

Name: Grimm BattlebeardPlayer: Stefan LeuenbergerSpent: 282Race: DwarfHt: 1.30mWt: 290 lbsAge: 35Unspent: -10Appearance: A tall, red-haired and blue-eyed dwarf. A "Faenor" blessed by his Goddess Berronar<br/>Truesilver.Truesilver.Truesilver.

ST 12	• [	20 ]	HP	12	[	0]	Basic Speed	6,2	5	[	0		
DX 12	[	40 ]	Will	14	[	0]	Basic Move	5§		[	0		
IQ 14	[	80 ]	Per	14	[	0]	BL	39 I	b	(ST.	ST)/		
HT 13	† [	20 ]	FP	16‡	[	0]	Thr 1c	J-1	Sw	1d-	<u>«ST)/</u> 5 +2		
TL 3					[	01	SM	+0					
* Conditional: +2 from 'Lifting ST' † Includes: +1 from 'Dwarf (Dungeon Fantasy)' ‡ Includes: +3 from 'Dwarf (Dungeon Fantasy)' § Includes: -1 from 'Dwarf (Dungeon Fantasy)'													
Vision Hearing		14 14		t Check ciousne		14 13	High Mone		C	1.67	7 ft 0*		
Touch		14		1 Check		13	NOTE	≠y			0		
Taste/Sr	nell	14	Broad		2.33								
* Includes: + from 'Money	915 from						000 from	n 'Mone	∋y', +	11380	)		
ENCUMBRANCE TABLE Name None Light « Med » Hvy X-Hvy													
Lifting		×1	-	×2	~ 1	×3		×6		×1	-		
Basic		39 lb		78 lb	- ī ī	7 lb		34 lb		390			
Movement		<u>×1</u>		_ ×0.8		<u>&lt;0.6</u>		<u>&lt;0.4</u>		_×0			
Ground Water		<u>5 yd</u>		4 yd		<u>yd</u>		<u>yd</u>		1			
vvaler		1 yd		<u>1 yd</u> -1	1	-2		<u>yd</u> -3		<u>1</u> -4			
Dodge		9		8		7		6		5			
- 3-			1.15	TING F	EAT	<u> </u>							
Name		1-Han Lift	d 2	-Hand Lift <sup>†</sup>	Sh O'	ove / ver‡	Ba	ry ol ack <sup>§</sup>	ę		htly		
Basic		78 lb	i i	312 lb	46	38 lb	55	35 lb		195	1 In		
		* Takes 2 seconds to complete											
Takes 4 seconds to complete     S Lose 1 FP/sec while over X-Hvy enc.      TEMPLATES AND META-TRAITS													
	econds to	complete		i §	Lose 1	e with a 1 FP/se	running c while	g start					
Name	econds to	complete		i §	Lose 1	e with a 1 FP/se	running c while	g start		enc.			
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LANGU	JAGES			
Native	Spoken	Written		Pts
Dwarf (Native) {p. B24}	Native	Native	[	0]
Non-native	Spoken	Written		Pts
Common {p. B24}	Accented	Accented	[	4 ]
ADVAN	TAGES			
Name				Pts
Clerical Investment {p. B43}			[	5]
Extra Power Investiture 2 (Holy) {p			Ī	20 ]
Description: For standard magic use Magery, for for Wildcard! magic use Wildcard Magery!, for				
Investiture, for Syntactic magic use Syntactic N				
Holy Might Ally (Divine servant of e	equal points;	12 or less, *2;	[	19]
Holy, -10%; Summonable, +100%)	<u> </u>			
Power Investiture 3 (Holy) {p. B77}		-	[	30 ]
Description: For standard magic use Magery, for for Wildcard! magic use Wildcard Magery!, for				
Investiture, for Syntactic magic use Syntactic N	lagery		_	-
Signature Gear 2 (Berronats Truth	) {p. B85}		[	2]
PEF	RKS			
Name				Pts
Weapon Bond (Berronars Truth) {	o. F132, HT2	250, MA53,	[	1]
PU2:9, DF1:14}				
DISADVA	NTAGES			
Nomo				Dto

DISADVANTAGES	
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	
Conne	
Name	Pts
Name _Unused Quirk 1 {p. B163}	Pts [ -1 ]
Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163}	Pts -1 [ -1]
Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163} Unused Quirk 3 {p. B163}	Pts -1 -1 -1
Unused Quirk 1 {p. B163} Unused Quirk 2 {p. B163}	Pts -1 -1 -1 -1 -1 -1

#### Grimm Battlebeard

SKI	LLS			
DX based	Lev	el Relativo	е	Pts
Axe/Mace {p. B208}	15	•* DX+3	[	8]
Parry: 10 Brawling {p. B182}	12	DX+0	г	11
Description: Notes: Calculated damage takes i			L	' '
account bonuses from Teeth, Weak Bite, Claw skill level. You may add the modifier "Has	s, and			
Gauntlets/Brass Knuckles" or "Has Boots" to a	pply the			
+1 damage to Punch or Kick, as appropriate. Parry: 9				
Climbing {p. B183}	11		[	1]
Innate Attack (Projectile) {p. B201	} 14	DX+2	[	4]
Parry: 10 Riding (Equines) {p. B217}	11	DX-1	1	11
Shield (Shield) {p. B220}	14		i.	41
Block: 10				4 1
Stealth {p. B222} Wrestling {p. B228}	11		-	1]
Parry: 8		DA-1	L	' '
HT based	Lev	el Relativo	е	Pts
Hiking {p. B20}	12	HT-1	[	1]
IQ based	Lev	el Relativo	е	Pts
Diagnosis/TL3 (Dwarf) {p. B187}	12		[	1]
dFirst Aid/TL3 (Dwarf) {p. B195}	15		]	1]
Gesture {p. B198}	14		[	1]
Hidden Lore (Spirit Lore) {p. B199 Occultism {p. B212}	} 13 13			1]
Panhandling {p. B212}	14		1	11
Public Speaking {p. B216}	13		ĺ	1
Religious Ritual (Berronar Truesily	ver) 12	IQ-2	]	1]
{p. B217}				
Research/TL3 {p. B217} Savoir-Faire (High Society) {p. B2	13 18} 14			1] 11
Surgery/TL3 (Dwarf) {p. B223}	107 12		1	2]
Teaching {p. B224}	13		1	11
Theology (Berronar Truesilver)	12	IQ-2	ĺ	1 ]
{p. B226}				
Writing {p. B228}	13			1]
Per based	Lev		e ,	Pts
Esoteric Medicine (Holy) {p. B192} Scrounging {p. B218}	14			<u>4]</u>
Will based	Lev		L	Pts
Exorcism {p. B193}	14		-	41
Meditation {p. B207}	12		j	1 ]
* Includes: +1 from 'Pickaxe Penchant';		+1 from 'First Aid		upor
		: -4 from 'Exorcisr ess Blessed, Powe		
† Conditional: +1 from 'Large Shield of Defense (Power Item +25 FP)' when	or True Faith			
blocking with this shield	 			
SCRAT	CH PAD			
1				

Grimm Battlebeard

			MELEE A	TTACKS							
Non-Equipment based			Skill	Parry	Dam	age	Reac	h	ST	LC	Notes
Brawling: Punch			12	9	1d-2 cr		С				
Brawling: Bite			12		1d-2 cr		С				
Brawling: Kick			10	_	1d-1 cr		C,1		-	_	
Equipment based			Skill	Parry	Dam	age	Reac	h	ST	LC	Notes
Berronars Truth: Primary			17	11	1d+4 cut		1		12	4	
Berronars Truth: Pick			17	11	1d+3 imp	)	1		12	4	[2]
Large Knife: swing			8	6	1d cut		C,1		6	4	
Large Knife: thrust			8	6	1d-1 imp		C		6	4	[1]
Large Shield of Defense (Power Ite	m +25 FP	')	14	-	1d-1 cr		1		-	4	[2,4]
			RANGED	ATTACKS							
Non-Equipment based	Skill	Damage	Acc	Range		RoF	Shots	ST	Bulk	Rcl	LC Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd / 15	0 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	3 yd	1	T(1)	6	-2	_	4

Shots "T": The weapon is a thrown weapon.

#### ATTACKS TABLES COLUMN NOTES

		SLAM TABLE				SIZ	E AND SPEE	D/RANGE	TABLE	
1–2		3–4		5–6	Spd/Rn	ng Size	Measure	Spd/Rn	g Size	Measure
1d-3		1d-2		1d-1	0	0	2 yd	-8	+8	50 yd
PARRY	PARRY	BLOCK	DODGE	OTHER	-1	+1	3 yd	-9		70 yd
				OTTIEN	-2	+2	5 yd	-10		100 yd
10	9	10	9		-3	+3	7 yd	-11		150 yd
Axe/Mace	DX	Shield (Shield)			-4	+4	10 yd	-12		200 yd
Eyes	Skull		. HP	#	-5	+5	15 yd	-13		300 yd
DR: 3*	DR: 3*+1	Loc		#	-6	+6	20 yd	-14		500 yd
DB: 0	DB: 0	Eye			-7	+7	30 yd	-15	+15	700 yd
Neck DR: 3*+1	Face DR: 3*	Sku			See also:	Size and Speed/	Range Table, p. B55	0.		
DB: 0	DR: 3" DB: 0					HUN	MANOID HIT L	OCATIO		
	50.0		-		Roll I	Location	Mod.	Roll L	ocation	Mod.
Torso DR: 3*+1					3–4 \$	Skull	-7(f)/-5(b)	- V	′itals†	-3
DB: 0	- Arn	: 3* Arm				Face	-5(f)/-7(b)		iye‡	-9
	DB					Right Leg	-2		ar	-7
1		ands 000				Right Arm	-2		lose	-7
		R: 3* Eeg B: 0 Fee				Chest*	-	-	aw	-6
		<u></u>	nus DR: 1*			Abdomen*	-1	-	Spine	-8
15			ius DR. 1 ius DB: 3			Left Arm	-2		imb Vein/Artery	
100	Groi					Left Leg	-2		leck Vein/Artery	
			es:			Hand	-4	- A	rm/Leg Joint**	-5
	DB:	0			-	Foot	-4		land/Foot Joint	
	Logo				17–18		-5		àroin	-3
	Legs DR: 3*				* If striking	) with crushing, ir	npaling, or piercing	attacks, roll 1	d: 1 is a vitals hit inst beam burning attacks	ead
	DB: 0				‡ Only targ	getable by impali	ng, piercing, and tig	ht-beam burr	ing attacks	
	Feet								d tight-beam burning	attacks
17	DR: 3* DB: 0						g, impaling, piercing ing, cutting, piercing		am burning attacks eam burning attacks	
and a start of the	COM								ocation Table, p. B55	2, New Hit
* Includes: +1 fron	n 'Dwarf Damage R	esistance'					Hit Locations, p. LT1			

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12111098 76543 21				-36         -37         -38         -39         -40           -41         -42         -43         -44         -45           -46         -47	-48         -49         -50         -51         -52           -53         -54         -55         -56         -57           -58         -59
		مبتعظم ماممه ماشي	and any offecte a	uttered trens CD	1000

HP loss effects are cumulative with each other and any effects suffered from FP loss. **less than 1/3 HP:** Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do

Nothing. -1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

# 0. -5×HP or less: Immediate death.

FP 1615141312 1110987 65432 1	<b>0 FP</b> 2 0 -1 -2 -3 -4 7 -5 -6 -7 -8 -9 1 -10 -11 -12 -13 -14 -15	FP loss effects are cumulative with each other and any effects suffered from HP loss. less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage. 0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a
		critical failure make an immediate HT roll vs. heart attack; every point of FP loss
		causes an equal loss of HP.
		-1×FP or less: Immediate unconsciousness; you can no
		longer lose EP, further EP costs are lost

longer lose FP, further FP costs are lost from your HP instead.

				SPELL GRIM	OIRE				
~Holy - Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Breathe Water (Holy)	17 [1]	PI 3	Regular	1 sec.	1 min.	4/2	Ho, Wa, Ai		M189, B243
~Holy - Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Gift of Letters (Holy)	16 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE		M46
Gift of Tongues (Holy)	16 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
~Holy - Earth	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Earthquake (Holy)	17 [1]	PI 5	Area	30 sec.	1 min.	2/S	Ho, Ea		M54
~Holy - Food	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Essential Food (Holy)	16 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo		M79
~Holy - Healing	Skill	Magery		Time	Duration	Casting Cost	College	Prereq	
Awaken (Holy)	17 [1]	PI 2	Area	1 sec.	Instant		Ho, He		M90, B248
Detect Poison (Holy)	17 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He		M166
Instant Neutralize	16 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	
Poison (Holy)						-	,	_	M92
Instant Regeneration (Holy)	16 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	16 [1]	PI 4	Regular	Special	Perm.	50	Ho, He	5	M93
Lend Energy (Holy)	17 [1]	PI 1	Regular	1 sec.	Perm.	Varies	Ho, He	-	M89, B248
Major Healing (Holy)	16 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	17 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
~Holy - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Detect Magic (Holy)	17 [1]	PI 1	Regular	5 sec.	Instant	2	Ho, Kn		M101, B249
See Secrets (Holy)	17 [1]	PI 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
~Holy - Light &									
Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prerea	Page
Continual Light (Holy)	17 [1]	PI 2	Regular	1 sec.	Varies	Varies	Ho, LD		M110, B249
Sunbolt (Holy)	17 [1]	PI 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
~Holy - Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Bless (Holy)	17 [1]	PI 5	Regular	min.=cost	Special	Varies	Ho, MS		M129
Dispel Magic (Holy)	17 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS		M126, B250
Magic Resistance (Holy)	17 [1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
Remove Curse (Holy)	17 [1]	PI 5	Regular/R-spell	1 hr.	Instant	20	Ho, MS	13	M126
~Holy - Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereg	Page
Command (Holy)	17 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC		M136, B251
~Holy - Necromancy	Skill	Magery		Time	Duration	Casting Cost	College		
Banish (Holy)	17 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	Prereq 10	M156, B252
	17 [1]	114		0.360.	motant	Valles	10, 110	10	1100, DECE
~Holy - Protection &	<u></u>		0	<b>T</b> :	Descrit	On atlant On at	0	D	Dev
Warning	Skill	Magery		Time	Duration	Casting Cost		Prereq	
Armor (Holy)	17 [1]	PI 1 PI 1	Regular Area/Information	1 sec. 2 sec.	1 min.	Varies 2	Ho, PW		M167, B253 M166
Detect Poison (Holy) Shield (Holy)	<u>17 [1]</u> 17 [1]	PI 1	Area/Information Regular	2 sec. 1 sec.	Instant 1 min.	Z Varies	Ho, PW, He Ho, PW		M166 M167, B252
~Holy - Water	Skill	Magery		Time	Duration	Casting Cost	College	Prereq	
Breathe Water (Holy)	17 [1]	PI 3	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

	LOAD-OUTS		
Qty 1	« Combat » Armor	Cost	Weight 81.5 lb
	Description: In GCA a "Parent" item can have other traits	assigned to it a	s "Children."
	This is essentially an organizational structure, allowing y together under the parent item if you wish. To make an it		
	and select "Make Child of" The child items will be hidde the child items by right clicking on the parent and selecting		
	Once displayed the children will be shown in a "tree" forr	mat under the pa	rent. Any
	item may be assigned as a parent by right clicking on it a this entry is here for convenience, as it is automatically d		
1	Light Scale Suit {p. L18}	610	49 lb
	Description: TL:2 LC: DR:3* Locations: all Notes:Th GURPS Lite. It includes an article of light, common cl		
	or padding, if this is usual for the armor. The statistics	s already reflect t	this; you do
	not have to buy clothing or padding seperately, or acc Location: all	count for its DR a	and weight.
1	Large Shield of Defense (Power	10090	25 lb
	Item +25 FP) {p. B273, B287}		
	Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parr Skill:Shield (Shield) Notes: [2,4] Can be used offensiv		
	the Melee Weapon Table p. B273) or shield rush (see	e Slam, p. B371)	At TL2+,
	you can give your small, medium, or large shield a sp \$20 and 5 lbs. At TL3+, iron shields are available but		
	weight, +3 DR, and x2 HP. At TL7+ plastic riot shields	s (made of Lexar	i, etc.) have
	x1/2 weight but otherwise identical statistics. Shield c DB.	omposition neve	I dilects
	Notes: [2,4] Usernotes: +1 to Block		
1	Hoodie of Ken	1500	7.5 lb
	Description: Made from Spiders Silk, this item offers f	ull DR even und	er other
	armor Notes: [notes]		
1	Location: neck, skull, torso	955	6 lb
1	Belt Berronars Truth {p. B271}	900 915	6 lb 5 lb
1	Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry		
1	Notes: [2]	15	8 oz
	Lanyard, chain {p. DF1:24} Description: Notes: Lets you retrieve a dropped w		
	attempt requires a ready maneuver. Can be cut: -		
1	Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp A	40 cc:0 Bange:ST*0	1 lb 8/ST*1 5
	RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw	v-2 cut Reach:C,	1 Parry:-1
	ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C I Notes: [1] Can be thrown. See Muscle Powered Rang		
	Notes: [[1]]		
1	Delvers Webbing {p. DF1:25} Description: Notes: Belt and suspenders with pouches fo	560 or 20 lbs. of potio	3 lb
	knives, etc. Readying a carried item takes just one Read	y maneuver - and	d is a free
	action with a suitable Fast-Draw roll. Gives +1 to DX and these items. Rumored to be the work of brownies!	I Fast-Draw rolls	to reach
1	Gem of Healing	400	-
1	Potion Belt {p. DF1:25}	2575	5 lb
	Description: Notes: Belt with four slots, each of which can		a dal hattla
	or two potion vials. Wearer can reach them with Ready o		
	removes risk of accidental breakage and gives container	or Fast-Draw. Pag	dding
5		or Fast-Draw. Pag	dding
	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	or Fast-Draw. Pao rs +2 DR vs. delit 675	dding berate 2.5 lb
5 2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable)	or Fast-Draw. Pao rs +2 DR vs. delik	dding berate
2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	or Fast-Draw. Pac is +2 DR vs. delit 675 240	2.5 lb
	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable)	or Fast-Draw. Pao rs +2 DR vs. delit 675	dding berate 2.5 lb
2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29}	or Fast-Draw. Pac s +2 DR vs. delit 675 240 1600	2.5 lb 1 lb 8 oz
2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable)	or Fast-Draw. Pac s +2 DR vs. delit 675 240 1600	2.5 lb 1 lb 8 oz
2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly Totals:	rr Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou	dding berate 2.5 lb 1 lb 8 oz r. 95.5 lb
2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly Totals: Rucksack Quick-Release Backpack {p. DF1:25}	rr Fast-Draw. Par s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875	dding berate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb
2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly Totals: Rucksack Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a	rr Fast-Draw. Par s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875	dding berate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb
2	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly Totals: Rucksack Quick-Release Backpack {p. DF1:25}	rr Fast-Draw. Par s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875	dding berate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb
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2 1 Qty 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to a Includes utensils, tinderbox, and flint and steel.	r Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5	dding berate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ns liable to 1 lb
2 1 0 1 1 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). <b>Personal Basics {p. B288}</b> Description: Notes: Minimum gear for camping: -2 to a Includes utensils, tinderbox, and flint and steel. <b>Purse {p. B288}</b> Description: Notes: Holds 3 lbs. of small items (coins,	r Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5 any Survival roll 1140 , personal basics	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ns liable to 1 lb without it. 12.8 dr , etc.)
2 1 Qty 1 1 1 3	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to a Includes utensits, tinderbox, and flint and steel. Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, Silver Penny	r Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5 any Survival roll 1140 s personal basics 30	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ns liable to 1 lb without it. 12.8 dr , etc.) 7.68 dr
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2 1 <b>Qty</b> 1 1 1 3 1 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). <b>Personal Basics {p. B288}</b> Description: Notes: Holds 3 lbs. of small items (coins, Silver Penny Platinum Franc Gold Mark	r Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5 any Survival roll , personal basics 30 1000 100	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ns liable to 1 lb without it. 12.8 dr , etc.) 7.68 dr
2 1 <b>Qty</b> 1 1 1 3 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to a Includes utensits, tinderbox, and flint and steel. Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, Silver Penny Platinum Franc	r Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5 any Survival roll , personal basics 30 1000	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ns liable to 1 lb without it. 12.8 dr , etc.) 7.68 dr 2.56 dr
2 1 0 1 1 1 3 1 1 0 1 1 0 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Personal Basics {p. B288} Description: Notes: Holds 3 lbs. of small items (coins. Silver Penny Platinum Franc Gold Mark Copper Farthing Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice c	r Fast-Draw. Pad s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5 any Survival roll 1140 personal basics 30 1000 100 0 50 aves, arctic adves	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ms liable to 1 lb without it. 12.8 dr , etc.) 7.68 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr
2 1 <b>Qty</b> 1 1 1 3 1 1 0	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Personal Basics {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, Silver Penny Platinum Franc Gold Mark Copper Farthing Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice c Wax Tablet {p. DF4:12}	or Fast-Draw. Pac or Fast-Draw. Pac 675 240 1600 <u>spells) for 1 hou</u> 16290 <b>Cost</b> 1875 a free action. Iten 5 any Survival roll 1140 personal basics 30 1000 100 0 50 caves, arctic adve 10	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ms liable to 1 lb without it. 12.8 dr , etc.) 7.68 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr
2 1 0 1 1 1 3 1 1 0 1 1 0 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). <b>Personal Basics {p. B288}</b> Description: Notes: Holds 3 lbs. of small items (coins, <b>Silver Penny</b> <b>Platinum Franc</b> Gold Mark <b>Copper Farthing</b> <b>Sleeping Fur {p. B288}</b> Description: Notes: A winter bedroll, suitable for ice c Wax Tablet {p. DF4:12} Description: Notes: Enasable, reusable, waterproof write <b>Was Tablet {p. DF4:12}</b>	or Fast-Draw. Pac or Fast-Draw. Pac 675 240 1600 <u>spells) for 1 hou</u> 16290 <b>Cost</b> 1875 a free action. Iten 5 any Survival roll 1140 personal basics 30 1000 100 0 50 caves, arctic adve 10	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ms liable to 1 lb without it. 12.8 dr , etc.) 7.68 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr
2 1 1 1 1 1 1 1 0 1 1 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to a Includes utensils, tinderbox, and flint and steel. <b>Purse {p. B288}</b> Description: Notes: Holds 3 lbs. of small items (coins, Silver Penny Platinum Franc Gold Mark Copper Farthing Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice c Wax Tablet {p. DF4:12} Description: Notes: Cloth bandages for half-dozen wo	or Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5 any Survival roll , personal basics 30 1000 100 0 saves, arctic adve 10 iting surface. 10	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ms liable to 1 lb without it. 12.8 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.5 lb
2 1 1 1 1 1 1 1 0 1 1 1	removes risk of accidental breakage and gives container attacks. Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic. Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP. Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly <b>Totals:</b> <b>Rucksack</b> Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a break if dropped must check for this (1 on 1d if unsure). Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to a Includes utensils, tinderbox, and flint and steel. Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, Silver Penny Platinum Franc Gold Mark Copper Farthing Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice c Wax Tablet {p. DF4:12} Description: Notes: Erasable, reusable, waterproof wr Bandages {p. DF1:24}	or Fast-Draw. Pac s +2 DR vs. delit 675 240 1600 spells) for 1 hou 16290 Cost 1875 a free action. Iten 5 any Survival roll , personal basics 30 1000 100 0 saves, arctic adve 10 iting surface. 10	dding perate 2.5 lb 1 lb 8 oz r. 95.5 lb Weight 35.05 lb ms liable to 1 lb without it. 12.8 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.56 dr 2.5 lb

LOAD-OUTS (continued)		
Qty Rucksack	Cost	Weight
1 Quick-Release Backpack {p. DF1:25}	1875	35.05 lb
1 Surgical Instruments {p. DF1:24}	300	15 lb
Description: Notes: Basic equipment for Surgery skill. Als		
<ul> <li>mana organs, eyeballs, etc., from dead monsters without</li> <li>2 Rope, 3/8" (per 10 yards) {p. B288}</li> </ul>	ruining then 10	n. 3 lb
2 Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	10	3 10
Totals:	1875	35.05 lb
NOTES		
Spells die ich noch nehmen möchte:		
Final Rest, Flaming Weapon, versch. Resist Spells	versch	Relieve
Spells, versch. Restore Spells, Silver Tongue, Pers		
Turn Zombie, Vigor, Might, Oath, Pentagram, Drain		001101,
POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 162]
Advantages, Perks		[ 102]
Disadvantages, Quirks		[ -55 ]
Skills, Techniques		[ 47]
Spells		[ 26]
Total Points		282
Unspent	Points:	-10
CAMPAIGN LOG		
<b>Points:</b> (logged) 22 + (other) $0 = ($	total) <mark>22</mark>	
Orclager vernichtet, 2 Orkköpfe zurück gebrac	ht zum	
Zwergenhandelshaus		
1 Ork gekillt		
30.10.2011: 11 pts		
Returned the Scepter!		
Had to roll against death once! ;( But I made it!!		
15.08.2011: 11 pts		
Initial Character Creation		
Character created using GURPS Character Assi	stant 4	

## 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