

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: 279 **Unspent:** -8

ST 22* [40]	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: +4 from 'Extra ST', +4 from 'Racial ST Bonus'		‡ Includes: +1 from 'Half-Ogre (Dungeon Fantasy)'
† 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', +1730 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	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]
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	
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]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	



ADVANTAGES (continued)	
Name	Pts
Combat Reflexes {p. B43}	[15]
Extra ST 4 (Affects displayed ST score, +0%)	[40]
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]
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} Parry: 14	20*	DX+6	[24]
Brawling {p. B182} 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	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} Block: 12	16	DX+2	[4]
Stealth {p. B222}	13	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
Wrestling {p. B228} 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]
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)		

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.

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.

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, impaling, 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.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	2590	62 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Legionary Helmet {p. B284} Description: TL:2 LC:3 DR:4 Locations: skull, face Location: skull, face	150	6 lb
1	Medium Shield {p. B273, B287} 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]	60	15 lb
1	Necklace of the Swift Dog 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	1500	2 lb
1	Scale Sleeves {p. B283} Description: TL:2 LC:3 DR:4 Locations: arms Location: arms	210	14 lb
1	Steel Breastplate {p. B283} Description: TL:3 LC:3 DR:5F Locations: torso Notes: [2] Partial Coverage: Only protect from the front. Notes: [2] Location: torso	500	18 lb
1	Studded Leather Skirt {p. B283} 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	60	4 lb
1	Belt	1030	5.5 lb
1	Lady Die {p. B271, B276} 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]	990	4.5 lb
1	Large Knife {p. B272, B276} 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]	40	1 lb
1	Delvers Webbing {p. DF1:25} Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readyng 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!	380	12 lb
2	Throwing Axe with Pick {p. B271, B276} 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]	220	9 lb
1	Potion Belt {p. DF1:25} 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.	420	2.5 lb
3	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	360	1.5 lb
Totals:		4420	82 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} 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).	3220	34.8 lb
1	Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	2325	4.8 oz
5	Copper Farthing	5	12.8 dr
12	Gold Mark	1200	1.92 oz
1	Platinum Franc	1000	2.56 dr
12	Silver Penny	120	1.92 oz
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb

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

