

# GURPS

## CHARACTER SHEET

Name: Orc Ranged  
Race: Orc  
Appearance: Worthy Goblin-Kin

Player: DF NPC Worthy  
Ht: Wt: Age:

Spent: 232  
Unspent: 18

ST 13* [ 20]	HP 18§ [ 6]	Basic Speed 7 [ 20]
DX 12 [ 40]	Will 12‡ [ 10]	Basic Move 7 [ 0]
IQ 9† [ 0]	Per 10‡ [ 0]	BL 34 lb (ST×ST)/5
HT 12‡ [ 10]	FP 12 [ 0]	Thr 1d Sw 2d-1
TL 3 [ 0]	SM +0	

\* Includes: +1 from 'Racial ST Bonus' ‡ Includes: +1 from 'Orc (Dungeon Fantasy)'  
† Includes: -1 from 'Orc (Dungeon Fantasy)' § Includes: +2 from 'Orc (Dungeon Fantasy)'

Vision 10*	Taste/Smell 10	Death Check 12
Hearing 12†	Fright Check 14‡	Broad Jump 3.67 yd
Touch 10	Consciousness 12	High Jump 2.67 ft

\* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat  
† Includes: +2 from 'Acute Hearing'  
‡ Includes: +2 from 'Combat Reflexes'

HP 5, 0, -18, -36, -54, -72, -90 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7



MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Bite	15	-	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Large Knife: swing	15	10	2d-3 cut	C,1	6	4	
Large Knife: thrust	15	10	1d imp	C	6	4	[1]
Throwing Axe	15	11U	2d+1 cut	1	11	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Crossbow (ST 13)	17	1d+4 imp	4	260 yd / 325 yd	1	1(4)	7†	-6	-	4	[3]
Large Knife	8	1d imp	-	10.4 yd / 19.5 yd	1	T(1)	6	-2	-	4	
Longbow	17	1d+2 imp	3	195 yd / 260 yd	1	1(2)	11†	-8	-	4	[3]
Regular Bow	17	1d+1 imp	2	195 yd / 260 yd	1	1(2)	10†	-7	-	4	[3]
Throwing Axe	17	2d+1 cut	2	13 yd / 19.5 yd	1	T(1)	11	-3	-	4	

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	11*	
Axe/Mace	DX	DX	None	

  

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	10	
Hands	7	
Legs	10	
Feet	7	

Bonus DR: 2†  
Bonus DB: 2

Notes:

\* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Damage Resistance'

TEMPLATES AND META-TRAITS	
Name	Pts
Orc (Dungeon Fantasy)	[ 15]
Racial ST Bonus 1 (Size)	[ 10]
Acute Hearing 2	[ 4]
Roll: 12 (Hearing)	
Goblin-Kin Infravision	[ 10]
Roll: 12 (Per+2)	
Rapid Healing	[ 5]
Resistant to Metabolic Hazards (+3 to resist)	[ 10]
Appearance (Ugly)	[-8]
Bully (12 or less)	[-10]
Social Stigma (Savage)	[-10]

ADVANTAGES	
Name	Pts
Combat Reflexes	[ 15]
Damage Resistance 2 (Tough Skin)	[ 6]
High Pain Threshold	[ 10]
Roll to ignore pain: 15 (Will+3)	

SKILLS			
Name	Level	Relative	Pts
Axe/Mace	15	DX+3	[ 12]
Parry: 11			
Bow	17	DX+5	[ 20]
Brawling	15	DX+3	[ 8]
Parry: 11			
Crossbow	17	DX+5	[ 16]
Knife	15	DX+3	[ 8]
Parry: 10			
Thrown Weapon (Axe/Mace)	17	DX+5	[ 16]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat	872	35 lb
1	Longbow	200	3 lb
1	Large Knife	40	1 lb
1	Crossbow (ST 13)	150	6 lb
1	Throwing Axe	60	4 lb
1	Regular Bow	100	2 lb
1	Armor	322	19 lb
1	Heavy Leather Sleeves <small>Location: arms</small>	50	2 lb
1	Heavy Leather Leggings <small>Location: legs</small>	60	4 lb
1	Leather Cap <small>Location: skull</small>	32	–
1	Leather Armor <small>Location: torso, groin</small>	100	10 lb
1	Boots <small>Location: feet</small>	80	3 lb
<b>Totals:</b>		<b>872</b>	<b>35 lb</b>
Qty	Loot	Cost	Weight
1	Loot	30	4.8 oz
30	Copper Farthing	30	4.8 oz
<b>Totals:</b>		<b>30</b>	<b>4.8 oz</b>