

Name Mr Grushk Player Point Total 75
 Ht 4'6" Wt 165 lbs. Size Modifier 0 Age 55 Unspent Points 0
 Notes The Doctor wants a gardener? Fine. You look like you know your stuff. You ARE stuff. Magically-sensitive stuff, actually...

ST	12	[0]	HP	14	[0]
DX	10	[0]	Will	9	[0]
IQ	9	[20]	Per	13	[10]
HT	14	[10]	FP	14	[0]

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 29	BM x 1 5	Dodge 9
Light (1) = 2 x BL 58	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 87	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 174	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 290	BM x 0.2 1	Dodge - 4 5

TEMPLATES AND METATRAITS	
Gnoll	[-14]
Gnoll Hit Points Bonus 2 [4]; Gnoll HT Bonus 3 [30]; Gnoll Perception Bonus 2 [10]; Gnoll ST Bonus 2 [20]; Resistant (Disease) (Occasional) (+8) [5]; Gnoll Basic Move Penalty -1 [-5]; Gnoll IQ Penalty -2 [-40]; Odious Racial Habit (Surly) -1 [-5]; Cast-Iron Stomach [3]; Damage Resistance 2 (Can't Wear Armour; Tough Skin) [2]; Fearlessness 3 [6]; Temperature Tolerance (Cold) 1 [1]; Temperature Tolerance (Heat) 1 [1]; Appearance (Hideous) [-16]; Bad Smell [-10]; Callous [-5]; Disturbing Voice [-10]; Social Stigma (Uneducated) [-5].	
ADVANTAGES AND PERKS	
Magery 0 (No Spellcasting)	[1]
Outdoorsman 3	[30]
Hyper-Specialisation (Gardening - Growing the snow lotus for the plumpest seed pods.)	[1]
DISADVANTAGES AND QUIRKS	
Gullibility (9 or less)	[-15]
Status -1	[-5]
Wealth (Struggling)	[-10]

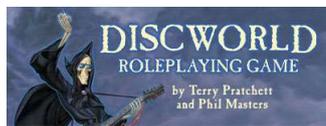
MP	4	[0]	Magery (No Spellcasting)[4] 2 Staff: []
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Languages	Spoken	Written
Uberwaldean (Native Speaker)	(Native)	(Semi-Lite [-2])

DR	TL: 4 [0]
0+2	Cultural Familiarities Sto Plains/Uberwald (Native) [0] Trollish [1]

PARRY	Reaction Modifiers
8	Appearance: -4/-4 <i>Unappealing Includes:</i> -4 from 'Appearance' <i>Appealing Includes:</i> -4 from 'Appearance' Status: -1; <i>Includes:</i> -1 from 'Status'
DX	Other: -2; <i>Includes:</i> -2 from 'Bad Smell'
BLOCK	Conditional: -1 from 'Odious Racial Habit (Surly)' when people are aware of the issue, -1 from 'Callous' when past victim, or has Empathy, -2 from 'Disturbing Voice' when talking to people, -1 from 'Social Stigma (Uneducated)', +3 from 'Outdoorsman' when working with other outdoors types
6	
DX	

SKILLS		
Name	Level	Relative Level
Camouflage	13	IQ+4 [2]
Includes: +3 from 'Outdoorsman'		
Climbing	11	DX+1 [4]
Gardening	13	IQ+4 [12]
Herbalism (Human)	8	IQ-1 [2]
Naturalist	13	IQ+4 [8]
Includes: +3 from 'Outdoorsman'		
Poisons/TL4	8	IQ-1 [2]
Scrounging	13	Per+0 [1]
Stealth	11	DX+1 [4]
Survival (Mountain)	16	Per+3 [2]
Includes: +3 from 'Outdoorsman'		
Survival (Woodlands)	15	Per+2 [1]
Includes: +3 from 'Outdoorsman'		
Tracking	16	Per+3 [2]
Includes: +3 from 'Outdoorsman'		
Weather Sense/TL4	10	IQ+1 [4]



Mr Grushk

HAND WEAPONS

Qty Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
Bite	1d-2 cr	C	10 (No)			
Kick	1d-1 cr	C,1	8 (No)			
Punch	1d-2 cr	C	10 (8)			

RANGED WEAPONS

Qty Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty Item	Location	Cost	Weight

APPEARANCE

A walking compost heap, usually pushing a wheelbarrow.

POINTS SUMMARY

Attributes/Secondary Characteristics	[40]
Advantages/Perks/TL/Languages/Cultural Familiarity	[35]
Disadvantages/Quirks	[-44]
Skills/Standardised Spells	[44]
Other	[]