

<b>Name:</b> Ironbeard Gurthang	<b>Age:</b> 150	<b>Height:</b> 5'5" <del>4'3"</del> 5'0" 9'3"
<b>Race:</b> Dwarf	<b>Weight:</b> 220	<b>Experience:</b> <del>4015</del> 4237
<b>Class:</b> Fighter	<b>Next Level Xp:</b> 8000	
<b>Alignment:</b> Lawful-Neutral	<b>Level:</b> 3	<b>Player:</b> Stephen Homan

Strength:	12	Thac0: +0, Damage: +0, Open Doors: 7, Bend Bars: 4%
Dexterity:	10	Reaction adj: +0, Missile Attack: +0, AC: +0
Constitution:	15	HP adj: +1, Shock: 90%, Survive: 94%, Poison save: 0
Intelligence:	10	Lang's: 2, Spell Lvl: 5th, Learn Spell: 40%, Max Spells/Lvl: 7
Wisdom:	10	Magical Defense: 0, Bonus Spells: 0, Failure: 15%
Charisma:	7	Max Henchman: 3, Loyalty: -2, Reaction: -1

Morale: 12      Encumbrance rates

Cumliness:	10	Un-	Lght	Med	Hvy	Sev	Max
Skill:	12	45	69	93	117	140	140

Hit Points: 26

Current Weapon Used ( Footmans flail, 1d6+3/2d4+2, 3/2 attacks ): 17

Armour Worn ( Banded mail, shield ): 3

Unadjusted Thac0: 18

#### Saving Throws:

Death Ray	Wands, rods	Polymorph, turn	Breath Attack	Spells
Paralyze, poison	staves	to stone		
13(9)	15(11)	14	16	16(12)

Movement rates:	6	5	5	4	4	3	3	2	2	1	1	1
	45	53	61	69	77	85	93	101	109	117	125	133

Treasure: Weight: 22 lbs

	Pp	Gp	Ep	Sp	Cp
Carried:		150 165	28 56	64	10
At Home:				450	15
Elsewhere:					

Languages: Common, Dwarven

#### Proficiencies: Weapon (Thac0 Dmg #Att)

Mace +1 +2 3/2  
Flail +1 +2 3/2  
Axe

#### Non-Weapon

Intimidation	Str +1
Survival	Int
Swimming	Str
Fake fighting	Dex

#### Bonuses/Notes:

+(4) save vs poison, wands and spells



**Racial Bonuses:**

Detect when underground, within 10':

Grade or Slope in passage	1-5 on d6
New tunnel/passage construction	1-5 on d6
Sliding/shifting walls or rooms	1-4 on d6
Stonework traps, pits and deadfalls	1-3 on d6
Aprox depth underground	1-3 on d6
20% malfunction of magical items; +1 vs any orcs and goblins;	
-4 for trolls,ogres,titans and giants to hit; 60' Infravision	

**HomeTown:** Vo Astur, Arendia (Dennigsland)**Quotes:**

"I've survived worse than this, so go ahead, kill me - I DARE you!"

**Personality:** *Short tempered*

This adventurer is new to the chaotic worlds of Galador. He was sailed to Krynn, when his ship hit a large ice-berg and began to sink. He managed to swim to a nearby island where he found an axe and taught himself to use it. He has survived on wild berries, and animals he has killed using his muscle.

As far as the history books record, he is still on that island and living in a cave as a hermit. Nearly everything is available on the island (in a lesser form. E.g. He would use a rock for a hammer)

**Friends:**

Sir Morgy, Matanzas Celsa

**Equipment:****Encumbrance**

✓ Hand axe	5
✓ Clothes, 5 sets, common	
✓ Banded mail	35
✓ Shield (small)	5
✓ Ornate footmans flail	15
✓ Dagger	1
✓ Leather bag entwined with red hair	
✓ Crucifix	1
✓ Handful of grain	1
Back pack,	2

Money: 22

Total: +65 = 87

Grand Total: 309