

Record of XP received from events & activities	Durham University Treasure Trap											Player Name	Version 3.0
	Character Name											1/10/2017	
Character Sheet													
Race: Dwarf				Faith: [CHOOSE] Hits: 3/loc			Damage Call: Single			Mana/Spirit: 0/0 Max. Armour: 8			
New character: 90	Level 1 (0XP)	Skill XP	Total XP	Level 2 Advancement (Over 60XP)	Skill XP	Total XP	Level 3 Advancement (Over 120XP)	Skill XP	Total XP	Level 4 Advancement (Over 180XP)	Skill XP	Total XP	
	Dwarf	10	10	Artisan 2	12	70							
	Evaluate	10	20	Hextech 1	6	76							
	Artisan 1	12	32	First Aid 2	10	86							
	Craft: Armour	4	36	Knowledge 2: Trade lore	2	88							
	Craft: Weapons	4	40	Knowledge 2: Elemental Metal	2	90							
	First Aid 1	10	50										
	Speak other language: Roma	1	51										
	Read/Write other language: Roma	1	52										
	Knowledge 1: Trade lore	1	53										
	Knowledge 1: Trade houses	1	54										
	Knowledge 1: Cold Iron	1	55										
	Knowledge 1: Elemental Metal	1	56										
	Speak other language: Hanseatic	1	57										
	Read/Write other language: Hanseatic	1	58										
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		

## Dwarven Trader

You are a **dwarf**, one of a race of hardy, hard-working individuals. Dwarves used to rule the empire of **Roma** many centuries ago; it has since declined, but dwarven towns still exist around Albion. You are focused on trade and smithing, and you speak many languages. You may not be capable of much in a fight, but you can perform quick armour repairs and administer basic first aid to the wounded. Plus, any adventurer needs equipment, which you can easily craft.

### Skills

**Dwarf Racial Package:** as a dwarf, you can learn smithing more quickly than other races. You also take **one less degree of damage** from poison and venom, and can wear slightly more armour than others. Most dwarves have beards, but all dwarves have a **silver stripe across their eyes** (which you should paint on). Dwarves have no gender.

**Evaluate:** you are familiar with prices and rates, and can **determine the value** of practically any item you come across. This skill gives you access to a briefing sheet (from the refs); if you are ever unsure of anything, or believe your character might possess relevant information on the topic, see a ref.

**Artisan 1 & 2:** You have **14 CTUs** (Crafting Time Units) to spend on making equipment. An item takes the 'evaluate cost/6' CTUs. Additionally, you are able to **repair armour** more quickly than others, at the rate of **2 armour point per minute**.

**Craft (Weapons)/Craft (Armour):** you have trade skills that allows you to **craft armour or weapons of value**. Some other examples of crafting skill choices are: weaving, jewellery, masonry, woodwork, siege engineering, hextech, clockwork. You must get ref approval for your choice.

**Hextech 1:** You may maintain all "Basic" Hextech items, and repair and create "Basic" Hextech items from schematics.

**Speak, Read/Write Roma:** you are fluent in and can read/write **Roma**, the language of most dwarves. Everyone is assumed to be speaking or writing in Albion unless otherwise noted. To denote that you are speaking in Hanseatic, begin each sentence with "**Speak Roma:**". Documents written in another language should have an OOC note at the top, e.g. **[ooc: written in Roma]**.

**Speak, Read/Write Hanseatic:** you are fluent in and can read/write **Hanseatic**, the language of the **Hanseatic League**, a collection of states based on trade. To denote that you are speaking in Hanseatic, begin each sentence with "**Speak Hanseatic:**". Documents written in another language should have an OOC note at the top, e.g. **[ooc: written in Hanseatic]**.

You have the following areas of detailed knowledge. The refs will provide you with written briefs.

**Knowledge 1 Trade Houses:** this gives you information about trading groups in Albion

**Knowledge 1 & 2 Trade Lore:** this gives you further information on trading

**Knowledge 1 & 2 Elemental Metals:** this gives you details of the magical metals found in recent years

**Knowledge 1 Cold Iron:** this gives you details of a rare metal that can store magical power