Fantasy Folk for GURPS 4th Edition

Bales [128] p. FF42

Attributes: IQ +3 [60]; HT +2 [20]
Advantages: Damage Resistance +3 (Tough Skin, -40%) [9];
Doesn't Eat or Drink [10]; Hard to Kill +2 [4]; Injury Tolerance
(No Blood, 5) [5]; Magery 1 [15]; Metabolism Control 5 [25];
Regeneration: Regular [25]; Resistant (Very Common: Metabolic
Hazards; Immunity, x1) [30]; Talent: Magic/Occult Affinity +1 [5]; Temperature
Tolerance 10 [10]; Unaging [15]
Disadvantages: Bloodlust (12) [-10]; Dependency
(Occasional: Blood, -20; Monthly, x1) [-20]; Fanaticism [-15];
Intolerance [-10]; Megalomania [-10]; Odious Racial Habit
(Blood Drinkers) [-15]; Paranoia [-10]; Sadism (12) [-15]
Talents: Magic/Occult: Alchemy, Occultism, Ritual Magic,
Symbol Drawing, Thaumatology. Reaction Bonus: Anyone who sees you work. 5 points/level.

Centaur [87] 9' long, 7' tall, 900-1,000 lbs p. FF46
Attributes: ST +2 (Size, -10%) [18]; ST +8 (Size +1, -10%);
No Fine Manipulators, -40%) [40]; IQ -1 [-20]; HT +2 [20]
Secondary Characteristics: Move +1 [5]; Per +1 [5]; SM +1
Advantages: Claws: Hooves [3]; Damage Resistance +1
(Tough Skin, -40%) [3]; Enhanced Move: Ground (x2) [20];
Extra Legs: 4 Legs [5]
Disadvantages: Overconfidence (9) [-7]; Phobia: Enclosed
Spaces (Claustrophobia) (15) [-7]; Stubbornness [-5]
Skills: Animal Handling (Equines) @ IQ (A) [2];
Jumping @ DX (E) [1]; Running @ HT (A) [2];
Survival (Plains) @ Per (A) [2]

Onocentaur [77] 8' long, 6' tall, 400-500 lbs p. FF46
Attributes: ST +1 (Size, -10%) [9]; Lower Body ST +5
(Size +1, -10%); No Fine Manipulators -40%) [25]; HT +2 [20]
Secondary Characteristics: Per +1 [5]; SM +1
Advantages: Acute Hearing +2 [4]; Claws: Hooves [3];
Enhanced Move: Ground (x2) [20]; Extra Legs: 4 Legs [5]
Disadvantages: Appearance: Unattractive [-4]; Phobia:
Enclosed Spaces (Claustrophobia) (15) [-7];
Social Stigma -1 (Outcasts) [-5]; Stubbornness [-5]
Skills: Jumping @ DX (E) [1]; Running @ HT (A) [2];
Survival (Plains) @ Per (A) [2]; Teamster @ IQ (A) [2]

Dwarf [40] 4’-4.5’ tall, 175-250 lbs p. FF50
Attributes: ST +1 [10]
Secondary Characteristics: Move -1 [-5]; Fatigue +1 [3];
Will +1 [5]; SM -1
Advantages: Damage Resistance +1 (Tough Skin, -40%) [3];
Extended Lifespan 2 (x4) [4]; Hard to Kill +1 [2];
Lifting ST +3 [9]; Night Vision +5 [5]; Talent: Artificer +3 [15]
Disadvantages: Greed (15) [-7]; Miserliness (15) [-5];
Distrusts Elves and Goblins [-1]; Intolerance (Orcs) [-1]; Never
Shave Beards [-1]
Skills: Axe/Mace @ DX (A) [2]; Merchant @ IQ (A) [2]
Talents: Artificer: Armoury, Carpentry, Engineer, Machinist,
Masonry, and Smith. Reaction bonus: Anyone you do work for.
5 points/level.

Languages
Most of the races listed here have their own language, or possibly multiple languages. The player must decide if the character has the worlds Common language (Human, Anglish, or whatever it is called) or the races language as his Native
Language, as befits the characters background story. Taking
multiple languages costs the normal amount.

Gnome [30] 4’-4.5’ tall, 150-200 lbs p. FF50
Secondary Characteristics: Move -1 [-5]; Fatigue +1 [3]; SM -1
Advantages: Damage Resistance +1 (Tough Skin, -40%) [3];
Extended Lifespan 2 (x4) [4]; Hard to Kill +1 [2];
Lifting ST +2 [6]; Talent: Craftsman +4 [20]
Disadvantages: Dislikes being Underground [-1]; Never
forget a Favor or Injury [-1]; Trim Beards neat and close [-1]
Talents: Craftsman: Artist, Carpentry, Leatherworking,
Masonry, and Sewing. Reaction bonus: Anyone you do work for.
5 points/level.

Elf [41] p. FF58
Attributes: ST -1 [-10]; IQ +1 [20]
Advantages: Appearance: Attractive [4]; Magery 1 [15];
Perfect Balance [15]; Unaging [15]
Disadvantages: Code of Honor (Live with elegance and
style) [-10]; Sense of Duty (Nature) [-10]
Skills: Public Speaking (Storytelling) @ IQ (E) [1]; Savoir-
Faire: Art (Elven Society) @ IQ (E) [1]

Dark Elf [26/31] p. FF58
Attributes: ST -1 [-10]; IQ +1 [20]
Advantages: Appearance: Attractive [4]; Magery 1 [15];
Perfect Balance [15]; Unaging [15]
Disadvantages: Sense of Duty (Nature) [-10]; Code of Honor
(Live with elegance and style) [-10]; Intolerance or Social
Stigma (Dark Elves) -3 [-10/-15]
Skills: Public Speaking (Storytelling) @ IQ (E) [1]; Savoir-
Faire: Art (Elven Society) @ IQ (E) [1]

Advantages: Appearance: Attractive [4]; Extended
Lifespan 2 [2]; Magery 0 [5]
Disadvantages: Social Stigma (Outcasts) -1 [-5]
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Exalted Horse [50/75] 9' long, 1,200-1,400 lbs  p. FF62

Attributes: ST +12 (Size, -10%); No Fine
Manipulators, -40%) [60]; HT +3 [30]
Secondary Characteristics: Basic Speed +0.25 [5];
Move +2 [10]; SM +1

Advantages: Acute Hearing +3 [6]; Acute Taste/Smell +3 [6];
Appearance: Attractive [4]; Claws: Hooves [3];
Enhanced Move: Ground (x2) [20]; Fur [1]; Peripheral Vision [15]
Disadvantages: Cannot Speak [-15]; Low TL -3 [-15]; No
Depth Perception [-15]; Quadruped [-35]; Social Stigma:
Animal [-10]; Weak Bite [-2]; optionally: Wealth: Dead Broke
(x0) [-25]
Skills: Brawling @ DX (E) [1]; Gesture @ IQ (E) [1];
Jumping @ DX (E) [1]; Running @ HT (A) [2]; Survival
(Plains) @ Per (A) [2]

Faun [40]  p. FF66

Attributes: ST -2 [-20]; DX +2 [40]; HT +1 [10]
Secondary Characteristics: Per +2 [10]
Disadvantages: Animal Empathy [5]; Claws: Hooves [3];
Talent: Musical Ability 2 [10]
Skills: Carousing @ HT (E) [1]; Scrounging @ Per (E) [1]

Fishmen [2]  p. FF70

Attributes: ST +1 [10]; HT +2 [20]
Disadvantages: Acute Taste and Smell +1 [2]; Amphibious [10];
Dark Vision [25]; Damage Resistance +1 (Tough
Skin, -40%) [3]; Doesn't Breathe (Gills, -50%) [10];
Membrane Skin [3]; Pressure Support 3 [15]; Speak with Animals
(Specialized: Fish, -50%) [13]
Disadvantages: Appearance: Unattractive [-4]; Bad
Sight [-25]; Cold Blooded [-5]; Dependency (Very Common:
Water, -5; Daily, x3) [-15]; Fanaticism [-15]; Intolerance [-10];
Odiouse Racial Habit (Eats Sentients) [-15]; Reputation -4 [-20]


Attributes: IQ -1 [-20]; HT +2 [20]
Disadvantages: Claws: Sharp [5]; Damage Resistance +2
(Tough Skin, -40%) [6]; Flight (Winged, -25%) [30]; Night
Vision +9 [9]
Disadvantages: Appearance: Ugly [-8];
Cowardice (12) [-10]; Gluttony (12) [-5]; Laziness [-10];
Reputation -1 [-5]; Social Stigma (Uneducated) [-5]; Bully [-1]

Ghoul [-14/6]  p. FF78

Attributes: ST +2 [20]; IQ -1, degenerates only [-20]
Secondary Characteristics: Per +2 [10]
Disadvantages: Flexibility: Double-Jointed [15]; Night
Vision 9 [9]; Resistant (Common: Sickness, +15);
Immunity, x1) [15]; Silence 1 [5]
Disadvantages: Appearance: Ugly [-8]; Dependency
(Occasional: Fresh Sentient Brains, -15pts; Monthly, x1) [-15];
Odiouse Racial Habit (Eats human carrion) [-15];
Reputation -4 [-20]; Sense of Duty (Race) [-15]
Skills: Camouflage IQ +1 (E) [2]; Scrounging @ IQ (E) [1];
Stealth @ DX (A) [2]

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Giant [-9/Varies]  p. FF82
Attributes: DX -1 [-20]; HT +3 [30]
Disadvantages: Acute Taste/Smell +3 [6]; High Pain
Threshold [10]
Disadvantages: Bad Temper (12) [-10]; Shyness: Severe or
Intolerance [-10]; Reputation -2 [-10]; Stubbornness [-5]
Notes: All Giants are assumed to have this package in
addition to one of the lenses listed below.

-Small Giant [39] 7'-9' tall, 200-510 lbs  p. FF82
Attributes: ST +5 (Size, -10%) [45]
Secondary Characteristics: SM +1
Advantages: Damage Resistance +1 (Tough Skin, -40%) [3]

-Medium Giant [87] 10'-12' tall, 425-1,150 lbs  p. FF82
Attributes: ST +10 (Size, -20%) [80]
Secondary Characteristics: SM +2
Advantages: Damage Resistance +2 (Tough Skin, -40%) [6];
Enhanced Move: Ground 1/2 (x1.5) [10]

-Large Giant [127] 13'-15' tall, 1,000-2,100 lbs  p. FF82
Attributes: ST +15 (Size, -20%) [120]
Secondary Characteristics: SM +3
Advantages: Damage Resistance +3 (Tough Skin, -40%) [9];
Enhanced Move: Ground 1/2 (x1.5) [10]

-Huge Giant [195] 16'-21' tall, 2,000-6,000 lbs  p. FF82
Attributes: ST +25 (Size, -30%) [175]
Secondary Characteristics: SM +3
Advantages: Damage Resistance +4 (Tough Skin, -40%) [12];
Enhanced Move: Ground 1.5 (x3) [30]

-Colossal Giant [273] 22'-30' tall, 6,16-16,000 lbs  p. FF82
Attributes: ST +40 (Size, -40%) [240]
Secondary Characteristics: SM +4
Advantages: Damage Resistance +4 (Tough Skin, -40%) [12];
Enhanced Move: Ground 2 (x4) [40]

-Gargantuan Giant [419] 46'-60' tall, 53-128,000 lbs  p. FF82
Attributes: ST +90 (Size, -60%) [360]
Secondary Characteristics: SM +6
Advantages: Damage Resistance +6 (Tough Skin, -40%) [18];
Enhanced Move: Ground 2.5 (x6) [50]
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Goblin [19]

Attributes: ST -2 [-20]; DX +1 [20]; IQ +1 [20]
Advantages: Night Vision +9 [9]
Disadvantages: Impulsiveness (12) [-10]

Hobgoblin [-21/4]

Attributes: ST +1 [10]; DX +1 [20]; IQ -1 [-20]
Advantages: Night Vision +9 [9]
Disadvantages: Bad Temper (12) [-10]; Stubbornness [-5]; optionally Wealth: Dead Broke (x0) [-25]

Great Eagle [7/32]

Attributes: ST +2 [20]; DX +1 [20]; HT +2 [20]
Advantages: Acute Vision +1 [2]; Claws: Sharp [5]; Feathers* [1]; Flight (Winged, -25%) [30]; Peripheral Vision [15]; Teeth: Sharp Beak [1]; Telescopic Vision (x2) [5]
Disadvantages: Bloodlust (12) [-10]; Cannot Speak [-15]; Intolerance [-10]; Loner (6) [-10]; Low TL -3 [-15]; Vulnerability (Common: Crushing, x2 Damage) [-30]; optionally Wealth: Dead Broke (x0) [-25]

Skills: Aerobatics @ DX-2 (H) [1]; Flight @ HT-1 (A) [1]; Gesture @ IQ (E) [1]
*Treat Feathers like Fur.

Halfling [12/17] 4'-4.5' tall, 65-125 lbs

Attributes: ST -2 [-20]; DX +1 [20]; HT +1 [10]
Secondary Characteristics: Move -1 [-5]; SM -1
Advantages: Reputation +1 [5]; Silence 2 [10]; Talent: Thrown Weapon +2 [10]
Disadvantages: Addiction (Tobacco), optional [-5]; Code of Honor (Hospitality) [-5]; Gluttony (9) [-7]; Dislikes Travel [-1]
Talents: Thrown Attack: Bolas, Inmate Attack (Projectile), Sling, Throwing, Throwing Art, and Thrown Weapon (Axe/Mace, Dart, Knife, Shuriken or Stick only). Reaction Bonus: Anyone who sees you throw. 5 points/level.
Notes: Normally the Thrown Weapon talent should not be bought up beyond the default +2 level.
A true Halfling would be just 2.5'-3' tall and 30-40 lbs. Give them SM -2 and ST -5 [-50], reducing racial cost to [-18/-13].

Insect Men [9] 140-180 lbs

Attributes: ST +1 [10]; HT +1 [10]
Advantages: Damage Resistance +2 [10]
Disadvantages: Appearance: Monstrous [-20]; Secretive [-1]

–Insect Warrior [-11] 175-225 lbs

Attributes: ST +2 [20]; IQ -1 [-20]; HT +1 [10]
Advantages: Damage Resistance +2 [10]; Extra Arms x2 [20]; Extra Attack [25]
Disadvantages: Appearance: Monstrous [-20]; Short Lifespan (x1/2) [-10]; Slave Mentality [-40]; Status -1 [-5]; Secretive [-1]
Notes: Insect Men and Warriors are also Sterile. Their language is completely indecipherable to other races, and they cannot learn languages of other races. Both are treated as 0-point features. They can, however, learn Gesture to deal with other races.

Kobold [-52] 4'-4.5' tall, 50-75 lbs

Attributes: ST -2 [-20]; DX +1 [20]; IQ -2 [-40]
Secondary Characteristics: Will -1 [-5]; SM -1
Advantages: Reduced Consumption 2 (Cast-Iron Stomach, -50%) [2]; Resistant (Common: Food borne Poison and Disease; +8 to all HT Rolls, x1/2) [8]
Disadvantages: Short Attention Span (12) [-10]; Social Stigma (Uneducated) [-5]; Easily Offended [-1]; Love Practical Jokes [-1]

Leprechaun [36]

Attributes: ST -4 [-40]; DX +2 [40]
Secondary Characteristics: SM -1
Advantages: Acute Hearing +1 [2]; Extended Lifespan (x2) [2]; Luck [15]; Magery 1 [15]; Talent: Musical Ability +1 [5]; Night Vision +5 [5]
Disadvantages: Miserliness (12) [-10]
Skills: Leatherworking @ IQ+1 (E) [2]

Merfolk [25]

Attributes: Enhanced Move: Water (x2) [20]; Scanning Sense: Sonar [20]; Doesn't Breathe (Gills, 0) [0]; Pressure Support 2 [10]; Subsonic Hearing [5]
Disadvantages: Dependency (Very Common: Water, -5; Hourly, x4) [-20]; Increased Life Support (Massive: Water, -10) [-10]; No Legs (Aquatic) [0]

–Dolphin [42] 8'-9' long, 500 lbs

Attributes: ST +6 (No Fine Manipulators, -40%; Size, -10%) [30]; DX +1 (No Fine Manipulators, -40%) [12]; HT +2 [20]
Secondary Characteristics: Per +3 [15]; SM +1
Advantages: Absolute Direction [5]; Scanning Sense: Sonar [20]; Doesn't Breathe (Oxygen Storage: x50, -40%) [12]; Enhanced Move: Water (x2) [20]; Nictitating Membrane 3 [3]; Peripheral Vision [15]; Pressure Support 2 [10]; Subsonic Hearing [5]
Disadvantages: Cannot Speak [-15]; Dependency (Very Common: Water, -5; Hourly, x4) [-20]; Impulsiveness (12) [-10]; Ichthyoid [-50]; Increased Life Support (Massive: Water, -10) [-10]; Low TL -3 [-15]; Short Lifespan (x1/2) [-10]
Skills: Aquabatics @ DX (H) [4]; Gesture @ IQ (E) [1]

Minotaur [32] 250-300 lbs

Attributes: ST +3 [30]; DX +1 [20]; IQ -2 [-40]; HT +3 [30]
Advantages: Absolute Direction [5]; Acute Hearing +3 [6]; Damage Resistance +3 (Tough Skin, -40%) [9]; Damage Resistance +2 (Tough Skin, -40%; Head Only, -50%) [2]; Magic Resistance +3 [6]; Peripheral Vision [15]; Striker: Cutting (Long: Reach 1, +100%; Cannot Parry, -40%) [12]; Striker: Impaling (Long: Reach 1, +100%; Cannot Parry, -40%; Limited Arc: Front, -40%, Alternative Attack, *1/5) [2]
Disadvantages: Appearance: Hideous [-16]; Berserk (12) [-10]; Bloodlust (12) [-10]; Intolerance [-10]; Odious Habit (Eats Sentients) [-15]; Social Stigma (Uneducated) [-5]
Skills: Brawling @ DX (E) [1]
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<table>
<thead>
<tr>
<th>Name</th>
<th>Size</th>
<th>Attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ogre</td>
<td>9' tall, 400-450 lbs</td>
<td>HT +4 [40]</td>
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<tr>
<td></td>
<td></td>
<td>Secondary Characteristics: SM +1</td>
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<tr>
<td></td>
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<td>Advantages: Acute Taste/Smell +1 [2]; Damage Resistance +3 (Tough Skin, -40%) [9]; High Pain Threshold [10]; Magic Resistance +3 [6]; Night Vision +9 [9]</td>
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<tr>
<td></td>
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<td>Disadvantages: Appearance: Hides [16]; Intolerance [-10]; Odious Habit (Eats Sentients) [-15]; Social Stigma (Uneducated) [-5]</td>
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<tr>
<td></td>
<td></td>
<td>Skills: Brawling @ DX (E) [1]</td>
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<tr>
<td>Half-Ogre</td>
<td>7'8' tall, 325-375 lbs</td>
<td>HT +2 [20]</td>
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<td>Secondary Characteristics: Per +1 [5]; HP +2 [4]; SM +1</td>
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<tr>
<td></td>
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<td>Advantages: Acute Taste/Smell +1 [2]; Damage Resistance +2 (Tough Skin, -40%) [6]; High Pain Threshold [10]; Magic Resistance +3 [6]; Night Vision +9 [9]</td>
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<tr>
<td></td>
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<td>Disadvantages: Appearance: Ugly [-8]; Intolerance [-10]; Odious Habit (Eats Sentients) [-15]; Social Stigma (Uneducated) [-5]</td>
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<tr>
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<td>Skills: Brawling @ DX (E) [1]</td>
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<tr>
<td>Orc</td>
<td>7-8' tall, 250-300 lbs</td>
<td>HT +2 [20]</td>
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<td>Secondary Characteristics: Per +2 [10], SM +1</td>
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<td></td>
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<td>Advantages: Animal Empathy [5]; Damage Resistance +3 (Tough Skin, -40%) [9]; Danger Sense [15]; Fur [1]; Mimicry [10]; Silence 1 [5]</td>
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<td>Disadvantages: Code of Honor (Protect the Wild) [-10]; Pacifism: Self-Defense Only [-15]; Low TL -3 [-15]; Shyness: Severe [-10]; Truthfulness [-10]; Vow (Won't use Technology) [-15]</td>
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<td></td>
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<td>Skills: Camouflage @ IQ+1* (E) [1]; Stealth @ DX (A) [2]; Survival (Woodlands) @ Per+2 (A) [8]</td>
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<td>*Defaults from Survival</td>
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</tbody>
</table>

Ogre [25] 9' tall, 400-450 lbs

Half-Ogre [1] 7'8' tall, 325-375 lbs

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