

Taste/Smell

**Native** 

Ogre (Native) {p. B23}

\* Includes: +2 from 'Combat Reflexes', +1 from 'Fearlessness'

Name: Gorlog der GrobePlayer: Denis KozicSpent: 279Race: Half-OgreHt: 2.00mWt: 130kgAge: 32Unspent: -8

Appearance: A big, ugly Bully - saves the asses of the people in his party on a regular basis.

ST	22*	[	20 ]	HP	22	[	0]	Basic Speed 6,25	5 [ -15]
DX	14	[	80]	Will	9	[	0]	Basic Move 6	[ 0]
IQ	9†	[	0]	Per	9	[	0]	BL 97 I	b (ST×ST)/5
нт	14‡	[	30 ]	FP	14	[	0]	Thr 2d	Sw 4d
TL	3					[	0]	SM +0	
				‡ Includes: +1 Ogre (Dungeo					
Visio	n		9	Friah	t Check		12*	High Jump	2.17 ft
Hear			9		ciousne		14	Money	0†
Touc			9	Deat	h Check		14	,	

ENCUMBRANCE TABLE						
Name	« None »	Light	Med	Hvy	X-Hvy	
Lifting	×1	×2	×3	×6	×10	
Basic	97 lb	194 lb	291 lb	582 lb	970 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	

† Includes: +990 from 'Lady Die', +1000 from 'Money', +2920 from 'Money', +1730 from

9 Broad Jump

LIFTING FEATS						
	1-Hand	2-Hand	Shove /	Carry on	Shift	
Name	Lift*	Lift†	Over <sup>‡</sup>	Back§	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-H	y 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 <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)'

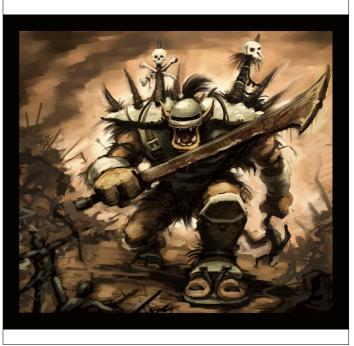
**CULTURAL FAMILIARITIES** 

Pts

0]

Non-native			Pts
Human (p. B23)			[ 1]
L	ANGUAGES		
Native	Spoken	Written	Pts
Ogre (Native) {p. B24}	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
Common (p. B24)	Broken	_	[ 1]

	Pts
[	10]
[	15]
[	60]
Ī	10]
[	2]



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

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]

Printed: 8/18/2011

Gorlog der Grobe Half-Ogre

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	[ <mark>2</mark> ]			
Streetwise {p. B223}	8	IQ-1	[ 1]			
Tactics {p. B224}	10‡	IQ+1	[ <mark>2</mark> ]			
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		: Includes: +2 from Var-Leader'	Born			

Gorlog der Grobe Half-Ogre

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	2d-1 cr	С	_	_	
Skill used: Brawling				. L			
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				L			
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**

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 TABL	<b>E</b>	
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	
Eyes DR: 0 DB: 0 Neck DR: 3 DB: 0  Torso DR: 5F DB: 0	Grio DR: DR: 3/2* DB: 0 Feet DR: 2* DB: 0	S	es 3 ck — ull — ce — rso — oin — ms 12 nds 8 gs 12	#
	n 'Combat Reflexes m 'Ogre Damage Re			

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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. -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.

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 <sup>†</sup>	-9		
6–7	Right Leg	-2	_	Ear	-7		
8	Right Arm	-2	_	Nose	-7		
9–10	Torso	_	_	Jaw	-6		
11	Groin	-3	_	Spine <sup>‡</sup>	-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. B55	50.			

Printed: 8/18/2011

Gorlog der Grobe Half-Ogre

	LOAD-OUTS		
Qty	« Combat »	Cost	Weigh
1	Armor Description: Parent Item	2590	62 lk
1	Boots {p. B284}	80	3 lk
	Description: TL:2 LC: DR:2* Locations: feet Notes: [1]	Concealable	as or under
	clothing. Notes: [1]		
	Location: feet		
1	Leather Gloves {p. B284}	30	_
	Description: TL:1 LC: DR:2* Locations: hands Location: hands		
1	Legionary Helmet (p. B284)	150	6 lk
	Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face		
1	Medium Shield (p. B273, B287)	60	15 lk
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:		
	Skill:Shield (Shield) Notes: [2,3,4] Can be used offensiv (see the Melee Weapon Table p. B273) or shield rush (		
	TL2+, you can give your small, medium, or large shield		
	damage: add \$20 and 5 lbs. Also available as a buckler in one turn and drop it as a free action, just like a weapon		
	one hand, and it does not allow a shield rush. Use Shie		
	regular shield skill. No effect on statistics. At TL3+, iron uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At Tl		
	(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 lk
	Description: A clearly magical item, it has little weight b seems to be made from leather and heavy steel studs	ut yet is very s	sturdy. It
	Notes: [notes]		
1	Location: neck	210	14 lk
1	Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms	210	14 11
	Location: arms	E00	46
1	Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2]	500 Partial Cove	18 lk
	protect from the front.	-ji arilar oove	rage. Only
	Notes: [2] Location: torso		
1	Studded Leather Skirt (p. B283)	60	4 lk
	Description: TL:1 LC: DR:3/2* Locations: groin, legs N	lotes: [3] Split	DR: use the
	lower DR against crushing attacks. Notes: [3]		
	Location: groin, legs	4000	
1	Belt Lody Dio (p. B271, B276)	1030 990	5.5 lb 4.5 lb
1	Lady Die {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut A		
	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 Mu Weapon Table (p. 275)]	uscle Powered	Ranged
	Notes: [1]  [2]	1.0	4.11
1	Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc	40 0 Range:ST*	1  k 1 8/9T*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 Pa		
	Notes: [1] Can be thrown. See Muscle Powered Ranged Notes: [1]	a weapon rai	ne (p. 273)]
1	Delvers Webbing {p. DF1:25}	380	12 lk
	Description: Notes: Belt and suspenders with pouches for 2 knives, etc. Readying a carried item takes just one Ready r	20 lbs. of potic	ns, gadgets
	action with a suitable Fast-Draw roll. Gives +1 to DX and F		
2	Throwing Avo with Pick in P271	220	9 11
2	Throwing Axe with Pick {p. B271, B276}	220	9 11
	Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut A		
	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)]	asole i OWEIEC	rrangeu
4	Notes: [1]  [2]	400	0.5.11
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can of	420 carry one 'grer	2.5 lb nade' bottle
	or two potion vials. Wearer can reach them with Ready or I	Fast-Draw. Pa	dding
	removes risk of accidental breakage and gives containers attacks.	+2 DR vs. deli	perate
3	Minor Healing Potion (Drinkable)	360	1.5 lk
	{p. DF1:29}		
	Description: Heals 1d HP.  Totals:	4420	82 lk
O+v			
Qty 1	Rucksack Quick-Release Backpack {p. DF1:25}	3220	Weigh
	Description: Notes: Holds 40 lbs. of gear. Dropping it is a fi		
•	break if dropped must check for this (1 on 1d if unsure).		4.0 :
1	break if dropped must check for this (1 on 1d if unsure).  Purse {p. B288}	2325	
1 5	break if dropped must check for this (1 on 1d if unsure).  Purse {p. B288}  Description: Notes: Holds 3 lbs. of small items (coins, p  Copper Farthing	2325 ersonal basics 5	s, etc.)
1 5 12	break if dropped must check for this (1 on 1d if unsure).  Purse {p. B288}  Description: Notes: Holds 3 lbs. of small items (coins, p  Copper Farthing  Gold Mark	2325 ersonal basics 5 1200	12.8 d 1.92 oz
1 5 12 1	break if dropped must check for this (1 on 1d if unsure).  Purse {p. B288}  Description: Notes: Holds 3 lbs. of small items (coins, p  Copper Farthing  Gold Mark  Platinum Franc	2325 ersonal basics 5 1200 1000	12.8 d 1.92 oz 2.56 d
1 5 12	break if dropped must check for this (1 on 1d if unsure).  Purse {p. B288}  Description: Notes: Holds 3 lbs. of small items (coins, p  Copper Farthing  Gold Mark	2325 ersonal basics 5 1200	12.8 d 1.92 oz

	LOAD-OUTS (continued)					
Qty	Rucksack	Cost	Weight			
1	Quick-Release Backpack (p. DF1:25)	3220	34.8 lb			
10	Traveler's Rations (p. B288)	20	5 lb			
	Description: TL:0 Notes: One meal of dried meat, cheer	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 ar Includes utensils, tinderbox, and flint and steel.	ny Survival roll	without it.			
1	Dwarven Whetstone {p. DF1:25}	500	1 lb			
	Description: Gives edged weapons +1 damage for sharpness with first blow that					
	connects after sharpening (1 minute/weapon).					
	Totals:	3220	34.8 lb			

SCRATCH PAD				

Pg: 4

Gorlog der Grobe Half-Ogre

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

Olispelit FoliitsC			-0
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			
Character created using GURPS Character Assistant 4			
14.08.2011: 0 pts			