



CHARACTER SHEET

Name **Ogre**
 Ht 8' 6" Wt 23st
 Appearance

Player
 Size Modifier 1 Age

Point Total **101**
 Unspent Points **49**

ST	16	[54]	HP	24	CURRENT [15]
DX	10	[0]	Will	7	[0]
IQ	7	[-60]	Per	7	CURRENT [0]
HT	14	[40]	FP	16	[6]



BASIC LIFT **51** DAMAGE Thr **1d+1** Sw **2d+2**
 BASIC SPEED **6.25** [5] BASIC MOVE **7** [5]

BLOCK/PARRY	MOVE	DODGE
0/10	BM x 1 7	Dodge 9

PARRY 10 <i>Brawling</i>	Reaction Modifiers Appearance: Status: +0 Other: +0
BLOCK 0	

DR 0 +2	TL: 3 [0] Cultural Familiarities
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SKILLS			
Name	Level	Rel. Level	Cost
Brawling	14	DX+4	[12]
Lifting	14	HT+0	[2]
Throwing	12	DX+2	[8]
Two-Handed Axe/Mace	14	DX+4	[16]

ADVANTAGES	
Damage Resistance 2 (Tough Skin)	[6]
Hard to Kill 2	[4]
Hard to Subdue 2	[4]

DISADVANTAGES	
Susceptible to Poison -4	[-16]

MÊLÉE WEAPONS										
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight	
	Brawling									
	Punch	14	1d+1 cr	C	10	--				
	Bite	14	1d+1 cr	C	No	--				
	Kick	12	1d+2 cr	C,1	No	--				
1	Hatchet	11	2d+2 cut	1	8	8	[1]	40	2	
1	Maul	14	2d+6 cr	1,2*	10U	13‡		80	12	
1	Throwing Axe	11	2d+4 cut	1	8U	11	[1]	60	4	
1	Warhammer	14	2d+5 imp	1,2*	10U	12‡	[2]	100	7	

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Hatchet	6	2d+2 cut	1	24 / 40	1	T(1)	8	-2	4	4		40	2
1	Throwing Axe	6	2d+4 cut	2	16 / 24	1	T(1)	11	-3	4	4		60	4