

ST 12* [20]	HP 12 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 14 [0]	Basic Move 5\$ [0]
IQ 14 [80]	Per 14 [0]	BL 39 lb (ST×ST)/5
HT 12† [10]	FP 17‡ [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]	SM +0	

* Conditional: +2 from 'Lifting ST'
 † Includes: +1 from 'Dwarf (Dungeon Fantasy)'
 ‡ Includes: +3 from 'Dwarf (Dungeon Fantasy)', +2 from 'Extra Fatigue Points'
 § Includes: -1 from 'Dwarf (Dungeon Fantasy)'

Vision 14	Fright Check 14	High Jump 1.67 ft
Hearing 14	Consciousness 12	Money 0*
Touch 14	Death Check 12	
Taste/Smell 14	Broad Jump 2.33 yd	

* Includes: +1000 from 'Money'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

* Takes 2 seconds to complete ‡ Double with a running start
 † Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
 Status: +0
 Other: +0*

* Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Pickaxe Pendant', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness'

CULTURAL FAMILIARITIES

Name	Pts
Dwarf (Native)	[0]
Human	[1]

LANGUAGES

Name	Spoken	Written	Pts
Common	Accented	Literate	[4]
Dwarf (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Cleric (Dungeon Fantasy) {p. DF1:6} Description: You're the mortal representative of the Powers of Good. You might not be the physical foe of Evil that is the holy warrior (p.7), but you're no cloistered idealist...	[0]
Dwarf (Dungeon Fantasy) {p. DF3:6} Features: Armor isn't interchangeable with human armor. Description: Dwarves are essentially hardy-but-stumpy humans who see well in the dark and like caves and gold. There's doubtless much more to them than that, but bearded and likes ale aren't really qualifications sought by adventuring parties.	[20]
Pickaxe Pendant 1 {p. DF3:6} Description: Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), Two-Handed Axe/Mace	[5]
Feature: Armor isn't interchangeable with human armor.	[0]
Dwarven Gear {p. DF3:6}	[1]
Lifting ST 2 {p. B65}	[6]
Dwarf Damage Resistance 1 (Tough Skin, -40%) {p. B46}	[3]
Night Vision 5 {p. B71}	[5]
Resistant to Poison (+3 to resist) {p. B81}	[5]
Greed (12 or less, *1) {p. B137}	[-15]
Stubbornness {p. B157}	[-5]
Alcohol Tolerance {p. B100}	[1]



ADVANTAGES

Name	Pts
Clerical Investment {p. B43}	[5]
Extra Fatigue Points 2 (Affects displayed FP score, +0%; Usable only for Spellcasting, -10%) Description: The Extra Fatigue advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Fatigue advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[6]
Power Investiture 4 (Holy) {p. B77} 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	[40]

DISADVANTAGES

Name	Pts
Charitable (12 or less, *1) {p. B125}	[-15]
Gluttony (12 or less, *1) {p. B137}	[-5]
Honesty (12 or less, *1) {p. B138}	[-10]
Intolerance ("Evil" religions) {p. B140}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Sense of Duty (Coreligionists) {p. B153}	[-10]

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]

SKILLS

Name	Level	Relative	Pts
Axe/Mace {p. B208} Parry: 10	15*	DX+3	[8]
Brawling {p. B182} 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	12	DX+0	[1]
Climbing {p. B183}	11	DX-1	[1]
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]
First Aid/TL3 (Dwarf) {p. B195}	15	IQ+1	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Gesture {p. B198}	14	IQ+0	[1]
Hidden Lore (Demon Lore) {p. B199}	13	IQ-1	[1]
Hiking {p. B20}	11	HT-1	[1]
Innate Attack (Projectile) {p. B201}	14	DX+2	[4]
Parry: 10			
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}	14	DX+2	[4]
Block: 10			
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]
Throwing {p. B226}	11	DX-1	[1]
Wrestling {p. B228}	11	DX-1	[1]
Parry: 8			
Writing {p. B228}	13	IQ-1	[1]
* Includes: +1 from 'Pickaxe Pendant'		† Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	12	9	1d-2 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	12	-	1d-2 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	10	-	1d-1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Axe with Pick: Primary <i>Skill used: Axe/Mace</i>	15	10U	1d+4 cut	1	12	4	
Axe with Pick: Pick <i>Skill used: Axe/Mace</i>	15	10U	1d+3 imp	1	12	4	[2]
Medium Shield <i>Skill used: Shield (Shield)</i>	14	-	1d-1 cr	1	-	4	[2,3,4]
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sunbolt (Holy) <i>Skill used: Innate Attack (Projectile)</i>	14	~1d-1 burn	2	75 yd / 150 yd	-	-	-	-	-	-	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	10	8/9	
Axe/Mace	DX	Shield (Shield)	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 1*
Bonus DB: 2

Notes:

* Includes: +1 from 'Dwarf Damage Resistance'

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks
See also: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: Size and Speed/Range Table, p. B550.

SLAM TABLE		
1-2	3-4	5-6
1d-3	1d-2	1d-1

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8	0 -1 -2 -3 -4	12 13 14 15 16	24 25 26 27 28	36 37 38 39 40	48 49 50 51 52
7 6 5 4 3	-5 -6 -7 -8 -9	17 18 19 20 21	29 30 31 32 33	41 42 43 44 45	53 54 55 56 57
2 1	-10 -11	22 23	34 35	46 47	58 59

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.

-5xHP or less: Immediate death.

FP	0 FP
17 16 15 14 13	0 -1 -2 -3 -4
12 11 10 9 8	-5 -6 -7 -8 -9
7 6 5 4 3	-10 -11 -12 -13 -14
2 1	-15 -16

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.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

NOTES**Physiology Modifiers (B181)**

The following skills deal with the health, function, or vital points of living beings: Body Language, Diagnosis (p. 187), First Aid (p. 195), Physician (p. 213), Pressure Points (p. 215), Pressure Secrets (p. 215), and Surgery (p. 223).

These skills work as written when working with members of your species. When dealing with a member of another species, apply the following modifiers:

- 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. Berronar 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

SPELL GRIMOIRE									
~Holy - Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Dispel Possession (Holy)	16 [1]	PI 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE	5	M49
Gift of Letters (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Truthsayer (Holy)	16 [1]	PI 2	Inform./R-Will	1 sec.	Instant	2	Ho, CE	2	M45, B245
~Holy - Food	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Essential Food (Holy)	15 [1]	PI 4	Regular	30 sec.		3/meal#	Ho, Fo	8	M79
Water to Wine (Holy)	16 [1]	PI 3	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	5	M79
~Holy - Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Awaken (Holy)	16 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Cure Disease (Holy)	16 [1]	PI 3	Regular	10 min.	Instant	4	Ho, He	5	M91, F170
Instant Neutralize Poison (Holy)	15 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Major Healing (Holy)	15 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Neutralize Poison (Holy)	16 [1]	PI 3	Regular	30 sec.	Perm.	5	Ho, He	1	M92
Recover Energy (Holy)	16 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
Regeneration (Holy)	15 [1]	PI 4	Regular	Special#	Perm.	20	Ho, He	5	M93
Restoration (Holy)	15 [1]	PI 3	Regular	1 min.#	Perm.	15	Ho, He	4	M93
Stop Bleeding (Holy)	16 [1]	PI 1	Regular	1 sec.	Perm.	1 or 10	Ho, He	2	M91, F169
~Holy - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
See Secrets (Holy)	16 [1]	PI 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
Seeker (Holy)	16 [1]	PI 2	Information	1 sec.	Instant	3	Ho, Kn	2	M105, B249
~Holy - Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Sunbolt (Holy)	16 [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	Prereq	Page
Dispel Magic (Holy)	16 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS	13	M126, B250
~Holy - Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Oath (Holy)	16 [1]	PI 3	Regular/R-Spec	1 min.	Perm.	4	Ho, MC	4	M138
~Holy - Necromancy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Banish (Holy)	16 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
Summon Spirit (Holy)	16 [1]	PI 2	Inform./R-Will	5 min.	1 min.	20/10#	Ho, Ne	1	M150, B252
Turn Spirit (Holy)	16 [1]	PI 2	Regular/R-Will	1 sec.	10 sec.	4/2#	Ho, Ne	3	M151
Turn Zombie (Holy)	16 [1]	PI 2	Area	4 sec.	1 day	2	Ho, Ne	5	M152, B252
~Holy - Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B253
Shield (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	—	M167, B252
Watchdog (Holy)	16 [1]	PI 1	Area	10 sec.	10 hrs.	1/1	Ho, PW	1	M167
~Holy - Sound	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Silver Tongue (Holy)	16 [1]	PI 3	Regular	1 sec.	1 min.	3/2	Ho, So	6	M174
~Holy - Water	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Create Water (Holy)	16 [1]	PI 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

LOAD-OUTS				SCRATCH PAD	
Qty	« Combat »	Cost	Weight		
1	Axe with Pick (Pick, +50) Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	100	4.5 lb		
1	Delvers Webbing Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readyng a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!	160	3 lb		
1	Light Scale Suit Description: TL:2 LC:-- DR:3* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding seperately, or account for its DR and weight. Location: all	610	49 lb		
1	Medium Shield Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP: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, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4]	60	15 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 carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	570	3 lb		
2	Minor Healing Potion (Drinkable) Per Unit - Cost: 120, Weight: 8 oz Description: Heals 1d HP.	240	1 lb		
2	Paut (Drinkable) Per Unit - Cost: 135, Weight: 8 oz Description: Restores 4 FP depleted for magic.	270	1 lb		
Totals:		1500	74.5 lb		
Qty	Rucksack	Cost	Weight		
1	Quick-Release Backpack Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 150, Weight: 30.33 lb Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	450	33.33 lb		
1	Sleeping Fur Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb		
1	Personal Basics Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb		
10	Dwarven Rations (Reduced Cost (-10%), *0.9) Per Unit - Cost: 4.5, Weight: 1 lb Description: One meal of nasty, hard bread. A steady diet (a month or more) gives Resistant to Poison (+3) while continued. One meal	45	10 lb		
1	Purse Per Unit - Cost: 10 Contents - Cost: 8, Weight: 1.28 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	18	1.28 oz		
8	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	8	1.28 oz		
0	Silver Penny	0	–		
0	Gold Mark	0	–		
0	Platinum Franc	0	–		
1	Wineskin Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb		
1	Torch, Waterproof Description: TL:	12	1 lb		
1	Wax Tablet Description: Notes:Erasable, reusable, waterproof writing surface.	10	2 lb		
Totals:		450	33.33 lb		
POINTS SUMMARY				Pts	
Basic Attributes, Secondary Characteristics				[152]
Advantages, Perks				[76]
Disadvantages, Quirks				[-55]
Skills, Techniques				[48]
Spells				[29]
Total Points Spent:				250	
Unspent Points:				0	
CAMPAIGN LOG					
Points: (logged) 0 + (other) 0 = (total) 0					
Initial Character Creation					
Character created using GURPS Character Assistant 4					
08.12.2011: 0 pts					