

CHARACTER SHEET

ST	23*	[40]	HP	25‡	[0]	Basic Speed	6,25	[-15]
DX	14	[80]	Will	10	[0]	Basic Move	5†	[0]
IQ	10	[0]	Per	10	[0]	BL	125 lb	(ST×ST)/5
HT	14†	[30]	FP	17§	[0]	Thr	2d+1	Sw 4d+1
TL	3	[0]	SM	+0				

* Includes: +6 from 'Extra ST (Knight)', +1 from 'Extra ST (Racial)', +2 from 'Extra ST (Enchantment)'; Conditional: +2 from 'Lifting ST'
† Includes: +1 from 'Dwarf (Dungeon Fantasy)'
‡ Includes: +2 from 'Extra Hit Points (Jungbrunnen)'
§ Includes: +3 from 'Dwarf (Dungeon Fantasy)'
¶ Includes: -1 from 'Dwarf (Dungeon Fantasy)'

Vision	10	Fright Check	12*	High Jump	1.67 ft
Hearing	10	Consciousness	14	Money	-396376
Touch	10	Death Check	14		
Taste/Smell	10	Broad Jump	2.33 yd		

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	125 lb	250 lb	375 lb	750 lb	1250 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	250 lb	1000 lb	1500 lb	1875 lb	3.12 tn

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

REACTION MODIFIERS

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

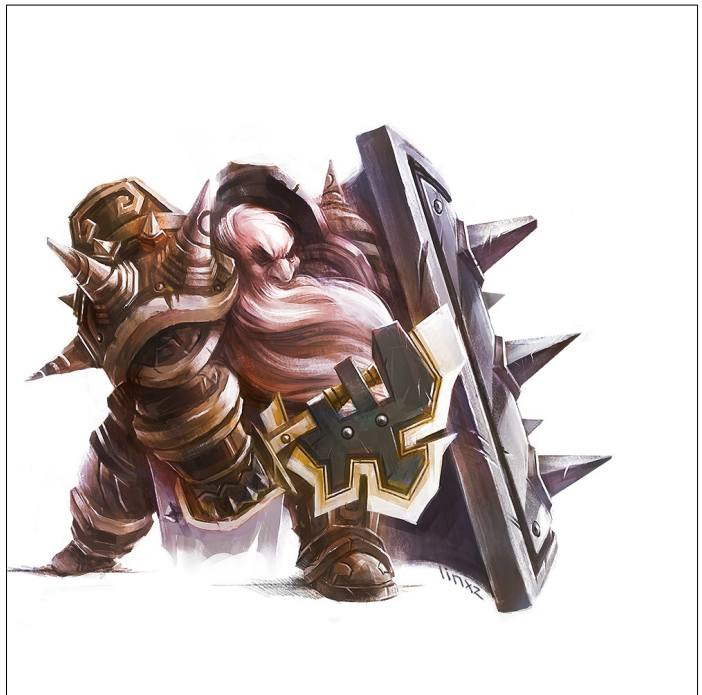
* Conditional: +3 from 'Born War-Leader' when Military officers, tribal war-leaders, soldiers and other professional warriors, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +1 from 'Pickaxe Pendant', -1 from 'Stubbornness', +3 from 'Extra Pickaxe Pendant'

LANGUAGES

Name	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[0]

TEMPLATES AND META-TRAITS

Name	Pts
Dwarf (Dungeon Fantasy) {p. DF3:6}	[20]
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.	
Pickaxe Pendant 1 {p. DF3:6}	[5]
Description: Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), Two-Handed Axe/Mace	
Feature: Armor isn't interchangeable with human armor.	[0]
Dwarven Gear {p. DF3:6}	[1]
Lifting ST 2 {p. B65, P58}	[6]
Dwarf Damage Resistance 1 (Tough Skin, -40%) {p. B46, P45}	[3]
Night Vision 5 {p. B71, P87}	[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, B100,PU2:13}	[1]
Knight (Dungeon Fantasy) {p. DF1:8}	[0]
Description: Officially, you might not be a knight, but you're more dedicated than some top living in a castle.	



ADVANTAGES

Name	Pts
Born War-Leader 3 {p. BS184, DF1:14, MH1:25, PU3:12}	[15]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy and Tactics	
Combat Reflexes {p. B43}	[15]
Extra Dwarf Damage Resistance 1 (Tough Skin, -40%) {p. B46, P45}	[3]
Extra Hit Points (Jungbrunnen) 2 (Free, *0; Affects HP, +0%) {p. B16}	[0]
Extra Pickaxe Pendant 3 {p. DF3:6}	[15]
Description: Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), Two-Handed Axe/Mace	
Extra ST (Enchantment) 2 (Free, *0; Affects ST, +0%) {p. B14}	[0]
Extra ST (Knight) 6 (Affects ST, +0%) {p. B14}	[60]
Extra ST (Racial) 1 (Affects ST, +0%) {p. B14}	[10]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Magic Resistance 5 {p. B67}	[10]
Weapon Master (Axes and Maces) (a small class of weapons) {p. B99}	[30]

PERKS

Name	Pts
Off-Hand Weapon Training (Axe/Mace) {p. MA50}	[1]
Quick-Sheathe (Axe) {p. MA51, MA51,HT249,PU2:7}	[1]
Reach Mastery (Two-Handed Axe/Mace) {p. PU2:7}	[1]
Shield-Wall Training {p. MA51, PU2:7}	[1]
Weapon Bond (Two-Handed Axe/Mace) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES

Name	Pts
Bloodlust (12 or less, *1) {p. B125}	[-10]
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Obsession (Slay a specific type of monster) (12 or less, *1) {p. B146}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Vow (Never refuse a challenge to combat) {p. B160}	[-10]

QUIRKS

Name	Pts
Chauvinistic {p. B164}	[-1]
Code of Honor (My buddies enemy is my own) {p. B164}	[-1]
Likes Whores {p. B164}	[-1]
Nosy {p. B164}	[-1]

QUIRKS (continued)	
Name	Pts
Obsession (<i>Find the best whoreshouse in the world</i>) {p. B164}	[-1]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL3 (Body Armor) {p. B178}	9	IQ-1	[1]
Armoury/TL3 (Melee Weapons) {p. B178}	11	IQ+1	[4]
dAxe/Mace {p. B208}	21*	DX+7	[8]
Parry: 14			
Bow {p. B182}	13	DX-1	[1]
Brawling {p. B182}	16	DX+2	[4]
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: 12			
Broadsword {p. B208}	13	DX-1	[1]
Parry: 10			
Carousing {p. B183}	14	HT+0	[1]
Climbing {p. B183}	13	DX-1	[1]
Connoisseur (Weapons) {p. B185}	11	IQ+1	[4]
Crossbow {p. B186}	14	DX+0	[1]
Fast-Draw (Axe) {p. B194}	15†	DX+1	[1]
Fast-Draw (Great Axe) {p. B194}	15†	DX+1	[1]
First Aid/TL3 (Dwarf) {p. B195}	10	IQ+0	[1]
dFlail {p. B208}	13	DX-1	[1]
Parry: 10			
Forced Entry {p. B196}	18*	DX+4	[1]
Gambling {p. B197}	9	IQ-1	[1]
Gesture {p. B198}	10	IQ+0	[1]
Heraldry {p. B199}	9	IQ-1	[1]
Hiking {p. B200}	13	HT-1	[1]
Intimidation {p. B202}	9	Will-1	[1]
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
Leadership {p. B204}	12‡	IQ+2	[1]
Observation {p. B211}	9	Per-1	[1]
dPolearm {p. B208}	14	DX+0	[1]
Parry: 11			
Riding (Equines) {p. B217}	13	DX-1	[1]
Savoir-Faire (High Society) {p. B218}	11	IQ-1	[2]
Scrounging {p. B218}	10	Per+0	[1]
Shield (Shield) {p. B220}	16§	DX+2	[4]
Block: 12			
Shortsword {p. B209}	13	DX-1	[1]
Parry: 10			
Sling {p. B221}	12	DX-2	[1]
Spear {p. B208}	13	DX-1	[1]
Parry: 10			
Stealth {p. B222}	13	DX-1	[1]
Strategy (Land) {p. B222}	12‡	IQ+2	[2]
Streetwise {p. B223}	9	IQ-1	[1]
Tactics {p. B224}	12‡	IQ+2	[2]
Throwing {p. B226}	13	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	20*	DX+6	[4]
Thrown Weapon (Spear) {p. B226}	14	DX+0	[1]
Two-Handed Axe/Mace {p. B208}	22¶	DX+8	[16]
Parry: 15			
Two-Handed Sword {p. B209}	13	DX-1	[1]
Parry: 10			
Wrestling {p. B228}	15	DX+1	[4]
Parry: 11			
* Includes: +1 from 'Pickaxe Pendant', +3 from 'Extra Pickaxe Pendant'			
† Includes: +1 from 'Combat Reflexes'			
‡ Includes: +3 from 'Born War-Leader'			
§ Conditional: +1 from 'Large Shield' when blocking with this shield			
¶ Includes: +1 from 'Pickaxe Pendant', +3 from 'Extra Pickaxe Pendant'; Conditional: +1 from 'Weapon Bond (Two-Handed Axe/Mace)'			

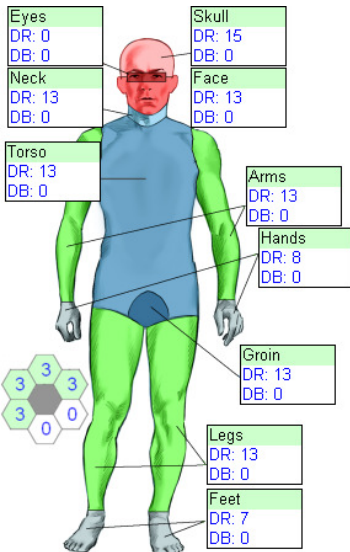
MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	16	12	2d+2 cr	C	-	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	16	-	2d+2 cr	C	-	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	14	-	2d+3 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bolund (Destroyer of Worlds): Primary <small>Skill used: Axe/Mace+4</small>	25	15	4d+14(3) cut	1	12	4.5	4	
Bolund (Destroyer of Worlds): Pick <small>Skill used: Axe/Mace+4</small>	25	15	4d+13(3) imp	1	12	4.5	4	[2]
Sundrins Large Shield: Bash <small>Skill used: Shield (Shield)</small>	16	-	2d+1 cr	1	-	12.5	4	[2,4]
Sundrins Large Shield: Rush <small>Skill used: Shield (Shield)</small>	16	-	slam+3 cr	1	-	12.5	4	[2,4]
Throwing Axe: Swing <small>Skill used: Axe/Mace</small>	21	14U	4d+11 cut	1	12	9	4	[1]
Throwing Axe: Pick <small>Skill used: Axe/Mace</small>	21	14U	4d+10 imp	1	12	9	4	[2]

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Throwing Axe: Thrown <small>Skill used: Thrown Weapon (Axe/Mace)</small>	20	4d+11 cut	2	23 yd / 35 yd	1	T(1)	12	-3	-	9	4	

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

SLAM TABLE				
1	2	3	4-5	6
1d-3	1d-2	1d-1	1d	2d
PARRY 15* <small>Two-Handed Axe/Mace</small>	PARRY 11* <small>DX</small>	BLOCK 12† <small>Shield (Shield)</small>	DODGE 10* <small>None</small>	OTHER



Loc.	HP	#
Eyes	3	_____
Neck	-	_____
Skull	-	_____
Face	-	_____
Torso	-	_____
Groin	-	_____
Arms	13	_____
Hands	9	_____
Legs	13	_____
Feet	9	_____

Bonus DR: 2‡
Bonus DB: 3

Notes:

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.

* Includes: +1 from 'Combat Reflexes'
 † Includes: +1 from 'Combat Reflexes', +1 from 'Large Shield'
 ‡ Includes: +1 from 'Dwarf Damage Resistance', +1 from 'Extra Dwarf Damage Resistance'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP																																																																																																																												
25	24	23	22	21	0	-1	-2	-3	-4	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124																				
15	14	13	12	11	10	9	8	7	6	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124										
5	4	3	2	1	0	-1	-2	-3	-4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124

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 immediately and at the start of 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.

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Per Unit - Cost: 300, Weight: 3 lb Contents - Cost: 29181, Weight: 31.99 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).	29481	34.99 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
20	Dwarven Rations {p. DF1:25} Per Unit - Cost: 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	100	20 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
2	Torch {p. DF1:24} Per Unit - Cost: 3, Weight: 1 lb Description: Notes: Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 1hr.	6	2 lb
1	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4 oz
1	Purse {p. B288} Per Unit - Cost: 10 Contents - Cost: 29000, Weight: 11.84 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	29010	11.84 oz
20	Copper Farthing Per Unit - Cost: 1, Weight: 2.56 dr	20	3.2 oz
8	Gold Mark Per Unit - Cost: 100, Weight: 2.56 dr	800	1.28 oz
28	Platinum Franc Per Unit - Cost: 1000, Weight: 2.56 dr	28000	4.48 oz
18	Silver Penny Per Unit - Cost: 10, Weight: 2.56 dr	180	2.88 oz
Totals:		29481	34.99 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 366895, Weight: 120.25 lb	366895	120.25 lb
1	Armor Contents - Cost: 288900, Weight: 84.75 lb	288900	84.75 lb
1	Sundrins Gauntlets (~Fortify (Hands) (+3), +800; ~Lighten (Hands) (x1/2), +500) {p. B284} Description: TL:3 LC:3 DR:5 Locations: hands Location: hands	1550	1.25 lb
1	Sundrins Heavy Plate Arms (Dwarven (+3), +3 CF; ~Fortify (Arms) (+3), +2400; ~Lighten (Arms) (x1/2), +1500) {p. B283} Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	9900	16 lb
1	Sundrins Heavy Plate Legs (Dwarven (+3), +3 CF; ~Fortify (Legs) (+3), +4800; ~Lighten (Legs) (x1/2), +3000) {p. B283} Description: TL:3 LC:3 DR:7 Locations: legs Location: legs	14200	20 lb
1	Sundrins Sollerets (~Fortify (Feet) (+3), +1120; ~Lighten (Feet) (x1/2), +700) {p. B284} Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	1970	3.5 lb
1	Sundrins Helm (Increased Cost (+200000), +200000; Dwarven (+3), +3 CF; Enchantment: See Through Earth, +8000; ~Fortify (Face, Neck, Skull) (+3), +1920; ~Lighten (Face, Neck, Skull) (x1/2), +1200) {p. B284} Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Location: skull, face, neck	236480	8 lb
1	Sundrins Heavy Steel Corselet (Dwarven (+3), +3 CF; ~Fortify (Groin, Torso and Vitals) (+3), +9600; ~Lighten (Groin, Torso and Vitals) (x1/2), +6000) {p. B283} Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin	24800	36 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Combat	366895	120.25 lb
1	Sundrins Large Shield (~Defending Shield (+1), +10000; ~Lighten (Legs) (x1/2), +3000) {p. B273, B287} Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] 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. 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: [2,4]	13090	12.5 lb
2	Bandoleer {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 220, Weight: 9 lb Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	340	11 lb
2	Throwing Axe (Weapon Master Damage Bonus, +0; Pick, +50) {p. B271, B276} Per Unit - Cost: 110, Weight: 4.5 lb Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1] [2]	220	9 lb
1	Delvers Webbing {p. DF1:25} Per Unit - Cost: 160, Weight: 3 lb Contents - Cost: 4690, Weight: 4 lb Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readying 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!	4850	7 lb
2	Agility Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 700, Weight: 8 oz Description: +1d DX for 1 hour.	1400	1 lb
2	Great Healing Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 1000, Weight: 8 oz Description: Heals 4d HP.	2000	1 lb
2	Major Paut Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 395, Weight: 8 oz Description: Restores 8 FP depleted for magic	790	1 lb
2	Strength Potion (Drinkable) {p. DF1:29} Per Unit - Cost: 250, Weight: 8 oz Description: +1d ST (but no extra HP!) for 1 hour.	500	1 lb
1	Lanyard, chain {p. DF1:24} Per Unit - Cost: 15, Weight: 8 oz Contents - Cost: 59700, Weight: 4.5 lb Description: Notes: Lets you retrieve a dropped weapon on a DX roll. Each attempt requires a ready maneuver. Can be cut: -6 to hit, DR4, HP 6.	59715	5 lb
1	Bolund (Destroyer of Worlds) (Weapon Master Damage Bonus, +0; Weapon Bond, +0; Pick, +50; Dwarven, +4 CF; Orichalcum, +29 CF; Balanced, +4 CF; Fine, +9 CF; ~Accuracy (+2), +20000; ~Penetrating Weapon (+2), +15000; ~Puissance (+2), +20000) {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	59700	4.5 lb
Totals:		366895	120.25 lb

