

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 -395436 |
| 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*

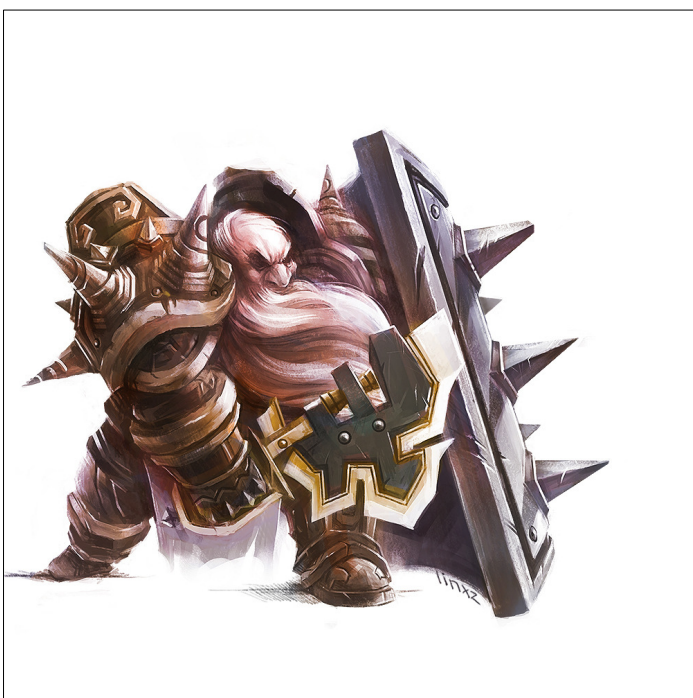
* Conditional: +3 from 'Born War-Leader' when Military officers, tribal war-leaders, soldiers and other professional warriors, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from '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] |
| Delusion (I am a Dwarven Prince) | [-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] |
| Obsession (Find the best whorehouse in the world) {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: +3 from 'Born War-Leader' | ¶ Includes: +1 from 'Pickaxe Pendant', +3 from 'Extra Pickaxe Pendant'; | |
| † Includes: +1 from 'Combat Reflexes' | § Conditional: +1 from 'Large Shield' when blocking with this shield | 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 |
| Eyes DR: 0 DB: 0 | Skull DR: 15 DB: 0 | Neck DR: 13 DB: 0 | Face DR: 13 DB: 0 | Loc. HP # |
| Torso DR: 13 DB: 0 | Arms DR: 13 DB: 0 | Hands DR: 8 DB: 0 | Groin DR: 13 DB: 0 | Eyes 3 |
| Legs DR: 13 DB: 0 | Feet DR: 7 DB: 0 | | | Neck - |
| | | | | Skull - |
| | | | | Face - |
| | | | | Torso - |
| | | | | Groin - |
| | | | | Arms 13 |
| | | | | Hands 9 |
| | | | | Legs 13 |
| | | | | Feet 9 |
| | | | | Bonus DR: 2‡ |
| | | | | Bonus DB: 3 |
| | | | | Notes: |

* 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'

| 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.

| 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: 366955, Weight: 121.25 lb | 366955 | 121.25 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 | 366955 | 121.25 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} Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Ready 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 | 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 |
| 1 | Potion Belt {p. DF1:25} Per Unit - Cost: 60, Weight: 1 lb Contents - Cost: 4690, Weight: 4 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. | 4750 | 5 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 HPI) for 1 hour. | 500 | 1 lb |
| Totals: | | 366955 | 121.25 lb |

