

Name: Grimm BattlebeardPlayer: Stefan LeuenbergerSpent: 282Race: DwarfHt: 1.30mWt: 290 lbsAge: 35Unspent: -21Appearance: A tall, red-haired and blue-eyed dwarf. A "Faenor" blessed by his Goddess Berronar
Truesilver.Truesilver.Truesilver.

ST 12*	[20]	HP 12	[0]	Basic Speed 6,25	[0]
DX 12	[40]	Will 14	[0]	Basic 5 [§] Move	[0]
IQ 14	[80]	Per 14	[0]		(ST×ST)/5
HT 13 [†]	[20]	FP 16 [‡]	[<mark>0</mark>]	Thr 1d-1	^w 1d+2
TL 3			[0]	SM +0	
* Conditional: +2 † Includes: +1 fro ‡ Includes: +3 fro § Includes: -1 fro	om 'Dwarf (Du om 'Dwarf (Du	ngeon Fantasy)' ngeon Fantasy)'			
Vision	14	Fright Cheo	ck 14	High Jump	1.67 ft
Hearing	14	Conscious		Money	0*
Touch	14	Death Che			
Taste/Smell	14	Broad Jump	2.33 yd		
includes: +100				3965 from 'Money'	
Name	Non	e Light	« Med »	b Hvy	X-Hvy
Basic	39 II		117 lb	234 lb	390 lb
Ground	<u>5 yc</u>		<u>3 yd</u>	2 yd	<u>1 yd</u>
Water	1 yo		<u>1 yd</u>	1 yd	1 yd
Dodge	9	8	1	6	5
		LIFTING	-		
	1-Hai				Shift
Name	Lift		Over‡	Back§	Slightly
Basic * Takes 2 second	78 II	1	+ Double with	585 lb	1950 lb
† Takes 4 secon				ec while over X-Hv	y enc.
		REACTION I		\$	
Appearance				,	
Status: +0	. 10				
in dangerous becomes kno 'Sense of Dut	situations if S wn, +3 from 'H y (Adventurin	ense of Duty is k lonesty' when a c	nown, +1 from ' question of hono hen in dangero	of Duty (Coreligior Honesty' when hor or or trust is involv us situations if Ser s'	nesty ed, +2 from
Name Dwarf (Nativ Human	CL	JLTURAL FA			Pts [0] [1]
		LANGU	IAGES		
Name			Spoken	Written	Pts
Common			Accented	Literate	[4]
Dwarf (Nativ	'e)		Native	Native	[0]
Description: You	eon Fanta	PLATES ANI asy) {p. DF1:0 representative of is the holy warric	6} the Powers of 0	Good. You might n	Pts [0]
Dwarf (Dung Features: Armor Description: Dwa dark and like cav	isn't interchar rves are esse res and gold.		an armor. stumpy humans much more to	who see well in them than that, bu	
Description: / (Axe/Mace),	Axe/Mace, For Two-Handed /	{p. DF3:6} reed Entry, Prosp Axe/Mace interchange			[5]
	annor ion t	E2.61			
Dwarven	Gear {p. D	1 3.0}			[0]
Lifting ST	2 {p. B65]	•		400/) (= D40	[1]
Lifting ST Dwarf Da	2 {p. B65]	istance 1 (To	ough Skin, -	40%) {p. B46	[1]
Lifting ST Dwarf Da Night Visi Resistant	2 {p. B65] mage Res on 5 {p. B to Poison	istance 1 (To 71} (+3 to resist)		40%) {p. B46	[1] [6] } [3] [5] [5]
Lifting ST Dwarf Da Night Visi Resistant Greed (12	2 {p. B65] mage Res on 5 {p. B to Poison ? or less, *	istance 1 (Tc 71} (+3 to resist) 1) {p. B137}		40%) {p. B46	[1] [6] [3] [5] [5] [-15]
Lifting ST Dwarf Da Night Visi Resistant Greed (12 Stubborn	2 {p. B65] mage Res on 5 {p. B to Poison ? or less, *	istance 1 (To 71} (+3 to resist) 1) {p. B137} 157}		40%) {p. B46	[1] [6] } [3] [5] [5]



ADVANTAGES	
Name	Pts
Clerical Investment {p. B43}	5]
Extra Power Investiture 2 (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	20]
Holy Might Ally (Divine servant of equal points; 12 or less, *2; [Holy, -10%; Summonable, +100%) {p. B36}	19]
Power Investiture 3 (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	30]
Signature Gear 2 (Berronats Truth) {p. B85}	2]
]
PERKS	
Name	Pts
Weapon Bond (Berronars Truth) {p. F132, HT250, MA53, [PU2:9, DF1:14}	1]
DISADVANTAGES	
Name	Pts

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]
	SKILLS			
Name		Level	Relative	Pts

Name	Level	Relative	F	Pts
Axe/Mace {p. B208}	15*	DX+3	[8]
Parry: 10			-	_
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]

Grimm Battlebeard

SKILLS (continued)									
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	С	_	_	
Skill used: Brawling							
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Skill used: Brawling							
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Skill used: Brawling-2							
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Berronars Truth: Primary	17	11	1d+4 cut	1	12	4	
Skill used: Axe/Mace+2							
Berronars Truth: Pick	17	11	1d+3 imp	1	12	4	[2]
Skill used: Axe/Mace+2							
Large Knife: swing	8	6	1d cut	C,1	6	4	
Skill used: DX-4							
Large Knife: thrust	8	6	1d-1 imp	C	6	4	[1]
Skill used: DX-4							10.0.11
Medium Shield	14	-	1d-1 cr	1	-	4	[2,3,4]
Skill used: Shield (Shield)							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

RANGED 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

			ΑΤΤΑ	CKS TABLE	S COLUMN	NOTES				
Shots "T": The w	eapon is a thrown	weapon.								
PARRY	PARRY	BLOCK	DODGE	OTHER	FP	0 FP			e with each other	and any effects
10	9	10	7/9		161514131	2 0 -1 -2 -3 -4	suffered from I less than 1/3		love/2, and ST/2	(round up); ST
	-				1110987 65432				ot effect ST-bas	ed quantities,
Axe/Mace	DX	Shield (Shield)	Med		1	-15	0 FP or le	ss: Make a Wil	I roll vs. incapac	
Eyes DR: 3*	Skull DR: 3*+3	Loc	-	#					ver other than De re make an imm	
DB: 0	DB: 0	Eye Ne						vs. heart at	tack; every point	of FP loss
Neck DR: 3*+1	Face DR: 3*	Ski					-1×FP or le		equal loss of HP unconsciousness	
DB: 0	DB: 0	Fac						longer lose	FP, further FP c	
Torso		Tor						from your H		
DR: 3*+1 DB: 0	— Arr				Dell		NOID HIT L			Damaka
		: 3* Arn : 0 Hai			Roll 3–4	Location Skull	Penalty -7	Roll 13–14	Location Left Leg	Penalty -2
	- (<u>V</u> F	lands			5	Face	-7	15	Hand	-2
		R: 3* Eeg B: 0 Fee			6-7	Right Leg	-2	16	Foot	-4
			nus DR: 1*		8	Right Arm	-2	17–18	Neck	-5
1			nus DB: 2		9–10	Torso	-	-	Vitals*	-3
	Gro	in 🚽			11	Groin	-3	-	Eye*	-9
$\left\langle 2 \right\rangle^2 \left\langle 2 \right\rangle$	DR: DB:	-	tes:		12	Left Arm	-2			
2 0		0				able by impaling, <i>Location</i> , p. B398				n P550
	Legs				See also. Hil					р. вээг.
	DR: 3* DB: 0				Snd/Dng	-	AND SPEEI Measure		Size	Measure
	Feet				Spd/Rng	0	2 yd	Spd/Rng -8	+8	50 yd
17	DR: 3* DB: 0				-1	+1	2 yd 3 yd	-9	+0	70 yd
and a start of the	CON				-2	+2	5 yd	-10	+10	100 yd
	n 'Dwarf Damage R				-3	+3	7 yd	-11	+11	150 yd
HP		×HP -2×H		-4×HP	-4	+4	10 yd	-12	+12	200 yd
121110980 76543-5	-1 -2 -3 -4 -12 -13					+5	15 yd	-13	+13	300 yd
7 6 5 4 3 -5 2 1 -10	-6 - 7 -8 -9 -17 -18	-19 -20 -21 -29 -30 -31 -34 -35	-32 -33 -41 -42 -43 -44 -45 -46 -47	5 -53 -54 -55 -56 -57	-6	+6 +7	20 yd	-14	+14	500 yd
			ffects suffered from FF		-	+ / ze and Speed/Ran	30 yd	-15	+15	700 yd
less than 1/3 HP:	Dodge/2 and Move	/2 (round up).			300 ais0. 312	e and opeeu/han				
			below 0 vs. unconscio u choose a maneuver of			1–2	SLAM	IABLE -4	F	-6
	Nothing.					1–2 1d-3	-	-4 -2	-	0 1-1
	0.	ueaut infineutately a	and for every full multip			10.0				
-5×HP or less:	Immediate death.				-		-	TES		
						e ich noch n				
					Final Rec	t Elamina Wa	anon verec	h Rociet S	nolle vorech	Roliovo

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	DL1	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

Otv	LOAD-OUTS	Cost	Weight
Qty 1	« Combat » Belt	<u>955</u>	6 lb
_	Contents - Cost: 955, Weight: 6 lb	015	
1	Berronars Truth (Signature Gear,	915	5 lb
	+0; Weapon Bond, +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:00		
	Notes: [[2]		AND/ Macc
1	Lanyard, chain	15	8 oz
	Description: Notes: Lets you retrieve a dropped wea attempt requires a ready maneuver. Can be cut: -6 to		
1	Large Knife	40	1 lb
	Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc		
	RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Pa		
	Notes: [1] Can be thrown. See Muscle Powered Rangeo	d Weapon Tab	ole (p. 275)]
1	Notes: [[1]] Delvers Webbing	560	3 lb
1	Per Unit - Cost: 160, Weight: 3 lb		0.0
	Contents - Cost: 400 Description: Notes: Belt and suspenders with pouches for 2	20 lbs of potic	ne gadgete
	knives, etc. Readying a carried item takes just one Ready r	naneuver - an	d is a free
	action with a suitable Fast-Draw roll. Gives +1 to DX and F	ast-Draw rolls	to reach
1	these items. Rumored to be the work of brownies! Gem of Healing	400	_
1	Hoodie of Ken (Poweritem +10 FP)	1500	7.5 lb
	Description: Made from Spiders Silk, this item offers full DF	R even under o	other armor
	Notes: [notes] Location: neck, skull, torso		
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		
	have to buy clothing or padding seperately, or account for i Location: all	ts DR and we	ight.
1	Medium Shield	60	15 lb
	Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No	ST: DR:7 HF	
	Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively the Melee Weapon Table p. B273) or shield rush (see Slan		
	can give your small, medium, or large shield a spike to incr		
	and 5 lbs. Also available as a buckler. You can ready a buc it as a free action, just like a weapon - but it always occupie		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 reg	es one hand, a ular shield ski	rn and drop and it does II. No effect
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom	es one hand, a ular shield ski mon: x5 cost,	rn and drop and it does II. No effect x2 weight,
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le weight but otherwise identical statistics. Shield composition	es one hand, a ular shield ski mon: x5 cost, xan, etc.) have	rn and drop and it does II. No effect x2 weight, e x1/2
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le weight but otherwise identical statistics. Shield composition Notes: [2,3,4]	es one hand, a ular shield ski mon: x5 cost, xan, etc.) have n never affects	rn and drop and it does II. No effect x2 weight, e x1/2 s DB.
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le weight but otherwise identical statistics. Shield composition	es one hand, a ular shield ski mon: x5 cost, xan, etc.) have	rn and drop and it does II. No effect x2 weight, e x1/2 s DB.
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le weight but otherwise identical statistics. Shield composition Notes: [2,3,4] Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1975, Weight: 2 lb	es one hand, a ular shield ski mon: x5 cost, xan, etc.) have n never affects 2035	rn and drop and it does II. No effect x2 weight, e x1/2 5 DB. 3 Ib
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le weight but otherwise identical statistics. Shield composition Notes: [2,3,4] Potion Belt Per Unit - Cost: 60, Weight: 1 lb	es one hand, a ular shield ski mon: x5 cost, xan, etc.) hav n never affects 2035 carry one 'gref	rn and drop and it does II. No effect x2 weight, e x1/2 ; DB. 3 Ib nade' bottle
1	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le weight but otherwise identical statistics. Shield composition Notes: [2,3,4] Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1975, Weight: 2 lb Description: Notes: Belt with four slots, each of which can o or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers -	es one hand, a ular shield ski mon: x5 cost, xan, etc.) hav, n never affects 2035 carry one 'grer Fast-Draw. Pa	rn and drop and it does II. No effect x2 weight, e x1/2 ; DB. 3 Ib nade' bottle dding
	it as a free action, just like a weapon - but it always occupie not allow a shield rush. Use Shield (Buckler) instead of reg on statistics. At TL3+, iron shields are available but uncom +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Le weight but otherwise identical statistics. Shield composition Notes: [2,3,4] Potion Belt Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 1975, Weight: 2 lb Description: Notes: Belt with four slots, each of which can o or two potion vials. Wearer can reach them with Ready or F removes risk of accidental breakage and gives containers - attacks.	es one hand, a ular shield ski mon: x5 cost, xan, etc.) hav, n never affects 2035 2035 carry one 'gree Fast-Draw. Pa +2 DR vs. deli	rn and drop and it does III. No effect x2 weight, e x1/2 5 DB. 3 Ib nade' bottle dding berate
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	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack	1160	53.64 lb
1	Wineskin (Filled with Water)	10	8.25 lb
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Torch, Waterproof	12	1 lb
	Description: TL:		
1	Wax Tablet	10	2 lb
	Description: Notes:Erasable, reusable, waterproof writing		
3	Bandages	30	3 lb
	Per Unit - Cost: 10, Weight: 1 lb		
	Description: Notes: Cloth bandages for half-dozen wound	ds. Basic equ	upment for
-	First Aid skill.	50	0.11-
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.		
1	Surgical Instruments	300	15 lb
	Description: Notes: Basic equipment for Surgery skill. Al		
	mana organs, eyeballs, etc., from dead monsters without		
	Totals:	1160	53.64 lb
	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, Secondary Characteristics	[162]
Advantages, Perks	[102]
Disadvantages, Quirks	[-55]
Skills, Techniques	[47]
Spells	[26]
Total Points Spe	
Unspent Poin	ts: -21
CAMPAIGN LOG	
Points: (logged) 11 + (other) 0 = (total)	11
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 Assistant 4	
15.08.2011: 0 pts	