

Name: Grimm BattlebeardPlayer: Stefan LeuenbergerSpent: 282Race: DwarfHt: 1.30mWt: 290 lbsAge: 35Unspent: -32Appearance: A tall, red-haired and blue-eyed dwarf. A "Faenor" blessed by his Goddess Berronar
Truesilver.Truesilver.Truesilver.

ST	12*	[20]	HP	12	[<mark>0</mark>]	Basic Speed	6,25	[0]
DX	12	[40]	Will	14	[<mark>0</mark>]	Basic Move	5 [§]	[0]
IQ	14	[80]	Per	14	[<mark>0</mark>]	BL	39 lb	(ST>	«ST)/5
нт	13†	[20]	FP	16‡	[<mark>0</mark>]	Thr 10	d-1	^{Sw} 1d-	⊦2
TL	3					[<mark>0</mark>]	SM	+0		
	ditional: +2 f ides: +1 froi				antasy)'						
‡ Inclu	ides: +3 froi ides: -1 fron	m 'Dw	arf (Dui	ngeon Fa	antasy)'						
Visio			14		t Chec		14		Jump	1.67	
Hear			14		ciousn		13	Mone	ey		0*
Touc			14		h Chec		13				
	e/Smell des: +1000	from	14 'Money'	Broad u		2.33		woritom	8 FP)'		
	uuu. +1000	aom							517)		
	_				IBRAN	-			l	·· · ·	
Nam			None		Light >		Med		Hvy 34 lb	X-H 390	
Basi Grou			39 lb 5 yd		78 lb 4 yd		<u>17 lb</u> 3 yd		2 yd	<u>390</u> 1 y	
Wate			1 yd		4 yu 1 yd		3 yu 1 yd		_yu Iyd	<u>עי</u> 1 y	
Dodg			9		8		7		6	5	
				115	TING		re				
			1-Han		-Hand		hove /	Ca	rry on	Shi	ift
Nam			Lift		Lift [†]	-)ver‡		ack§	Sligh	
Basi	-		78 lb		312 lb	-	68 lb		85 lb	1950	-
	s 2 seconds	s to c			- I .		ole with a				
† Take											
	es 4 second	s to c				§ Lose	1 FP/se	c while	over X-H	vy enc.	
	es 4 second	s to c	omplete)					over X-H	vy enc.	
			omplete)	1				over X-H	vy enc.	
Арре	earance: JS: +0		omplete)	1				over X-H	vy enc.	
Appe Statu Othe	earance: Js: +0 er: +0*	+0	omplete F	REACT		IODI	FIERS	5			
Appe Statu Othe	earance: JS: +0 er: +0*	+0 +1 fro	omplete F	REACT	TION N	2 from	FIERS	of Duty (Coreligio	onists)' wi	nen
Appe Statu Othe	earance: JS: +0 er: +0* conditional: dangerous s comes know	+0 +1 fro situati /n, +3	m 'Cleri ons if So from 'H	cal Investence of Elements	stment', + Duty is kn	2 from iown, +	'Sense of 1 from 'H of hono	of Duty (lonesty' r or trus	(Coreligic ' when ho	onists)' wł onesty ved, +2 fr	om
Appe Statu Othe * C in c bec 'Se	earance: JS: +0 er: +0* conditional: - dangerous s comes know ense of Duty	+0 +1 fro situati /n, +3 r (Adv	m 'Cleri ons if So from 'H enturing	cal Investence of Elements of	stment', + Duty is kn when a qu	2 from lown, + uestion nen in c	'Sense of 1 from 'H of hono dangerou	of Duty (lonesty' r or trus us situat	(Coreligic ' when ho	onists)' wł onesty ved, +2 fr	om
Appe Statu Othe * C in c bec 'Se	earance: JS: +0 er: +0* conditional: dangerous s comes know	+0 +1 fro situati /n, +3 r (Adv	m 'Cleri ons if Si from 'H enturing 'ickaxe	eal Inves ense of E lonesty' v g compar Penchan	TION N Duty is kn when a qu nions)' wh t', -1 from	2 from own, + uestion nen in c n 'Stubb	'Sense of 1 from 'H of hono dangerou	of Duty (Honesty' r or trus us situat	(Coreligic ' when ho	onists)' wł onesty ved, +2 fr	om
Appe Statu Othe * C in c bec 'Se is k	earance: JS: +0 er: +0* conditional: dangerous s comes know ense of Duty known, +1 fr	+0 +1 fro situati /n, +3 r (Adv	m 'Cleri ons if Si from 'H enturing 'ickaxe	eal Inves ense of E lonesty' v g compar Penchan	stment', + Duty is kn when a qu	2 from own, + uestion nen in c n 'Stubb	'Sense of 1 from 'H of hono dangerou	of Duty (Honesty' r or trus us situat	(Coreligic ' when ho	onists)' wi onesty ved, +2 fr	om uty
Appe Statu Othe * C in c bec 'Se is I	earance: JS: +0 er: +0* conditional: dangerous s comes know mose of Duty known, +1 fr	+0 +1 fro situati /n, +3 (Adv om 'F	m 'Cleri ons if Si from 'H enturing 'ickaxe	eal Inves ense of E lonesty' v g compar Penchan	TION N Duty is kn when a qu nions)' wh t', -1 from	2 from own, + uestion nen in c n 'Stubb	'Sense of 1 from 'H of hono dangerou	of Duty (Honesty' r or trus us situat	(Coreligic ' when ho	onists)' wi onesty ved, +2 fr	om uty Pts
Appe Statu Othe * Co in o bec 'Se is P	earance: JS: +0 er: +0* conditional: dangerous s comes know nnse of Duty known, +1 fr le rf (Native	+0 +1 fro situati /n, +3 (Adv om 'F	m 'Cleri ons if Si from 'H enturing 'ickaxe	eal Inves ense of E lonesty' v g compar Penchan	TION N Duty is kn when a qu nions)' wh t', -1 from	2 from own, + uestion nen in c n 'Stubb	'Sense of 1 from 'H of hono dangerou	of Duty (Honesty' r or trus us situat	(Coreligic ' when ho	onists)' wi onesty ved, +2 fr	om uty Pts 0]
Appe Statu Othe * C in c bec 'Se is I	earance: JS: +0 er: +0* conditional: dangerous s comes know nnse of Duty known, +1 fr le rf (Native	+0 +1 fro situati /n, +3 (Adv om 'F	m 'Cleri ons if Si from 'H enturing 'ickaxe	REACT REACT cal Invest ense of E lonesty' v g compar Penchan	stment', + Duty is kn when a qu nions)' wh t', -1 from	2 from lown, + uestion hen in c h 'Stubb	'Sense of 1 from 'H of hono dangerou pornness ARITII	of Duty (Honesty' r or trus us situat	(Coreligic ' when ho	onists)' wi onesty ved, +2 fr	om uty Pts
Appe Statu Othe * C in o bee 'Se is P Nam Dwa Hum	earance: JS: +0 sr: +0* dangerous s comes know inse of Duty known, +1 fr ie rf (Native ian	+0 +1 fro situati /n, +3 (Adv om 'F	m 'Cleri ons if Si from 'H enturing 'ickaxe	REACT REACT cal Invest ense of E lonesty' v g compar Penchan	stment', + Duty is kn when a qu ions)' wh' AL FA	2 from lown, + uestion hen in c 1 'Stubb MILL	Sense of 1 from 'h of hono dangerou bornness ARITII	of Duty (Honesty' r or trus is situat s' ES	(Coreligic ' when hc t is involv ions if Se	pnists)' wh pnesty red, +2 fr ense of D F	om uty Pts 0] 1]
Appe Statu Othe * C in o bee 'Se is I Nam Dwa Hum	earance: JS: +0 sr: +0 conditional: dangerous s comes know inse of Duty known, +1 fr le rf (Native ian	+0 +1 fro situati /n, +3 (Adv om 'F	m 'Cleri ons if Si from 'H enturing 'ickaxe	REACT REACT cal Invest ense of E lonesty' v g compar Penchan	stment', + Duty is kn when a qu ions)' wh' AL FA	2 from lown, + uestion in 'Stubb MILIA AGES Spol	Sense of 1 from 'b of hono bangerou bornness ARITII	of Duty (Honesty' r or trus is situat s' ES	Coreligic when hc t is involv ions if Se	pnists)' wh pnesty red, +2 fr ense of D F	erts
Appe Statu Othe * C in o bee 'Se is I Nam Dwa Hum	earance: JS: +0 sr: +0 idangerous comes known scomes known inse of Duty known, +1 fr ie rf (Native ian ie mon	+1 fro ituatii (Advi))	m 'Cleri ons if Si from 'H enturing 'ickaxe	REACT REACT cal Invest ense of E lonesty' v g compar Penchan	stment', + Duty is kn when a qu ions)' wh' AL FA	2 from lown, + uestion hen in co h 'Stubb MILI/ AGES Spol Acce	Sense of 1 from 'b of hono bangerou bornness ARITII	of Duty (Honesty' r or trus is situat s' ES Wr Lite	Coreligic when hc t is involv ions if Se itten erate	pnists)' wh pnesty red, +2 fr ense of D F	om uty Pts 0] 1] Pts 4]
Appe Statu Othe * C in o bee 'Se is I Nam Dwa Hum	earance: JS: +0 sr: +0 conditional: dangerous s comes know inse of Duty known, +1 fr le rf (Native ian	+0 +1 fro ituati (Adv om 'F €)	m 'Cleri ons if S from 'H enturing Vickaxe CU	REACT REACT Rense of E lonesty' v g compar Penchan	stment', + Duty is kn when a qu nions)' wh' t', -1 from AL FA	2 from iown, + uestion willi MILLI AGES Spol Acceer Nati	S S S S Ken M S Ken S S Ken	of Duty (Honesty' r or trus is situat s' ES Wr Lite Na	Coreligic when hc t is involv ions if Se	pnists)' wh pnesty red, +2 fr ense of D F	erts
Appe Statu Othe 'Ce 'Se is I Nam Dwa Hum	earance: JS: +0 JS: +0 r: +0 comes know pres of Duty known, +1 fr le rf (Native ian	+0 +1 fro ituati (Adv om 'F €)	m 'Cleri ons if S from 'H enturing Vickaxe CU	REACT REACT Rense of E lonesty' v g compar Penchan	stment', + Duty is kn when a qu ions)' wh' AL FA	2 from iown, + uestion willi MILLI AGES Spol Acceer Nati	S S S S Ken M S Ken S S Ken	of Duty (Honesty' r or trus is situat s' ES Wr Lite Na	Coreligic when hc t is involv ions if Se itten erate	pnists)' wi pnesty red, +2 fr ense of D F F [[[om uty Pts 0] 1] Pts 4] 0]
Appe Statu Othe 'Ce 'Se is I Nam Dwa Hum Dwa Nam	earance: JS: +0 rr: +0 comes know scomes know mes of Duty known, +1 fr le rf (Native ian	+0 +1 fro isituati /(Adv oom 'F >)	m 'Cleri nons if S' from 'H CU	REACT REACT Rense of E Jonesty' v Jonesty' v	stment', + Duty is kn when a qu nions)' wh' t', -1 from AL FA	2 from own, + uestion nen in c n 'Stubb MILI, MILI, AGES Spol Accer Nati	S S S S Ken M S Ken S S Ken	of Duty (Honesty' r or trus s situat s' ES Wr Lite Na	Coreligic when hc t is involv ions if Se itten erate	pnists)' wi pnesty red, +2 fr ense of D F [[[[[om uty Pts 0] 1] Pts 4] 0] Pts
Appe Statu Othe Coin of bee 'Se is I Nam Dwa Hum Nam Com Dwa	earance: JS: +0 sr: +0 sr: +0 conditional: dangerous s comes know inse of Duty known, +1 fr le ff (Native ian ff (Native ff (Native) ff (Native ff (Native ff (Native) ff (Native ff (Native) ff	+0 +1 fro ituati (Adv om 'F)))	m 'Cleri m 'Cleri f from 'H enturing ccu CU	e REACT cal Invese ense of E lonesty' v g compar Penchan ILTUR L/ LATE Sy) {p.	stment', + Duty is kn when a qu nions)' wh t', -1 from AL FA ANGU/ S AND DF1:6	2 from iown, + uestion iown, + iown, + iown	Sense of 1 from 'b of hono Jangerou Joornness ARITII S Ken nted Ve TA-TR	b fonesty r or trus situat ES Wri Litte Na AITS	Coreligic when ho t is involv ions if Se itten erate ative	pnists)' who presty red, +2 fr pnse of D F [[[[[[[[[om uty Pts 0] 1] Pts 4] 0]
Appe Statu Othe * C in o ber 'Se is I Nam Dwa Hum Dwa Dwa Nam Com Dwa	earance: JS: +0 rr: +0* forditional: dangerous so comes know mes of Duty known, +1 fr e ff (Native an ff (Native an ff (Native c (Dunge physical fo	+0 +1 froituati ituati (Adv oom 'F ≥)	m 'Cleri m 'Cleri from 'H enturing lockaxe CU TEMP Fanta mortal I	example REACT Rease of Lonesty' v compar Penchan LTUR LATE Sy) {p. represent	stment', + Duty is kn when a qu hions)' wh t', -1 from AL FA ANGU S AND DF1:6 tative of t	2 from 2 from 2 from 2 from 2 from 2 from 1 Stubb MILLIA AGES Spol Accee Nati 1 MET 1 MET	S ken nted vers of C	bf Duty (donestyle) is situat sis situat ES Wri Litte Na AITS	(Coreligic when hc it is involv ions if Se itten erate ative	pnists)' who presty red, +2 fr pnse of D F [[[[[[[[[erts 0] 1] Pts 4] 0] Pts
Appe Statu Othe Coin of bee is P Nam Dwa Hum Dwa Nam Cleri Descri be the idealis	earance: JS: +0 r: +0 r: +0 dangerous s comes know mes of Duty known, +1 rf (Native rf (Native rf (Native rf (Native e mon rf (Native c (Dunge physical fo t	+1 froi m, +3 (Adv om 'F)))))))))))))))))))	m 'Cleri m 'Cleri f from 'H enturing ccu CU TEMP Fanta mortal I wivil that	e REACT REACT cal Invese ense of I compar Penchan ILTUR L/ LATE Sy) {p. represent is the hol	stment', + Duty is kn when a qu nions)' wh t', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior	2 from iown, + uestion iown, + in i c iown, + iown,	S ken nted vers of C	bf Duty (donestyle) is situat sis situat ES Wri Litte Na AITS	(Coreligic when hc it is involv ions if Se itten erate ative	pnists)' who presty red, +2 fr pnse of D F [[[[[[[[[om vts 0] 1] vts 4] 0] vts 0]
Appe Statu Othe Coin of bee See is F Nam Dwa Hum Dwa Nam Cleri Descri be the idealis Dwa	earance: JS: +0 r: +0 r: +0 dangerous s comes know inse of Duty known, +1 rf (Native ian e mon rf (Native ian e c (Dunge ption: You'r physical fo t rf (Dunge	+1 froi +1 froi m, +3 (Adv om 'F ⇒) ⇒) ⇒) = e the e of E = = = = = = = = = = = = =	m 'Cleri m 'Cleri from 'H enturing ccu CU TEMP Fanta mortal i mortal i Fanta	REACT REACT Cal Invese ense of E lonesty' v g compar Penchan ILTUR LI LI LATE Sy) {p. represent is the holo usy) {p.	stment', + Duty is kn when a qu nions)' wh t', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6	2 from iown, + uestion iown, + in in c iown, + iown, + iown	Sense of a first sense	bf Duty (donestyle) is situat sis situat ES Wri Litte Na AITS	(Coreligic when hc it is involv ions if Se itten erate ative	pnists)' who presty red, +2 fr pnse of D F [[[[[[[[[om uty Pts 0] 1] Pts 4] 0] Pts
Appe Statu Othe * C in o ber se is l Nam Dwa Hum Dwa Dwa Cleri Descri be the idealis Dwa Featur Descri	earance: JS: +0 is:	+0 +1 fro isituati (Adv om 'F)))))))))))))))))))	m 'Cleri ons if S' from 'H enturing ickaxe I CU TEMP Fanta mortal I fanta terchan recesse	REACT REACT REACT Cal Invest ense of L Jonesty' v g compar Penchan LTUR LATE Sy) {p. represent is the hol usy) {p. geable without the set state of the set stat	stment', + Duty is kn when a qu nions)' wh t', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior . DF3:6 with huma rdy-but-s	2 from westion westion in 'Stubt MILLI, AGES Spol Acceet Nati) ME ⁻ } the Pov (p,7), 1 } in armoo	FIERS 'Sense of 1 from 'h of hono angerou cornness ARITII S Ken nted Ve TA-TR vers of G but you'r r. humans	b f Duty (ionestyle is situated in a situat	Coreligic when ho t is involvions if Se itten erate ative	Printsets)' will printsetsy red, +2 fr messe of D F F F F F F F F F f f f f f f f f f f f f f	om vts 0] 1] vts 4] 0] vts 0]
Appe Statu Othe Statu Othe See is I Nam Dwa Hum Dwa Hum Com Dwa Cleri Descri be the idealis Dwa Featur Descri dark a Featur	earance: JS: +0 r: +0 r: +0 conditional: dangerous s comes know mes of Duty (nown, +1 fr (Native rf (Native rf (Native c (Dunge physical fo t rf (Dunge rf (Dunge r	+0 +1 fro iituati im, +3 (Adv om 'F)))))))))))))))))))	m 'Cleri m 'Cleri from 'H enturing ccu CCU TEMP Fanta mortal 1 ivili that Fanta terchan re esse:	REACT REACT Rense of E lonesty' v g compar Penchan ILTUR L/ LATE Sy) {p. represent is the hol sy) {p. geable w mtially ha There's d	stment', + Stment', + bouty is kn when a qu nions)' wh t', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 ith huma urdy-but-s oubtless	2 from iown, + uestion iown, + instruct iown, + iown, + iow	Sense of a firm of hono to operating the of hono to operating the of hono to operating the operating	bi bi construction construc	Coreligic when ho t is involv ions if Se itten erate ative	Printsets)' will printsetsy red, +2 fr messe of D F F F F F F F F F f f f f f f f f f f f f f	om vts 0 1 1 vts 4 0 0 vts 0 0 0 0 0 0 0 0 0 0 0 0 0
Appe Statu Othe * C in c ber 'Se is l Nam Dwa Hum Dwa Hum Com Dwa Cleri be the idealis Dwa Featu Descri be the idealis Pia	earance: JS: +0 rr: +0 ronditional: dangerous s comes know mes of Duty mown, +1 fr re rf (Native tr rf (Native tr) rf (Native tr rf (Native tr) rf (Native tr	+0 +1 froisituatii m, +3 (Adv om 'F >) >) >) >)	m 'Clerin m 'Clerin from 'H enturing lockaxe I CU TEMP Fanta mortal I terchar re esses d gold 1 Fanta terchar tarent rea	REACT REACT REACT Rense of L lonesty' v g compar Penchan LTUR L/ LTUR L/ PLATE Sy) {p. represent is the hol Sy) {p. geable w ntially ha Chere's d ally qualit {p. DF	stment', + Duty is kn when a qu hions)' wh t', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 i/th huma rdy-but-s oubtless fications : 3:6}	2 from 1000m, + uestion 1000m, + uestion 1000m, + 1000m, - 1000m, -	FIERS 'Sense of form 'F of hono fangerou pornness ARITII S Ken nted Ve TA-TR vers of G but you'n r. humans nore to t by adve	bi Duty (donestyle) is situat is situat ES Wr Litt Na AITS Aood. Yć re no clc who se hem tha nturing	Coreligic when hc t is involv ions if Se iitten erate ative bu might i bistered e well in 1 in that, bu parties.	Printsets)' will printsetsy red, +2 fr messe of D F F F F F F F F F f f f f f f f f f f f f f	om vts 0 1 1 vts 4 0 0 vts 0 0 0 0 0 0 0 0 0 0 0 0 0
Appe Statu Othe Concession Second Second Nam Dwa Hum Dwa Dwa Com Dwa Clerri Destre idealis Dwa Featur Descre dark a bearde	earance: JS: +0 is:	+0 +1 froituati ituati ((Adv oom 'F >) >) >) >) >) >) >) >) >) >) >) >> >>	m 'Cleri ons if S' CU CU TEMP Fanta mortal i vivil that Fanta terechan tere	REACT REACT REACT REACT Comparent Co	stment', + Duty is kn when a qu hions)' wh t', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 vith huma rdy-but-s oubtless fications - 3:6} y, Prospe	2 from 1000m, + uestion 1000m, + uestion 1000m, + 1000m, - 1000m, -	FIERS 'Sense of form 'F of hono fangerou pornness ARITII S Ken nted Ve TA-TR vers of G but you'n r. humans nore to t by adve	bi Duty (donestyle) is situat is situat ES Wr Litt Na AITS Aood. Yć re no clc who se hem tha nturing	Coreligic when hc t is involv ions if Se iitten erate ative bu might i bistered e well in 1 in that, bu parties.	Printsets)' will printsetsy red, +2 fr messe of D F F F F F F F F F f f f f f f f f f f f f f	om vts 0 1 1 vts 4 0 0 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 1 20 20 20 20 20 20 20 20 20 20
Appe Statu Othe Statu Othe See is I Nam Dwa Hum Nam Com Dwa Nam Cleri Descri be the idealis Dwa Featur Descri be the idealis	earance: JS: +0 r: +0 r: +0 conditional: dangerous s comes know mes of Duty known, +1 fr ef (Native rf (Native rf (Native rf (Native c (Dunge ption: You'r physical fo t rf (Dunge cc (Dunge ption: Dwar nd like cave Pe scription: Ar cerMace), T	+0 +1 fro isituati ((Adv om 'F)))))))))))))))))))	m 'Cleri m 'Cleri from 'H enturing cuu CU CU TEMP Fanta mortal 1 ivili that Fanta terchan re essee gold. 1. rent reason rent reason anded A	REACT REACT REACT Call Invest ense of E lonesty' with compart Penchan ILTUR LITUR LITUR LITUR VLATE Sy) {p. geable with there's di ally quality fp. DF ced Entry xee/Mace	Stment', + Stment', + Stment', + Subuty is km when a qu nions)' wh ', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 with huma irdy-but-s oubtless fications - - - - - - - - - - - - -	2 from 1000m, + uestion uestion 1 'Stubb MILL/ AGES Spol Acceel Natii Acceel Natii 1 O ME ⁻ 1 - 1 - 1 - 1 - 2 tubb - - - - - - - - - - - - -	S ken nted vers of C but you'r r. humans nore to t by adve	bf Duty (ionesty) is situat is situat ES Wri Litte Na Litte Na AITS iood. Y(who see hem that inturing Weapon	Coreligic when hat it is involvions if Se itten erate ative but might n parties.	Printsets)' will printsetsy red, +2 fr messe of D F F F F F F F F F f f f f f f f f f f f f f	om oty Pts 0] 1] Pts 4] 0] Pts 0] 20] 5]
Appe Statu Othe Concession Second Nam Dwa Hum Nam Com Dwa Reatu Describe the idealis Dwa Featur Describe the idealis Com Cleri	earance: JS: +0 rr: +0° ronditional: dangerous s comes know mes of Duty mown, +1 fr rf (Native an rf (Native c (Dunge ption: You'r physical for t.t. rf (Dunge res: Armor is ption: Dwar nd like cave Pe scription: Ar ex/Mace, Tr ex/Mace, Tr ex/Mace, Tr ex/Mace, Tr ex/Mace, Tr	+0 +1 froituati ituati (Adv om 'F)))))))))))))	m 'Cleri m 'Cleri from 'H enturing tickaxe l CU TEMP Fanta mortal 1 civil that Fanta terchan re essee gold. 1. rent rea sant 1 rent reason rent reason rest fanta terchan r i sn't	REACT REACT REACT Call Invest Invest Compary Penchan ILTUR LITUR LITUR Call Invest Call In	Stment', + Stment', + Stment', + Subuty is km when a qu nions)' wh ', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 with huma irdy-but-s oubtless fications - - - - - - - - - - - - -	2 from 1000m, + uestion uestion 1 'Stubb MILL/ AGES Spol Acceel Natii Acceel Natii 1 O ME ⁻ 1 - 1 - 1 - 1 - 2 tubb - - - - - - - - - - - - -	S ken nted vers of C but you'r r. humans nore to t by adve	bf Duty (ionesty) is situat is situat ES Wri Litte Na Litte Na AITS iood. Y(who see hem that inturing Weapon	Coreligic when hat it is involvions if Se itten erate ative but might n parties.	Printsets)' will printsetsy red, +2 fr messe of D F F F F F F F F F f f f f f f f f f f f f f	om vts 0] 1] vts 4] 0] vts 0] vts 20]
Appe Statu Othe 'C in o beer 'Se is l Nam Dwa Hum Nam Com Dwa Ram Cleri Descri be the idealis Dwa Featur Descri dark a beardo	earance: JS: +0 r: +0 r: +0 conditional: dangerous s comes know mes of Duty known, +1 fr ef (Native rf (Native rf (Native rf (Native c (Dunge ption: You'r physical fo t rf (Dunge cc (Dunge ption: Dwar nd like cave Pe scription: Ar cerMace), T	+0 +1 froituati ituati (Adv om 'F e) e) e) e) e) e the e of E e o	m 'Cleri' off off off off off off off off off off	REACT REACT REACT Call Investight Compary Penchan LTUR LITUR LITUR CALE Sy) {p. Sepresent is the holo sy) {p. geable with all your fis the holo sy) {p. geable with all your fis the holo sy) {p. Geable with all your fis the holo sy) {p. Sepresent is the holo sy) {p. Geable with all your fis the holo sy) {p. Sepresent is the holo sy) {p. Sepresent is the holo sy) {p. Sepresent is the holo sy) {p. Sepresent fis the holo sy (fis the holo sy) {p. Sepresent fis the holo sy (fis t	Stment', + Stment', + Stment', + Subuty is km when a qu nions)' wh ', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 with huma irdy-but-s oubtless fications - - - - - - - - - - - - -	2 from 1000m, + uestion uestion 1 'Stubb MILL/ AGES Spol Acceel Natii Acceel Natii 1 O ME ⁻ 1 - 1 - 1 - 1 - 2 tubb - - - - - - - - - - - - -	S ken nted vers of C but you'r r. humans nore to t by adve	bf Duty (ionesty) is situat is situat ES Wri Litte Na Litte Na AITS iood. Y(who see hem that inturing Weapon	Coreligic when hat it is involvions if Se itten erate ative but might n parties.	Printsets)' will printsetsy red, +2 fr messe of D F F F F F F F F F f f f f f f f f f f f f f	om pts 0 1 1 pts 4 0 0 20 5 0 0 0 0 0 0 0 0 0 0 0 0 0
Appe Statu Othe * C in c ber 'Se is l Nam Dwa Hum Nam Cleri Descri be the idealis Dwa Cleri bescri be the idealis Dwa Featur Descri dark a beardd E	earance: JS: +0 sr: +0 sr: +0 in orditional: dangerous s comes know mes of Duty snown, +1 fr le e ff (Native an ff (Native an an ff (Native an ff (Native an ff (Native an ff (Native an ff (Native an ff (Native an ff (Native an ff (Native an ff (Native an an an an an an an an an an	+0 +1 fro isituation (Adv om 'F e) e) e) e) e) e) e) e) e) e) e) e) e)	m 'Cleri' m 'Cleri' from 'H enturing ickaxe CU TEMP Fanta mortal r vivil that Fanta terchane re essee gold. 1 ren't rer manded A r isn't {p. D B65} ≥ Resi	REACT REACT Rense of L lonesty' v compar Penchan LTUR L/ L/ PLATE Sy) {p. geable w ntially ha for DF ced Entry xe/Mace interch F3:6} stance	stment', + Duty is kn when a qu hions)' wh t', -1 from AL FA ANGU/ S AND DF1:6 tative of t ly warrior . DF3:6 <i>v</i> ith huma rdy-but-s oubtless fications 3:6} , Prospe	2 from 1000m, + uestion 1 'Stubb MILLI AGES Spol Accee Nati 1 D MET i} he Pov (p,7), 1 i) MET i) n armo sought sought acting, 1 able v	S ken nted vers of G but you'n r. humans nore to t by adve vith hu	bf Duty (donesty) to is situat s situat ES Wr Litte Na ES Litte Na ES AITS acod. Yo re no clo who see hem that inturing Weapon man a	Coreligic when hc it is involvions if Se itten erate ative but might i bistered e well in that, but parties.	Printse)' will presty yed, +2 fr mese of D F [[[[[[[[[[[[[[[[[[om vty vts 0 1 1 vts 4 0 0 vts 0 0 1 20 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1
Appe Statu Othe * C in c bec 'Se is l Nam Dwa Hum Dwa Hum Dwa Cleri Descri dark a beard featur Descri dark a beard fe Dwa Featur Descri dark a beard Nam Com Dwa	earance: JS: +0 JS: +0 isr	+0 +1 froituation (Adv om 'F >) >) >) >) >) >) >) >) >) >) >) >) >)	m 'Clerin m 'Clerin ons if S from 'H enturing ickaxe I CU CU TEMP Fanta mortal I mortal I resser resser rent re- resser rent re- resser rent re- sant 1 icc, Forr anded A r isn't {p. B55} Ressi {p. B7	REACT REACT REACT REACT Renewal renewa	S AND DF1:6 tative of t ly warrior DF3:6 y, Prospe	2 from weaking the second sec	FIERS 'Sense of 1 from 'F of hono angerou cornness ARITII S Ken nted 'Ve TA-TR vers of G but you'n r. humans nore to t by adve fhrown V vith hu Skin, -4	bf Duty (donesty) to is situat s situat ES Wr Litte Na ES Litte Na ES AITS acod. Yo re no clo who see hem that inturing Weapon man a	Coreligic when hc it is involvions if Se itten erate ative but might i bistered e well in that, but parties.	Printse)' will presty yed, +2 fr mese of D F [[[[[[[[[[[[[[[[[[om om vts 0 1 1 vts 0 vts 0 vts 0 vts 0 0 0 5 0 3 5
Appe Statu Othe * C in c bec 'Se is l Nam Dwa Hum Dwa Hum Dwa Cleri Descri dark a beard Gark a beard fe Dwa Featur Descri dark a beard Nam	earance: JS: +0 JS: +0 isr	+0 +1 froituation (Adv om 'F >) >) >) >) >) >) >) >) >) >) >) >) >)	m 'Clerin m 'Clerin from 'H enturing ickaxe l CU TEMP Fanta mortal I mortal I re esses terchan terchan re resses (p. D. 7 p. D. B65) Ressi (p. B7 pisson	REACT REACT REACT REACT Renewal renewa	S AND DF1:6 tative of t ly warrior DF3:6 ifications 3:6} y, Prospe angea	2 from weaking the second sec	FIERS 'Sense of 1 from 'F of hono angerou cornness ARITII S Ken nted 'Ve TA-TR vers of G but you'n r. humans nore to t by adve fhrown V vith hu Skin, -4	bf Duty (donesty) to is situat s situat ES Wr Litte Na ES Litte Na ES AITS acod. Yo re no clo who see hem that inturing Weapon man a	Coreligic when hc it is involvions if Se itten erate ative but might i bistered e well in that, but parties.	Printsts)' will presty yed, +2 fr printse of D F [[om om vts 0 1 1 vts 0 0 0 vts 0 0 0 vts 0 0 0
Appe Statu Othe 'Cein o bec 'Se is l Nam Dwa Hum Dwa Hum Dwa Cleri Descri dark a beardd Featu Descri dark a beardd Featu Descri dark a beardd Ga	earance: JS: +0 JS: +0 isr	+0 +1 froituation (Adv om 'F)))))))))))))))))))	m 'Clerin m 'Clerin from 'H enturing ickaxe l CU TEMP Fanta mortal I ce, Forr anded A r isn't fp. D B65} a Resi {p. B75 bison pess, *	REACT REACT REACT REACT Renewall renewall renewall renewall renewall represent is the hol represent is the hol rep	S AND DF1:6 tative of t ly warrior DF3:6 ifications 3:6} y, Prospe angea	2 from weaking the second sec	FIERS 'Sense of 1 from 'F of hono angerou cornness ARITII S Ken nted 'Ve TA-TR vers of G but you'n r. humans nore to t by adve fhrown V vith hu Skin, -4	bf Duty (donesty) to is situat s situat ES Wr Litte Na ES Litte Na ES AITS acod. Yo re no clo who see hem that inturing Weapon man a	Coreligic when hc it is involvions if Se itten erate ative but might i bistered e well in that, but parties.	Printsts)' will presty yed, +2 fr printse of D F [[orr pts 0] 1] pts 4] 0] pts 0] pts 0] 0] 0] 0] 0] 0] 0] 0] 0] 0]
Appe Statu Othe 'C in c bec 'Se is l Nam Dwa Hum Dwa Hum Dwa Hum Dwa Hum Dwa Com Dwa Com Dwa Featu Descri dark a beardd Featu Descri dark a beardd St	earance: JS: +0 JS: +0 ornditional: dangerous s comes know mes of Duty known, +1 fr ff (Native an ff	+0 +1 froituation (Adv om 'F >) =) =) =) =) =) =) =) =) =) =) =) =) =)	m 'Cleri m 'Cleri from 'H enturing irckaze l CU CU TEMP Fanta mortal 1 CU Fanta terchan terchane d gold. T Fanta mortal 1 Fanta fanta fp. D B65 fp. B7 joison pss, * { (p. B1	REACT REACT REACT Rense of E lonesty' v compar Penchan LTUR LI LTUR Sy) {p. represent is the hol Sy) {p. geable w rhare's d ally quali {p. DF ced Entry xe/Mace interch F3:6} stance 71} (+3 to 1) {p. E	Stment', + Stment', + Noten a qui Noten a qui Noten a qui Noten a qui Noten a qui Noten a qui AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 ridh huma ridy-but-s oubtless fications 53:6} , Prospe hangea a 1 (Too resist) 3137}	2 from weaking the second sec	FIERS 'Sense of 1 from 'F of hono angerou cornness ARITII S Ken nted 'Ve TA-TR vers of G but you'n r. humans nore to t by adve fhrown V vith hu Skin, -4	bf Duty (donesty) to is situat s situat ES Wr Litte Na ES Litte Na ES AITS acod. Yo re no clo who see hem that inturing Weapon man a	Coreligic when hc it is involvions if Se itten erate ative but might i bistered e well in that, but parties.	Printsts)' will presty yed, +2 fr prest of D F [[orr pts 0] 1] pts 4] 0] pts 0] pts 0] 0] 0] 0] 0] 0] 0] 0] 0] 0]
Appe Statu Othe 'C in c bec 'Se is l Nam Dwa Hum Dwa Hum Dwa Hum Dwa Hum Dwa Com Dwa Com Dwa Featu Descri dark a beardd Featu Descri dark a beardd St	earance: JS: +0 JS: +0 isr	+0 +1 froituation (Adv om 'F >) =) =) =) =) =) =) =) =) =) =) =) =) =)	m 'Cleri m 'Cleri from 'H enturing ickaze l CU CU TEMP Fanta mortal 1 CU Fanta terchane terchane d gold. T Fanta mortal 1 Fanta fo. D B65 fp. B7 joison pss, * (p. B1	REACT REACT REACT Rense of E lonesty' v compar Penchan LTUR LI LTUR Sy) {p. represent is the hol Sy) {p. geable w rhare's d ally quali {p. DF ced Entry xe/Mace interch F3:6} stance 71} (+3 to 1) {p. E	Stment', + Stment', + Noten a qui Noten a qui Noten a qui Noten a qui Noten a qui Noten a qui AL FA ANGU/ S AND DF1:6 tative of t ly warrior DF3:6 ridh huma ridy-but-s oubtless fications 53:6} , Prospe hangea a 1 (Too resist) 3137}	2 from weaking the second sec	FIERS 'Sense of 1 from 'F of hono angerou cornness ARITII S Ken nted 'Ve TA-TR vers of G but you'n r. humans nore to t by adve fhrown V vith hu Skin, -4	bf Duty (donesty) to situat sis situat ES Wr Litte Na ES Litte Na ES AITS acod. Yo re no clo who see hem that nturing Weapon man a	Coreligic when hc it is involvions if Se itten erate ative but might i bistered e well in that, but parties.	Printsts)' will presty yed, +2 fr prest of D F [[orr pts 0] 1] pts 4] 0] pts 0] pts 0] 0] 0] 0] 0] 0] 0] 0] 0] 0]



ADVANTAGES	
Name	Pts
Clerical Investment {p. B43}	5]
Extra Power Investiture 2 (Holy) {p. B77}	[20]
Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	
Holy Might Ally (Divine servant of equal points; 12 or less, *2;	[19]
Holy, -10%; Summonable, +100%) {p. B36}	
Power Investiture 3 (Holy) {p. B77}	[30]
Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power	
Investiture, for Syntactic magic use Syntactic Magery	
Signature Gear 2 (Berronats Truth) {p. B85}	[2]
]
PERKS	
Name	Pts
Weapon Bond (Berronars Truth) {p. F132, HT250, MA53,	F 13
	ני .
PU2:9, DF1:14}	
DISADVANTAGES	
Name	Pts
Honesty (6 or less, *2) {p. B138}	-201

Name	Pts
Honesty (6 or less, *2) {p. B138}	[-20]
Intolerance (All other religions) {p. B140}	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Vow (Chastity) {p. B160}	[-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]
Name	SKILLS	Level	Relative	Pts

Name	Level	Relative	l	Pts
Axe/Mace {p. B208}	15*	DX+3	[<mark>8</mark>]
Parry: 10				
Brawling {p. B182}	12	DX+0	[1]
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: 9				
Climbing {p. B183}	11	DX-1	[1]

Grimm Battlebeard

SKILLS (continu	ued)		
Name	Level	Relative	Pts
Diagnosis/TL3 (Dwarf) {p. B187}	12	IQ-2	[1]
Esoteric Medicine (Holy) {p. B192}	14	Per+0	[4]
Exorcism {p. B193}	14†	Will+0	[4]
dFirst Aid/TL3 (Dwarf) {p. B195}	15‡	IQ+1	[1]
Gesture {p. B198}	14	IQ+0	[1]
Hidden Lore (Spirit Lore) {p. B199}	13	IQ-1	[1]
Hiking {p. B20}	12	HT-1	[1]
Innate Ättack (Projectile) {p. B201} Parry: 10	14	DX+2	[4]
Meditation {p. B207}	12	Will-2	[1]
Occultism {p. B212}	13	IQ-1	[1]
Panhandling {p. B212}	14	IQ+0	[1]
Public Speaking {p. B216}	13	IQ-1	[1]
Religious Ritual (Berronar Truesilver) {p. B217}	12	IQ-2	[1]
Research/TL3 {p. B217}	13	IQ-1	[1]
Riding (Equines) {p. B217}	11	DX-1	[1]
Savoir-Faire (High Society) {p. B218}	14	IQ+0	[1]
Scrounging {p. B218}	14	Per+0	[1]
Shield (Shield) {p. B220} Block: 10	14	DX+2	[4]
Stealth {p. B222}	11	DX-1	[1]
Surgery/TL3 (Dwarf) {p. B223}	12	IQ-2	[2]
Teaching {p. B224}	13	IQ-1	[1]
Theology (Berronar Truesilver) {p. B226}	12	IQ-2	[1]
Wrestling {p. B228} Parry: 8	11	DX-1	[1]
Writing {p. B228}	13	IQ-1	[1]
			î î
			î î
* Includes: +1 from 'Pickaxe Penchant'; Conditional: +1 from 'Weapon Bond (Berronars Truth)' + Conditional: -4 from 'Exorcism' when user do possess Blessed, Powe Investiture, or True Fail	pesn't Å	Conditional: +1 fr id Kit'	om 'First

	MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	-	-	
Skill used: Brawling Brawling: Bite Skill used: Brawling	12	_	1d-2 cr	c	_		
Brawling: Kick Skill used: Brawling-2	10	_	1d-1 cr	C,1	_		
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Berronars Truth (Poweritem 8 FP): Primary Skill used: Axe/Mace+2	17	11	1d+4 cut	1	12	4	
Berronars Truth (Poweritem 8 FP): Pick Skill used: Axe/Mace+2	17	11	1d+3 imp	1	12	4	[2]
Large Knife: swing Skill used: DX-4	8	6	1d cut	C,1	6	4	
Large Knife: thrust Skill used: DX-4	8	6	1d-1 imp	<u>c</u>	6	4	[1]
Medium Shield Skill used: Shield (Shield)	14	-	1d-1 cr	1	-	4	[2,3,4]
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

		RA	NGED	ATTACKS		•					
Non-Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sunbolt (Holy) Skill used: Innate Attack (Projectile)	14	~1d-1 burn	2	75 yd / 150 yd	-	-	-	-	-	-	~1-3en
Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	8	1d-1 imp	-	9.6 yd / 18 yd	1	T(1)	6	-2	_	4	
Skill used: DX-4											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes

			ATTA	CKS TABLE	S COLUMN	NOTES				
Shots "T": The w	veapon is a thrown	weapon.								
PARRY	PARRY	BLOCK	DODGE	OTHER	FP	0 FP			e with each other	and any effects
10	9	10	8/9		161514131	2 0 -1 -2 -3 -4	suffered from I less than 1/3		love/2, and ST/2	(round up); ST
Axe/Mace	DX	Shield (Shield)	Light		1110987 65432	-5 -6 -7 -8 -9 -10 -11 -12 -13 -14			ot effect ST-base and damage.	ed quantities,
Eyes	Skull			#	1	-15	0 FP or le	ss: Make a Wil	I roll vs. incapac	
DR: 3*	DR: 3*+2	Eye	-	#				critical failu	ver other than De re make an imme	ediate HT roll
DB: 0	DB: 0 Face	- Ne							tack; every point equal loss of HP	
DR: 3*	DR: 3* DB: 0	Ski					-1×FP or le	ss: Immediate	unconsciousness FP, further FP c	s; you can no
DB: 0	UB: U	_ ∣ Fac Tor						from your H		USIS ATE IUSI
Torso DR: 3*	(Arr					HUMA	NOID HIT L	OCATION	TABLE	
DB: 0		: 3* Arn	ns 7		Roll	Location	Penalty		Location	Penalty
		Ind			3–4	Skull	-7	13–14	Left Leg	-2
T		B-3* Leg			5	Face	-5	15	Hand	-4
		B: 0 Fee	et 5		6–7	Right Leg	-2	16	Foot	-4
		Bo	nus DR: 1*		8	Right Arm	-2	17–18	Neck	-5 -3
12		Bo	nus DB: <mark>2</mark>		9–10 11	Torso Groin		-	Vitals*	-3 -9
-2-	Gro DR:		tes:		12	Left Arm	-3	-	Eye*	-9
$\langle 2 \rangle^2 \langle 2 \rangle$	DB:	-				able by impaling,		ht-beam burnin	n attacks	
2 0						Location, p. B398				, p. B552.
	Legs DR: 3*					SIZE	AND SPEE	D/RANGE	TABLE	
	DB: 0				Spd/Rng	-	Measure	Spd/Rng	Size	Measure
	Feet DR: 3*				0	0	2 yd	-8	+8	50 yd
in J	DB: 0				-1	+1	3 yd	-9	+9	70 yd
* Includes: +1 from	n 'Dwarf Damage R	esistance'			-2	+2	5 yd	-10	+10	100 yd
					-3	+3	7 yd	-11	+11	150 yd
HP	• • • • •	×HP -2×ŀ		-4×HP	-4	+4	10 yd	-12	+12	200 yd
121110980 76543-5	-1 -2 -3 -4 -12 -13 -6 -7 -8 -9 -17 -18	-14 -15 -16 -24 -25 -26 -19 -20 -21 -29 -30 -31				+5	15 yd	-13	+13	300 yd
2 1 -10	-11 -22 -23	-34 -35	-46 -47	-58 -59	-6 -7	+6 +7	20 yd	-14 -15	+14	500 yd
			ffects suffered from F			+ / ze and Speed/Ran	30 yd		+15	700 yd
less than 1/3 HP:	Dodge/2 and Move	/2 (round up).			See also: SI2	e anu Speed/Ran]
			below 0 vs. unconsci choose a maneuver					TABLE		
	Nothing.					1–2	-	-4	-	-6
	Make a HT roll vs.	death immediately a	and for every full multi	iple of HP below		1d-3	10	1-2	10	J-1
	Immediate death.						NO	TES		
					Spells di	e ich noch n	ehmen möc	hte:		
						t Elamina W			nolle vorech	Poliovo

Final Rest, Flaming Weapon, versch. Resist Spells, versch. Relieve Spells, versch. Restore Spells, Silver Tongue, Persuasion, Seeker, Turn Zombie, Vigor, Might, Oath, Pentagram, Drain Mana

~Holy - Air Sk				SPELL GRIM	JIKE				
	kill	Magery		Time	Duration	Casting Cost	College	Prereg	Page
Breathe Water (Holy) 17		PĬ 3	Regular	1 sec.	1 min.	4/2	Ho, Wa, Ai	6	M189, B243
~Holy - Communication &		Magery	Class	Time	Duration	Coating Coat	College	Drorog	Daga
Empathy SK Gift of Letters (Holy) 16		PI 4	Regular	Time 1 sec.	Duration 1 min.	Casting Cost Varies	Ho, CE		Page M46
Gift of Tongues (Holy) 16			Regular	1 sec.	1 min.	Varies	Ho, CE Ho, CE		M46
							,		
		Magery		Time	Duration	Casting Cost	College		Page
Earthquake (Holy) 17			Area	30 sec.	1 min.	2/S	Ho, Ea	6	M54
		Magery		Time	Duration	Casting Cost	College		Page
Essential Food (Holy) 16	[1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	M79
~Holy - Healing Sk	kill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
	'[1]		Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Detect Poison (Holy) 17	[1]		Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Instant Neutralize 16	[1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Poison (Holy)									10132
Instant Regeneration 16	[1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
(Holy)				0	2	50			
Instant Restoration 16	[1]	PI 4	Regular	Special	Perm.	50	Ho, He	5	M93
(Holy)	141	DI 1	Desuler	1.000		Mariaa			M89, B248
Lend Energy (Holy) 17 Major Healing (Holy) 16		PI 1 PI 2	Regular Regular	1 sec. 1 sec.	Perm. Perm.	Varies 1 to 4	Ho, He Ho, He		M89, B248 M91, B248
Recover Energy (Holy) 17	_		Special	Special	Special	none	Ho, He		M89, B248
		Magery		Time	Duration	Casting Cost	College	Prereq	<u> </u>
Detect Magic (Holy)17See Secrets (Holy)17			Regular Regular	<u>5 sec.</u> 5 sec.	Instant 1 min	2 5/2	Ho, Kn Ho, Kn		M101, B249 M107
					1 min.				
		Magery		Time	Duration	Casting Cost	College	Prereq	
Continual Light (Holy) 17			Regular	1 sec.	Varies	Varies	Ho, LD		M110, B249
Sunbolt (Holy) 17			Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
	kill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Bless (Holy) 17	_		Regular	min.=cost	Special	Varies	Ho, MS		M129
Dispel Magic (Holy) 17			Area/R-spell	sec.=cost	Perm.	3	Ho, MS		M126, B250
Magic Resistance 17	[1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
(Holy) Remove Curse (Holy) 17	111	PI 5	Regular/R-spell	1 hr.	Instant	20	Ho, MS	13	M126
		Magery		Time	Duration	Casting Cost	College	Prereq 2	
Command (Holy) 17			Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B251
		Magery		Time	Duration	Casting Cost	College	Prereq	
Banish (Holy) 17	[1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
		Magery		Time	Duration	Casting Cost	College	Prereq	
Armor (Holy) 17		PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW		M167, B253
Detect Poison (Holy) 17	_		Area/Information	2 sec.	Instant	2	Ho, PW, He		M166
Shield (Holy) 17	[1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	-	M167, B252
	kill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Breathe Water (Holy) 17			Regular	1 sec.	1 min.	4/2	Ho, Wa, Ai		M189, B243
Create Water (Holy) 17	[1]	PI 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

Grimm Battlebeard

	LOAD-OUTS	-	
Qty 1	« Combat » Belt	Cost 955	Weight 6 lb
1	Contents - Cost: 955, Weight: 6 lb	015	5 lb
1	Berronars Truth (Poweritem 8 FP) (Signature Gear, +0; Weapon Bond,	915	ai c
	+0; Pick, +50; Balanced, +400%;		
	Dwarven, +400%)		
	Per Unit - Cost: 900, Weight: 4.5 lb		
	Contents - Cost: 15, Weight: 8 oz		
	Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0L Notes: [[2]	J ST:11 Skill:/	Axe/Mace
1	Lanyard, chain	15	8 oz
	Description: Notes: Lets you retrieve a dropped wear		
1	attempt requires a ready maneuver. Can be cut: -6 to		°6. 1 lb
1	Large Knife Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:	40 0 Bange:ST*(
	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 Par Notes: [1] Can be thrown. See Muscle Powered Ranged		
	Notes: [[1]	i weapon rac	//o (p. 270)]
1	Delvers Webbing	160	3 lb
	Description: Notes: Belt and suspenders with pouches for 2		
	knives, etc. Readying a carried item takes just one Ready n action with a suitable Fast-Draw roll. Gives +1 to DX and Fa		
	these items. Rumored to be the work of brownies!		
1	Light Scale Suit	610	49 lb
	Description: TL:2 LC: DR:3* Locations: all Notes: This is a GURPS Lite. It includes an article of light, common clothing		
	padding, if this is usual for the armor. The statistics already	reflect this; y	ou do not
	have to buy clothing or padding seperately, or account for it	ts DR and we	ight.
1	Location: all Medium Shield	60	15 lb
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No S	ST: DR:7 HF	2:40
	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 can give your small, medium, or large shield a spike to incre		
	and 5 lbs. Also available as a buckler. You can ready a buc	kler in one tu	rn and drop
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of regu		
	on statistics. At TL3+, iron shields are available but uncomr		
	+3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lex	kan, etc.) have	ə x1/2
	weight but otherwise identical statistics. Shield composition	never affects	DB
	Notes: [2.3.4]		
1	Notes: [2,3,4] Potion Belt	570	3 lb
1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb		
1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb	570	3 lb
1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F	570 arry one 'grer ast-Draw. Pa	3 lb nade' bottle dding
1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers +	570 arry one 'grer ast-Draw. Pa	3 lb nade' bottle dding
1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks.	570 arry one 'grer ast-Draw. Pa	3 lb nade' bottle dding
	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz	570 arry one 'grer Fast-Draw. Pa -2 DR vs. deli	3 lb nade' bottle dding berate
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic.	570 arry one 'grer ast-Draw. Pa 2 DR vs. deli 270	3 lb adde' bottle dding berate 1 lb
	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable)	570 arry one 'grer Fast-Draw. Pa -2 DR vs. deli	3 lb nade' bottle dding berate
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz	570 arry one 'grer ast-Draw. Pa 2 DR vs. deli 270	3 lb adde' bottle dding berate 1 lb
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable)	570 arry one 'grer ast-Draw. Pa 2 DR vs. deli 270	3 lb adde' bottle dding berate 1 lb
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals:	570 arry one 'grer fast-Draw. Pa -2 DR vs. deli 270 240 2355	3 lb ade' bottle dding berate 1 lb 1 lb 76 lb
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack	570 arry one 'grer fast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost	3 lb ade' bottle dding berate 1 lb 1 lb 76 lb Weight
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb	570 arry one 'grer fast-Draw. Pa -2 DR vs. deli 270 240 2355	3 lb ade' bottle dding berate 1 lb 1 lb 76 lb Weight
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Future State St	570 arry one 'grer 2 DR vs. deli 270 240 2355 Cost 560	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Hods 40 lbs. of gear. Dropping it is a fr	570 arry one 'grer 2 DR vs. deli 270 240 2355 Cost 560	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb
2	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Future State St	570 arry one 'grer 2 DR vs. deli 270 240 2355 Cost 560	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb
2 2 Qty 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Fucksack Quick-Release Backpack Per Unit - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9)	570 arry one 'grer 'ast-Draw. Pa 2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to
2 2 Qty 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Paulick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 200, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb	570 arry one 'grer 'ast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb
2 2 Qty 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fn break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady did	570 arry one 'grer 'ast-Draw. Pa 2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month o	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb
2 2 Qty 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fin break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady did gives Resistant to Poison (+3) while continued. One me	570 arry one 'grer 'ast-Draw. Pa 2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month o	3 lb adde' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb
2 2 0ty 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 200, Weight: 3 lb Contents - Cost: 200, Weight: 3 lb Contents - Cost: 200, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady di gives Resistant to Poison (+3) while continued. One me. Personal Basics Description: Notes: Minimum gear for camping: -2 to any	570 arry one 'grer 'sast-Draw. Pa -2 DR vs. deli 270 240 2355 <u>Cost</u> 560 ee action. Iter 45 et (a month or al	3 lb hade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb
2 2 0ty 1 10	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady di gives Resistant to Poison (+3) while continued. One me Personal Basics Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel.	570 arry one 'grer fast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it.
2 2 Qty 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady dii gives Resistant to Poison (+3) while continued. One meat Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse	570 arry one 'grer 'sast-Draw. Pa -2 DR vs. deli 270 240 2355 <u>Cost</u> 560 ee action. Iter 45 et (a month or al	3 lb hade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb
2 2 0ty 1 10	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 30, Weight: 8 oz Description: Heals 1d HP. Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 35.61 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and filt and steel. Purse Contents - Cost: 38, Weight: 1.76 oz	570 arry one 'grer 'sast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ns liable to 10 lb r more) 1 lb without it.
2 2 0ty 1 10	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady dii gives Resistant to Poison (+3) while continued. One meat Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse	570 arry one 'grer 'sast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ns liable to 10 lb r more) 1 lb without it.
2 2 2 1 10	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 450, Weight: 3 lb Contents - Cost: 450, Weight: 3 lb Contents - Cost: 450, Weight: 1 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady dii gives Resistant to Poison (+3) while continued. One mea Personal Basics Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pe Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr	570 arry one 'grer 'ast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb 10 lb r more) 1 lb without it. 1.76 oz s, etc.)
2 2 0ty 1 10 1 1 3 0	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady dii gives Resistant to Poison (+3) while continued. One meal Personal Basics Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pe Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr	570 arry one 'grer 'ast-Draw. Pa 2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb 10 lb r more) 1 lb without it. 1.76 oz s, etc.)
2 2 0 1 10 1 3 0 0	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 35.61 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and fint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pr Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark	570 arry one 'grer 'sast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it. 1.76 oz s, etc.) 7.68 dr
2 2 0ty 1 10 1 1 3 0	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 3 b5 Contents - Cost: 300, Weight: 3 b6 Contents - Cost: 300, Weight: 3 b6 Contents - Cost: 300, Weight: 3 b6 Contents - Cost: 300, Weight: 3 b7 break if dropped must check for this (1 on 1 di funsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: Notes: Minimum gear for camping: -2 to any Includes utensils, inderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pe Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark Copper Farthing	570 arry one 'grer 'ast-Draw. Pa 2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb 10 lb r more) 1 lb without it. 1.76 oz s, etc.)
2 2 2 1 10 1 1 3 0 0 8	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 1 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1 di funsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pe Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	570 arry one 'grer 'ast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0 0 8	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it. 1.76 oz s, etc.) 7.68 dr 1.28 oz
2 2 0 1 10 1 1 3 0 0	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 b Contents - Cost: 260, Weight: 35.61 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady di gives Resistant to Poison (+3) while continued. One me. Personal Basics Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pr Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	570 arry one 'grer 'ast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0 0 8 50	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it. 1.76 oz s, etc.) 7.68 dr - 1.28 oz 8 lb
2 2 2 1 10 1 1 3 0 0 8	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 260, Weight: 3 lb Contents - Cost: 450, Weight: 3 lb Contents - Cost: 450, Weight: 3 lb Contents - Cost: 450, Weight: 1 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pe Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr Sleeping Fur Description: Notes: A winter bedroll, suitable for ice caw	570 arry one 'grer 'ast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0 0 8 50	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it. 1.76 oz s, etc.) 7.68 dr - 1.28 oz 8 lb
2 2 1 10 1 1 3 0 0 8 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 b Contents - Cost: 260, Weight: 35.61 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady di gives Resistant to Poison (+3) while continued. One me. Personal Basics Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pr Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	570 arry one 'grer 'ast-Draw. Pa 2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0 0 8 50 es, arctic advo	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it. 1.76 oz s, etc.) 7.68 dr 1.28 oz 8 lb entures, etc.
2 2 1 10 1 1 3 0 0 8 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 1 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and flint and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, per Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr Sleeping Fur Description: Notes: A winter bedroll, suitable for ice caw Wineskin (Filled with Water) Description: T.I:0 Notes: Holds 1 gallon of liquid. Torch, Waterproof	570 arry one 'grer 'ast-Draw. Pa 2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0 0 8 50 es, arctic advo	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it. 1.76 oz s, etc.) 7.68 dr 1.28 oz 8 lb entures, etc.
2 2 0 1 10 1 1 3 0 0 8 1 1	Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 510, Weight: 2 lb Description: Notes: Belt with four slots, each of which can c or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers + attacks. Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP. Totals: Rucksack Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 3 lb Contents - Cost: 300, Weight: 35.61 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a fr break if dropped must check for this (1 on 1d if unsure). Dwarven Rations (Reduced Cost (- 10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: Notes: Minimum gear for camping: -2 to any Includes utensils, tinderbox, and filt and steel. Purse Contents - Cost: 38, Weight: 1.76 oz Description: Notes: Holds 3 lbs. of small items (coins, pe Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr Platinum Franc Gold Mark Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr Sleeping Fur Description: Notes: A winter bedroll, suitable for ice cave Wineskin (Filled with Water) Description: TL:0 Notes: Holds 1 gallon of liquid.	570 arry one 'grer 'sast-Draw. Pa -2 DR vs. deli 270 240 2355 Cost 560 ee action. Iter 45 et (a month or al 5 y Survival roll 38 ersonal basics 30 0 0 0 8 50 es, arctic adve 10	3 lb nade' bottle dding berate 1 lb 1 lb 76 lb Weight 38.61 lb ms liable to 10 lb r more) 1 lb without it. 1.76 oz s, etc.) 7.68 dr 1.28 oz 8 lb entures, etc. 8.25 lb

	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack	560	38.61 lb
3	Bandages	30	3 lb
	Per Unit - Cost: 10, Weight: 1 lb		
	Description: Notes: Cloth bandages for half-dozen wound First Aid skill.	ds. Basic eq	
1	First Aid Kit	50	2 lb
	Description: Notes: A complete kit for treating wounds. +		
1	Wineskin	10	4 oz
	Description: TL:0 Notes: Holds 1 gallon of liquid. Totals:	560	38.61 lb
	Totais:	500	30.01 10
	SCRATCH PAD		

DESCRIPTION Physiology Modifiers (B181)

- Species with similar physiology: -2 (human vs. Elf) to -4 (human vs. troll).

- Species with very different physiology, but still from your
- world: -5. This includes all normal animals. - Utterly alien species: -6 or worse (GM's option).

Machine: No roll possible! These skills do not work at all on creatures with the Machine meta-trait (p. 263).

A successful roll against a suitable skill lets you avoid these penalties. This roll is usually against the relevant racial specialty of Physiology, although Biology-4 suffices for common animals.

Berronar Truesilver

Berronar Truesilver is the dwarf goddess of Safety, Truth, Home, and Healing.

Followers

Berronar's clerics are known as faenor which translates as "those of the home". Faenor serve as the guardians and protectors of dwarven clans. They archive the lore,

traditions and family histories of the dwarves. By acting as teachers and healers they aim to further the good health and good character of the dwarven race. Serving as the moral compass of the dwarves they can be very

conservative and they do not tolerate foolhardiness and controversial ideas in young dwarves. Their patience has definitely been taxed by the number of twins from the Thunder Blessing. In the rigid church structure, every cleric knows his or her place, and every clan's church is built to look alike. This is done so visitors from other clans know exactly where they fit in. Berranor runs her church like a strict, but loving mother. Faenor rarely multiclass, but those who do typically become dwarven defenders or fighters.

Rituals

The faenor pray for spells at dawn. They organise many mundane rituals for the dwarf communities, but are best known for their marriages. Their reputation in organising marriage ceremonies is so wide-spread that even some non-dwarves ask a faenor to lead their marriage. Each year, offerings of silver are made to Berronar, usually coupled with a small white flower as to show appreciation for Berronar's motherly love towards all dwarves.

http://forgottenrealms.wikia.com/wiki/Berronar_Truesilver

POINTS SUMMARY			Pts
Basic Attributes, Second	ary Characteristic	s [162
Advantages, Perks		[102
Disadvantages, Quirks		[-55
Skills, Techniques		[47
Spells		[26
	Tota	I Points Spent:	282
	U	Inspent Points:	-32
CAMPAIGN LOG			
Points: (logged) 0	+ (other) 0	= (total) 0	
Initial Character Creation	on		
Character created using GURPS Character Assistant 4			
15.08.2011: 0 pts			