4	[1]
Skill used: Axe/Mace							
Throwing Axe with Pick: Pick	20	14U	4d+9 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+10 cut	2	22 yd / 33 yd	1	T(1)	12	-3	-	4	
Skill used: Thrown Weapon (Axe/Mace)+2											
Large Knife	10	2d imp	-	17.6 yd / 33 yd	1	T(1)	6	-2	-	4	
Skill used: DX-4											
Throwing Axe with Pick	16	4d+10 cut	2	22 yd / 33 yd	1	T(1)	12	-3	-	4	
Skill used: Thrown Weapon (Axe/Mace)						. /					

ATTACKS TABLES COLUMN NOTES

Shots "T": The w											
SLAM TABLE						FP 0 FP FP loss effects are cumulative with each other and any effects 14[13][2]11[10]0-1-2-3-4 user there 1/2 FP losdes (0 Murp(0 and ST(0 (round up) ST					
1 1d-3	2 1d-2	3–4 1d-1	5–6 1d	7 2d	98765	-5-6-7-8-			Move/2, and ST/2 (not effect ST-base		
					4321	-10 -11 -12 -13	_	such as H	IP and damage.	. ,	
PARRY	PARRY	BLOCK	DODGE	OTHER			0 FP or le		Vill roll vs. incapacit euver other than Do		
14*	11*	12*	10*						ilure make an imme		
Axe/Mace	DX	Shield (Shield)	None						attack; every point on equal loss of HP.	JT FP IOSS	
Eyes	Skull	Loc	. HP	#			-1×FP or le		e unconsciousness se FP, further FP co		
DR: 0 DB: 0	DR: 6 DB: 0	Eye							HP instead.	515 416 1051	
Neck	Face	- Neo				HUM	ANOID HIT L	OCATIO			
DR: 3	DR: 4 DB: 0	Sku			Roll Lo	cation	Mod.		ocation	Mod.	
DB: 0	UB: U		-			kull	-7(f)/-5(b)		'itals*	-3	
Torso DR: 5F		Tor			5 Fa	ice	-5(f)/-7(b)	– E	ye [†]	-9	
DB: 0		ms Gro R:4 Arm			6–7 Ri	ght Leg	-2		ar	-7	
		B: 0 Har	-			ght Arm	-2		lose	-7	
		Hands				orso	-	-	aw	-6	
		DR: 2* Fee				roin	-3		pine‡	-8	
		00.0	nus DR: 1†			ft Arm	-2		imb Vein/Arter		
1		-	nus DR: 1		13–14 Le		-2 -4		leck Vein/Arte		
100	Gro	nin —				and oot	-4 -4		rm/Leg Joint¶ land/Foot Join	-5 t¶ -7	
2 2 2		: 3/2* Not	es:		17–18 Ne		-4	- г	anu/Fool Join	[-/	
	DB	: 0					-	a. and tight-b	eam burning attack	S	
	Legs				† Only target	able by impalin	g, piercing, and tig	ht-beam burn	ing attacks		
	DR: 3/2	*							id tight-beam burnir am burning attacks		
	DB: 0 Feet								am burning attacks		
17	DR: 2* DB: 0				See also: Hit Hit Locations		98, Human and Hu	ımanoid Hit L	ocation Table, p. B	552, and <i>New</i>	
and a	6222	'				SIZE	E AND SPEED)/RANGE	TABLE		
	m 'Combat Reflexe m 'Ogre Damage F				Spd/Rng	Size	Measure	Spd/Rng	g Size	Measure	
HP	0 HP -1	1×HP -2×⊦	IP -3×HP	-4×HP	0	0	2 yd	-8	+8	50 yd	
п Р 221201918 0			-47 -48 -66 -67 -68 -69	-4×пр -70 -88 -89 -90 -91 -92	-1	+1	3 yd	-9	+9	70 yd	
		8 -29 -30 -31 -49 -50 -51	-52 -53 -71 -72 -73 -74	-75 -93 -94 -95 -96 -97	-2	+2	5 yd	-10	+10	100 yd	
2111098 -10	-11 -12 -13 -14 -32 -33	3 -34 -35 -36 -54 -55 -56	-57 -58 -76 -77 -78 -79	80 -98 -99 -100 -101 -102	-3	+3	7 yd	-11	+11	150 yd	
76543 -15			-62 -63 -81 -82 -83 -84	-85 -103 -104 -105 -106 -107	-4	+4	10 yd	-12	+12	200 yd	
	-21 -42 -43		-86 -87	-108-109	-5	+5	15 yd	-13	+13	300 yd	
	e cumulative with e Dodge/2 and Move	each other and any ef	tects suffered from	I FP loss.	-6 -7	+6 +7	20 yd	-14 -15	+14	500 yd	
		-1/full multiple of HP		noiouanana at tha	-/ See also: Si		30 yd	-15	+15	700 yd	

U HP or less: Make a H I 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 0.
 -5×HP or less: Immediate death.

	LOAD-OUTS		
	« Combat » Armor	2590	Weight 62 lb
1	Description: Parent Item	2090	02 10
1	Boots {p. B284} Description: TL:2 LC: DR:2* Locations: feet Notes: [1]	80 Concealable a	3 lb as or under
	clothing. Notes: [1]		
1	Location: feet Leather Gloves {p. B284}	30	
1	Description: TL:1 LC: DR:2* Locations: hands	30	_
1	Location: hands Legionary Helmet {p. B284}	150	6 lb
	Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face		
1	Medium Shield {p. B273, B287}	60	15 lb
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:1 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensiv (con the Meleo Weapper Table p. B272) or shield rule)	ely with a shie	eld bash
	(see the Melee Weapon Table p. B273) or shield rush (TL2+, you can give your small, medium, or large shield	a spike to incr	rease
	damage: add \$20 and 5 lbs. Also available as a buckler in one turn and drop it as a free action, just like a weap	on - but it alwa	ys occupies
	one hand, and it does not allow a shield rush. Use Shie regular shield skill. No effect on statistics. At TL3+, iron	shields are av	vailable but
	uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TI (made of Lexan, etc.) have x1/2 weight but otherwise id		
	composition never affects DB. Notes: [2,3,4]		
1	Necklace of the Swift Dog	1500	2 lb
	Description: A clearly magical item, it has little weight be seems to be made from leather and heavy steel studs	ut yet is very s	suray. It
	Notes: [notes] Location: neck		,
1	Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms	210	14 lb
1	Location: arms Steel Breastplate {p. B283}	500	18 lb
· ·	Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2 protect from the front.		
	Notes: [2]		
1	Studded Leather Skirt {p. B283}	60	4 lb
	Description: TL:1 LC: DR:3/2* Locations: groin, legs N lower DR against crushing attacks.	lotes: [3] Split	DR: use the
	Notes: [3] Location: groin, legs		
1	Belt	1030	5.5 lb
1	Lady Die {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Ad	990 cc:2 Range:ST	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	+2 cut Reach:1	1 Parry:0U
	Weapon Table (p. 275)]	uscie mowered	nanged
1	Notes: [1] [2] Large Knife {p. B272, B276}	40	1 lb
	Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2		
	ST:6 Skill:Knife], [Mode:thrust Dam:thr im Reach:C Pa Notes: [1] Can be thrown. See Muscle Powered Ranged	rry:-1 ST:6 Sk	ill:Knife
4	Notes: [[1]]		
1	Delvers Webbing {p. DF1:25} Description: Notes: Belt and suspenders with pouches for 2	380 20 lbs. of potio	12 lb ins, gadgets,
	knives, etc. Readying a carried item takes just one Ready r action with a suitable Fast-Draw roll. Gives +1 to DX and F	maneuver - an ast-Draw rolls	d is a free to reach
2	these items. Rumored to be the work of brownies! Throwing Axe with Pick {p. B271,	220	9 lb
2	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)]		
1	Notes: [1]][2] Potion Belt {p. DF1:25}	540	3 lb
	Description: Notes: Belt with four slots, each of which can of	carry one 'gren	nade' bottle
	or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers -		
4	Attacks. Minor Healing Potion (Drinkable)	480	2 lb
	{p. DF1:29}		
	Description: Heals 1d HP. Totals:	4540	82.5 lb
Qtv	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	3220	34.8 lb
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure).	ree action. Iter	ns liable to
1	Purse {p. B288}	2325	4.8 oz
5	Description: Notes: Holds 3 lbs. of small items (coins, p Copper Farthing	ersonal basics 5	<u>s, etc.)</u> 12.8 dr
12	Gold Mark	1200	1.92 oz
1	Platinum Franc	1000	2.56 dr
12 1	Silver Penny Sleeping Fur {p. B288}	120 50	1.92 oz 8 lb
	Description: Notes: A winter bedroll, suitable for ice cav		

Gorlog der Grobe

POINTS SUMMARY			Pts					
Basic Attributes, Seconda	ary Characterist	tics	117					
Advantages, Perks	•		140					
Disadvantages, Quirks			-40]					
Skills, Techniques			62]					
	То	tal Points Spent:	279					
		Unspent Points:	-8					
CAMPAIGN LOG								
Points: (logged) 21	+ (other) 0	= (total) 21						
3. Session								
<enter here="" notes=""></enter>								
18.08.2011: 9 pts								
1. und 2. Session								
Siehe www.siff.org/wiki								
14.08.2011: 12 pts								
Initial Character Creation	n							
Character created using	GURPS Chara	acter Assistant 4						
14.08.2011: 0 pts								