

Darr, Son of Baddon Jon Holston		Neutral Good	Moradin (bitterly)		0
CHARACTER NAME	PLAYER	ALIGNMENT	DEITY	POINTS	
Fighter1 0	Dwarf M	4' 4"	214 lbs.	Darkvision (60'), Normal	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT
1	1000	103	Male	Dark gray, almost black	Black, but with premature streaks of gray, Long & tied back, with a long beard
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED																																																																																																																																																																														
STR Strength	18	+4	18	+4	HP Hit Points: 14			Walk 20'																																																																																																																																																																														
DEX Dexterity	14	+2	14	+2	AC Armour Class: 18	FLAT: 16	TOUCH: 12	BASE: 10																																																																																																																																																																														
CON Constitution	19	+4	19	+4	ARMOR BONUS: +4	SHIELD BONUS: +2	STAT BONUS: +2	SIZE BONUS: +0																																																																																																																																																																														
INT Intelligence	14	+2	14	+2	INITIATIVE Modifier: +6	DEX: +2	MISC: +4																																																																																																																																																																															
WIS Wisdom	10	+0	10	+0	BASE ATTACK Bonus: +1																																																																																																																																																																																	
CHA Charisma	11	+0	11	+0																																																																																																																																																																																		
<table border="1"> <tr> <th>SKILL NAME</th> <th>ABILITY</th> <th>SKILL MODIFIER</th> <th>ABILITY MODIFIER</th> <th>RANKS</th> <th>MISC MODIFIER</th> </tr> <tr> <td>◆ Appraise</td> <td>INT</td> <td>2</td> <td>= 2</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Balance</td> <td>DEX</td> <td>-4</td> <td>= 2</td> <td>+ 0.0</td> <td>+ -6</td> </tr> <tr> <td>◆ Bluff</td> <td>CHA</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Climb</td> <td>STR</td> <td>-2</td> <td>= 4</td> <td>+ 0.0</td> <td>+ -6</td> </tr> <tr> <td>◆ Concentration</td> <td>CON</td> <td>4</td> <td>= 4</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Craft (Jewelry)</td> <td>INT</td> <td>4</td> <td>= 2</td> <td>+ 2.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Diplomacy</td> <td>CHA</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Disguise</td> <td>CHA</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Escape Artist</td> <td>DEX</td> <td>-4</td> <td>= 2</td> <td>+ 0.0</td> <td>+ -6</td> </tr> <tr> <td>◆ Forgery</td> <td>INT</td> <td>2</td> <td>= 2</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Gather Information</td> <td>CHA</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Handle Animal</td> <td>CHA</td> <td>1</td> <td>= 0</td> <td>+ 1.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Heal</td> <td>WIS</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Hide</td> <td>DEX</td> <td>-4</td> <td>= 2</td> <td>+ 0.0</td> <td>+ -6</td> </tr> <tr> <td>◆ Intimidate</td> <td>CHA</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Jump</td> <td>STR</td> <td>-8</td> <td>= 4</td> <td>+ 0.0</td> <td>+ -12</td> </tr> <tr> <td>◆ Knowledge (Dungeoneering)</td> <td>INT</td> <td>4</td> <td>= 2</td> <td>+ 2.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Knowledge (Local - Shaar)</td> <td>INT</td> <td>2</td> <td>= 2</td> <td>+ 0.5</td> <td>+ 0</td> </tr> <tr> <td>◆ Listen</td> <td>WIS</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Move Silently</td> <td>DEX</td> <td>-4</td> <td>= 2</td> <td>+ 0.0</td> <td>+ -6</td> </tr> <tr> <td>◆ Profession (Miner)</td> <td>WIS</td> <td>2</td> <td>= 0</td> <td>+ 2.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Ride</td> <td>DEX</td> <td>-3</td> <td>= 2</td> <td>+ 0.0</td> <td>+ -5</td> </tr> <tr> <td>◆ Search</td> <td>INT</td> <td>2</td> <td>= 2</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Sense Motive</td> <td>WIS</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Spot</td> <td>WIS</td> <td>2</td> <td>= 0</td> <td>+ 2.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Survival</td> <td>WIS</td> <td>0</td> <td>= 0</td> <td>+ 0.0</td> <td>+ 0</td> </tr> <tr> <td>◆ Swim</td> <td>STR</td> <td>-8</td> <td>= 4</td> <td>+ 0.0</td> <td>+ -12</td> </tr> <tr> <td>◆ Use Rope</td> <td>DEX</td> <td>2</td> <td>= 2</td> <td>+ 0.0</td> <td>+ 0</td> </tr> </table>									SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	◆ Appraise	INT	2	= 2	+ 0.0	+ 0	◆ Balance	DEX	-4	= 2	+ 0.0	+ -6	◆ Bluff	CHA	0	= 0	+ 0.0	+ 0	◆ Climb	STR	-2	= 4	+ 0.0	+ -6	◆ Concentration	CON	4	= 4	+ 0.0	+ 0	◆ Craft (Jewelry)	INT	4	= 2	+ 2.0	+ 0	◆ Diplomacy	CHA	0	= 0	+ 0.0	+ 0	◆ Disguise	CHA	0	= 0	+ 0.0	+ 0	◆ Escape Artist	DEX	-4	= 2	+ 0.0	+ -6	◆ Forgery	INT	2	= 2	+ 0.0	+ 0	◆ Gather Information	CHA	0	= 0	+ 0.0	+ 0	◆ Handle Animal	CHA	1	= 0	+ 1.0	+ 0	◆ Heal	WIS	0	= 0	+ 0.0	+ 0	◆ Hide	DEX	-4	= 2	+ 0.0	+ -6	◆ Intimidate	CHA	0	= 0	+ 0.0	+ 0	◆ Jump	STR	-8	= 4	+ 0.0	+ -12	◆ Knowledge (Dungeoneering)	INT	4	= 2	+ 2.0	+ 0	◆ Knowledge (Local - Shaar)	INT	2	= 2	+ 0.5	+ 0	◆ Listen	WIS	0	= 0	+ 0.0	+ 0	◆ Move Silently	DEX	-4	= 2	+ 0.0	+ -6	◆ Profession (Miner)	WIS	2	= 0	+ 2.0	+ 0	◆ Ride	DEX	-3	= 2	+ 0.0	+ -5	◆ Search	INT	2	= 2	+ 0.0	+ 0	◆ Sense Motive	WIS	0	= 0	+ 0.0	+ 0	◆ Spot	WIS	2	= 0	+ 2.0	+ 0	◆ Survival	WIS	0	= 0	+ 0.0	+ 0	◆ Swim	STR	-8	= 4	+ 0.0	+ -12	◆ Use Rope	DEX	2	= 2	+ 0.0	+ 0
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SAVING THROWS	TOTAL	BASE	ABILITY	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+6	= +2	+ +4	+ +0	+ +0	+ +0		
Reflex Dexterity	+2	= +0	+ +2	+ +0	+ +0	+ +0		
Will Wisdom	+0	= +0	+ +0	+ +0	+ +0	+ +0		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMP
UNARMED	+5	= +1	+ +4	+ +0	+ +0	+ +0	
RANGED ATTACK BONUS	+3	= +1	+ +2	+ +0	+ +0	+ +0	
GRAPPLE ATTACK BONUS	+5	= +1	+ +4	+ +0	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
*Shield, Heavy	+5	1d3+4	20/x2
	HAND	TYPE	SIZE
	Equipped	B	M
	CRITICAL	20/x2	
	1H-P	1H-O	2H
	+1	-3	+1
	2W-P-(OH)	2W-P-(OL)	2W-OH
	-5	-3	-9
	1d4+4	1d4+2	1d4+6
	1d4+4	1d4+4	1d4+2

*Waraxe (Dwarven) - 8lb	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+6	+0	+2
	HAND	TYPE	SIZE
	Primary	S	M
	CRITICAL	20/x3	
	1H-P	1H-O	2H
	+6	+2	+5
	2W-P-(OH)	2W-P-(OL)	2W-OH
	+0	+2	-4
	1d10+4	N/A	1d10+6
	1d10+4	1d10+4	N/A

Shortbow	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	+1	-1
	HAND	TYPE	SIZE
	Carried	P	M
	CRITICAL	20/x3	
	Range	30"	60"
	120"	180"	240"
	Hit	+3	+3
	+1	-1	-3
	Dam	1d6	1d6
	1d6	1d6	1d6
	Ammunition Used	□□□□	□□□□
	□□□□	□□□□	□□□□

*Scale Mail	TYPE	ARMOR BONUS	MAX DEX BONUS
	Medium	+4	+3
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES	
-4	25		

◆ Appraise	INT	2	= 2	+ 0.0	+ 0
◆ Balance	DEX	-4	= 2	+ 0.0	+ -6
◆ Bluff	CHA	0	= 0	+ 0.0	+ 0
◆ Climb	STR	-2	= 4	+ 0.0	+ -6
◆ Concentration	CON	4	= 4	+ 0.0	+ 0
◆ Craft (Jewelry)	INT	4	= 2	+ 2.0	+ 0
◆ Diplomacy	CHA	0	= 0	+ 0.0	+ 0
◆ Disguise	CHA	0	= 0	+ 0.0	+ 0
◆ Escape Artist	DEX	-4	= 2	+ 0.0	+ -6
◆ Forgery	INT	2	= 2	+ 0.0	+ 0
◆ Gather Information	CHA	0	= 0	+ 0.0	+ 0
◆ Handle Animal	CHA	1	= 0	+ 1.0	+ 0
◆ Heal	WIS	0	= 0	+ 0.0	+ 0
◆ Hide	DEX	-4	= 2	+ 0.0	+ -6
◆ Intimidate	CHA	0	= 0	+ 0.0	+ 0
◆ Jump	STR	-8	= 4	+ 0.0	+ -12
◆ Knowledge (Dungeoneering)	INT	4	= 2	+ 2.0	+ 0
◆ Knowledge (Local - Shaar)	INT	2	= 2	+ 0.5	+ 0
◆ Listen	WIS	0	= 0	+ 0.0	+ 0
◆ Move Silently	DEX	-4	= 2	+ 0.0	+ -6
◆ Profession (Miner)	WIS	2	= 0	+ 2.0	+ 0
◆ Ride	DEX	-3	= 2	+ 0.0	+ -5
◆ Search	INT	2	= 2	+ 0.0	+ 0
◆ Sense Motive	WIS	0	= 0	+ 0.0	+ 0
◆ Spot	WIS	2	= 0	+ 2.0	+ 0
◆ Survival	WIS	0	= 0	+ 0.0	+ 0
◆ Swim	STR	-8	= 4	+ 0.0	+ -12
◆ Use Rope	DEX	2	= 2	+ 0.0	+ 0

◆ = Useable Untrained

EQUIPMENT

ITEM	LOCATION	QTY	WT.	COST	ITEM	LOCATION	QTY	WT.	COST
Scale Mail	Equipped	1	30	50	Flint and Steel	Pouch (Belt)	1	0	1
Shield, Heavy	Equipped	1	10	7	Whetstone	Backpack	1	1	0.02
Waraxe (Dwarven) - 8lb <small>(Waraxe (Dwarven))</small>	Equipped	1	8	30	Explorer's Outfit	Equipped	1	8	0
Shortbow	Carried	1	2	30	Rations (Trail/Per Day)	Backpack	7	1	0.5
Arrows (20)	Carried	1	3	1	Caltrops	Pouch (Belt)	2	2	1
Axe, Throwing	Carried	1	2	8	Chalk (1 piece)	Pouch (Belt)	2	0	0.01
Backpack	Carried	1	2	2	Flask	Backpack	1	1.5	0.03
Sack	Backpack	1	0.5	0.1	Signal Whistle	Pouch (Belt)	1	0	0.8
Pouch (Belt)	Carried	1	0.5	1	Fishhook	Backpack	3	0	0.1
Pouch (Belt)	Carried	1	0.5	1	Line, Fishing <small>(Fishing Line)</small>	Backpack	1	0	0
Bedroll	Backpack	1	5	0.1	Sewing Needle	Backpack	3	0	0.5
Waterskin	Carried	1	4	1	Torch	Backpack	5	1	0.01
TOTAL WEIGHT CARRIED/VALUE						86.36 lbs.		190 gp	

WEIGHT ALLOWANCE

Light	100.0	Medium	200.0	Heavy	300.0
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MONEY

Coin (Gold): 1
Coin (Silver): 15
Coin (Copper): 2

LANGUAGES

Common, Dwarven, Orc, Undercommon, Dupari

PROFICIENCIES

<p>Axe (Throwing), Battleaxe, Club, Crossbow (Light), Crossbow (Heavy), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind-blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransneur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer</p>

SPECIAL ABILITIES

<p>, +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal., +2 racial bonus on saving throws against poison., +2 racial bonus on saving throws against spells and spell-like effects., +4 Dodge bonus to Armor Class against monsters of the giant type., Stability, Stonecunning</p>

FEATS

NAME	DESCRIPTION
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Improved Initiative	You get a +4 bonus on initiative checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Weapon Focus (Waraxe (Dwarven/Exotic))	You gain a +1 bonus on all attack rolls you make using the selected weapon.

Axe, Throwing

	HAND		TYPE		SIZE		CRITICAL
	1H-P	1H-O	2H	2W-P-(OH)	2W-P-(OL)	2W-OH	
			Carried	S	M		20/x2
Hit	+5	+1	+5	-1	+1		-3
Dam	1d6+4	1d6+2	1d6+4	1d6+4	1d6+4		1d6+2
Range	10''	20''	30''	40''	50''		
Hit	+3	+1	-1	-3	-5		
Dam	1d6+4	1d6+4	1d6+4	1d6+4	1d6+4		
Ammunition Used	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□		
Special Properties							

Darr, Son of Baddon



Dwarf

RACE

103

AGE

4' 4"

HEIGHT

214 lbs.

WEIGHT

Dark gray, almost black

EYE COLOR

Deep tan, almost brown

SKIN COLOR

Black, but with premature streaks of gray

HAIR COLOR

Long & tied back, with a long beard

HAIR LENGTH

Water

PHOBIAS

PERSONALITY TRAITS

INTERESTS

What devilry is this?!

SPOKEN STYLE

Description

Large for a Dwarf, and powerfully built, Darr stands almost 4-1/2 feet tall yet weighs well over 200 pounds. Wearing armor, sturdy leather clothing, bristling with weapons, and leading a packmule loaded with gear, he appears prepared for almost anything. However, his prematurely graying hair, the strange mix of sadness and anger within his dark eyes, and an apathetic demeanor hint at a depth of history beyond the typical adventurer out seeking fame and fortune.

Home

The mountain range called by men: "The North Wall," near Shaar, Faerun

Biography

Darr was raised an only child in a fair-sized and established underground Dwarven community within the mountain range called "North Wall," near Shaar. His father, Baddon, was a prominent political leader within the community who, at least during the majority of his career, was considered wise and just and was generally well liked by many. It is no surprise then that Darr's early education focused on politics. His father's wishes, and Darr's own early interests, were that Darr be groomed to eventually assume a prominent place within the community as had his father before him. However, to his father's disappointment, it eventually became obvious that Darr simply did not possess his father's natural political skills and public charisma.

In the hope that Darr could still find a place in a leadership role after all, and with the lad having grown larger and stronger than most Dwarves his young age, Darr was pushed into (the mandatory) military service at an earlier age than usual. There, due to his size and native intelligence, the martial and weapons training seemed to come to him almost naturally. With seemingly little effort on his part, he began to excel both in his formal military training and the casual, but often painful(!), mock duels and wrestling matches common among the military cadets. It is useful to note here that these may have been even more challenging than usual due to the jealousy with which his older peers viewed Darr; preferring to think of his successes more as "privileges granted" him for his young age and father's political power than the earned victories they truly were. Needless to say, Darr's continued success in his early military training, combined with his abnormally young age at the time, served more to alienate Darr from the rest of his cadet class than to form any lasting bonds with them.

Upon completion of formal training, his first "strike team" was, as tradition dictated, filled with grizzled veteran military "lifers." Somehow, the unusual combination of career military Dwarf and too-young "privileged shortbeard," as they liked to call Darr, worked. Career military, after years of dwelling at the farthest fringes of the community's "established" underground territory, was commonly considered by society as being somewhat "uncouth," and often seemed closest in philosophy to the orcs, goblins, and other creatures that they regularly fought. It was in this remote and insulated little community that Darr formed the strongest personal connections of his young life and perhaps should have found his permanent home and life's work. However, the surfacing of an important factor prevented this. Although his fighting talent was apparent, especially after the practiced veterans had "un-learned" him of the "useless book learning" taught in his formal training, Darr actually found the constant killing distasteful. The regular actions of his fellow team members, who had a very practical outlook on this particular topic due to "the nature of their jobs," often found odds with Darr's personal moral philosophy. The older Dwarves didn't question the need for what they did; they simply acted. Darr on the other hand was often accused of "thinking too much" when he brought this topic up. And he learned to keep it to himself.

During Darr's military service, trouble arose back home involving his father's career. A rival council member, who seemed most often to hold an opinion exactly contrary to Baddon's, gained in power. Eventually, to both disgrace Baddon and to rid himself of a second potentially troublesome rival, this evil

Dwarf conspired to the murder of a fellow council member and managed to frame Darr's father with the heinous crime. After a long and painful process, during which Baddon was imprisoned and disgraced and his wife beset by mean-spirited hecklers, the Dwarven community decided the worst fate for Baddon possible: he would be stripped of his good Dwarven name and exiled from the community for which he had given his life's work. Facing what was to him an obviously unacceptable fate, Baddon chose death instead and took his life by his own hand. Darr's mother followed her husband to the grave shortly thereafter when her health gave way to her grief, and Dwarves who had been close family friends for many years turned their backs on her.

Because of Darr's isolation from the main Dwarven society while with his strike team, he escaped much of the pain of disgrace during this period. However, once his mandatory military service was over (having decided that a life of killing did not suit him) Darr tried to return to his place in regular society. As if the grief and pain at the loss of both parents was not enough, as well as the confusion surrounding his father's involvement in a murder, he found himself being shunned by his fellow Dwarves. His former military classmates were particularly cruel to him as he tried to find his way within the suddenly callous Dwarven society. Try as he might, Darr found himself unable to advance into a career or ultimately even to support himself as no opportunities were provided to him.

The only positive thing to happen to Darr during this painful period was Diesa. They had known each other from an early age and had maintained casual contact through the years, even writing each other occasionally during the extended absences of Darr's military service. Upon his discharge, Diesa grew increasingly angry as she witnessed their society treat Darr with undeserved callousness. The couple grew closer and eventually decided to put the Dwarven community behind them. Finding an understanding cleric, they married and left the community they had called home for their entire lives.

Once into the "outland" (i.e. above ground), they settled into a frosty mountain outpost far from anyone, where Darr took up mining while enlarging a small natural cave. It was a harsh existence at first, but Darr was able to unearth enough precious metal, iron, and gemstones to trade for necessities during his regular supply trips to a nearby human village. They lived this way for many years in relative happiness, growing to enjoy the solitude and beauty of the high mountain passes and crystal ponds of their home. Diesa even gave birth to a little girl during these years, Dagna (called "Little Nugget" by Darr), who became the joy of Darr's existence. At first to please Dagna, but later as a way to increase his trading power among the humans, Darr began to experiment with forming the metals and gems he discovered into jewelry, and he became quite adept at it considering he was untrained. After living many peaceful years in this manner, disaster struck. The mine collapsed, killing Diesa and Dagna both, who were bringing Darr his lunch at precisely the wrong time. Darr managed to escape by slowly and painstakingly digging himself out through the collapsed exit, but he now feels solely responsible for the accident and resulting deaths of his wife and daughter (as it was his ceiling supports that failed during the cave-in).

Bitter at the deaths of his loved ones, he now feels himself a failure on all fronts: first at the possibility of any political career when he was very young, then when he walked away from the military path his father had set for him, next when he could not even fit into normal Dwarven society, and finally as a miner, a husband, and a father. Bordering on pious his whole life, even at his very worst being careful to show nothing but respect for the Great Dwarffather, Moradin, Darr has now even forsaken his faith as he himself feels forsaken and alone. After unearthing the corpses for proper burial, Darr says goodbye to the only place that he had ever been truly happy, a place that would never be "home" again. Vowing never to form anything of beauty again with his hands and destroying his jeweler's trade tools, he sets out with his packmule Beelee to pursue the only thing he feels he may have ever excelled at: killing. But perhaps it's his own death, and the resulting end to a lifetime filled with ill fit and pain, that he desires more than anything . . .