

[b]Description:[/b] Standing at a respectable 4'4" and weighing 200 pounds, Bærn Steelfist is a magnificent specimen of a Dwarf. His beard, the color of rich earth, is long and well-kept, with intricate braids and a polished stone clasp of the symbol of Torag, indicating that this Dwarf is a Priest of the God of the Forge. He wears a full suit of Chainmail over an outfit that is meant for the cold weather of the north; on top of this armor he has numerous furs adorning his shoulders and back. Upon of his head resides a massive helmet bearing the symbol of his clan, the Steelskull clan. This helmet doubles as a Boulder Helmet, the weapon favored by his clan. In his left hand he clasps a massive shield made of gleaming steel - this shield bears an anvil motif - the symbol of Torag. On his right hand he wears a spiked gauntlet that has a prominent spike jutting from just above the knuckles. This particular type of gauntlet is the favored weapon of Bærns' mother's clan - the Mountainfist Clan. Bærn himself looks to be cheerful but focused - a common look after he's had a few pints of alcohol. In fact, he looks worse when he hasn't had his daily dose of alcohol.

About the only thing less-than-magnificent about this magnificent dwarf is the Shelyn-Forsaken face of his that makes Elven babies cry and would probably scare off an ogre. There's also the slight fact that most people, even dwarves, have a hard time understanding him, even if he is quite persuasive and friendly when someone is able to understand his speech. Most people just nod, not knowing what the heck he was saying.

[b]Personality:[/b] Bærn is not your average dwarf. Your average dwarf is gruff, serious, very formal, and generally considered down to business, at least when not around friends. But Bærn is not your average dwarf. While gruff sounding for sure, Bærn is anything but gruff. Instead, he's friendly and outgoing, and generally accepts people as friends quicker than one ought to. Sure he's butt-ugly, even for a dwarf, and most people, even dwarves, can only understand him half of the time. This doesn't phase him in the slightest. He's generally perceived by outsiders as being naive, ignorant, and everything in between - someone that some people might try and take advantage of, if given the opportunity.

However, this belies his true personality - he's a very observant and canny individual who's not easily taken advantage of, even if he is genuine with his generosity and friendliness. He can get the hint that someone's trying to take advantage of him, but goes along with it to see why they're doing so. Often, he'll still allow himself to be taken advantage of, as he's not the type to say no to helping someone. Despite this, he'll only let it go so far. Still, most people see him as an ignorant, happy-go-lucky oddball of a dwarf that almost seems like he should have been born a gnome, not a dwarf, if not for his absolute love of alcohol and his devotion to his god.

As for his god, Bærn is a very devoted worshipper of Torag, the God of the Forge. While he respects all of Torag's portfolios, he generally focuses more on protecting the weak and helpless than anything to do with the forge and strategy. Still, he greatly respects those who have better skills at smithing than him and those who are better able to strategize. However, Bærn also worships two other gods, although to a lesser extent than Torag. First is Cayden Cailean, the

God of Bravery, Wine, and Freedom. Bærn is a legendary lover of alcohol, be it wine or spirits, and always makes a quick prayer to Cayden when going drinking. He also follows Cayden's philosophy of bravery. The alcohol helps that bit, of course. And finally, the other god Bærn worships is Erastil, God of the Hunt, Harvest, and Family. Bærn is extremely devoted to his family, primarily the Steelskull clan, but also the Mountainfist clan, who is his mother's clan. Considering that Erastil is the one who brings in good harvests and bounties, and Bærn is a chef by trade in addition to being a priest, it's little wonder why he pays homage to such a god.

Bærn cooks for two reasons - one, because of his roaring appetite and love of fine foods, but also he has volunteered at refugee camps to help feed refugees and the homeless. He believes that no one should go without food, and considers starvation one of the worst types of deaths. So he does what he can to help the less fortunate by feeding them. And if, by doing so, he can convert others to Torag's way, then all the better!

In Combat, Bærn generally analyzes the battlefield, then charges into the fray headfirst, literally. He's prone to roaring, yelling, and the like, and overall just isn't a very quiet combatant. He primarily uses his spiked gauntlet for combat, which simultaneously allows him to still cast his spells as his hand is technically free. He doesn't know how to properly use his clan's great helmet in combat yet, but he has plans to learn how to soon. Overall, Bærn generally focuses on keeping his allies alive over killing the enemy, doing what he can to divert attention from the weaker members of his group to himself. He's not a coward, but he's not foolhardy enough to fight to the death if a retreat is warranted, however. That being said, he would still likely be one of the last to leave the battle.

[b]Background:[/b] Born in the year 4633 A.R. to Teldok Steelskull and Helga Mountainfist in the Dwarven Sky Citadel of Highhelm, Bærn was born into a life of relative luxury. His father was a relatively well known armorsmith, while his mother was a diplomat and representative of her Clan, the Mountainfists. Early in his life, Bærn was doted on by the Priesthood due to a rare birth mark that led the priests to believe he was a chosen of Torag. His siblings, all fourteen of them, mostly went on to become soldiers, smiths, and the odd politician. Bærn, however, originally stuck not to a life of combat or of religious faith, but instead to a life of cooking, an odd choice for someone born in his situation. He loved food, and loved to cook. It was his passion in his early life, and although he learned how to fight and the tenets of Torag, he never lost his love of a good meal. Still, as he matured, he began to become more faithful in his god, Torag, and eventually officially joined the Priesthood around his 50th birthday.

However, he turned out not to be an average priest of Torag. Instead of working the forges or standing vigilant against his enemies, Bærn focused on helping those who needed help - he would often volunteer to help the homeless, even the clanless, making sure they were fed and taken care of. In a way, he embodied Erastil's teachings more than Torag's, but he still owed his faith to the latter. For years, he often worked at taverns, inns, and anywhere that needed an excellent cook or a healer.

Then came the fateful day that changed everything. About seven years ago, not long after Karzoug the Claimer awoke and conquered what was then Varisia, the meteor that destroyed Kyonin happened. Bærn was living at a small town in the northern part of the Five Kings Mountains, working as a priest in a local temple to Torag while simultaneously working at the local Inn as a chef. The town itself was spared most of the carnage that ensued, although it was swamped with refugees not long after. Bærn was one of the priests that took care of the refugees, doing his best to feed them and take care of their wounds while also trying to manage their downtrodden spirits. Then came a messenger. This messenger brought news of Bærn's family, and the stronghold they were living in. The entire stronghold had collapsed upon itself due to the earthquakes caused by the impact.

Devastated by this news, Bærn left the town he was at and travelled to where the stronghold had used to be. He desperately tried to find evidence in nearby towns and cities of any of his family members. He spent years searching, but to no avail. It had seemed that the entire Steelskull Clan, who were headquartered in that stronghold, had perished save for Bærn. Nothing was left except for their legacy and him. He was even unable to find any of his mother's clan in the area, as they were also dwelling there. The only remnants of their clan is likely up north in the Linnorm Kingdoms, and due to the situation there with Karzoug, it was unlikely Bærn would be able to go there.

So when he heard of a call for volunteers to act as the representatives of the Five Kings Mountains in Andoran, Bærn was one of the first to go. Few dwarves had volunteered, as troubles with the Drow began escalating. While Bærn felt that he certainly had a job to do in protecting his people against the Drow, he felt that he could help them more by helping to prevent this encroaching winter. So he traveled to Andoran, hoping to offer his aid as a Priest, a Missionary, a Healer, and just maybe even his cooking skills.

If he can help end this threat of eternal winter, perhaps he'll be able to rebuild his clan. If not, he'll do what he can to make sure they're remembered.

[b]Traits' Info: [/b]

[b]Northern Ancestry (Campaign):[/b] On one side of his family, his Mother's side, is the Mountainfist Clan. This clan is not only known for its high number of Dwarven Monks, but also for its general love of close quarters combat amongst all of its members. The clan originally hails from the icy northern area of the Linnorm Kings, mainly from Kalsgard. The Mountainfists are known brawlers, mountaineers, and outdoorsmen. It is said that the original head of the Mountainfist Clan, also going by the name Bærn, would travel the cold wastes in barely a monk's outfit, and was resilient beyond measure. This Dwarf was prone to wrestling bears, giants, trolls - you name it, he wrestled it. It is from this dwarf that the clan descended, and thus it is of little surprise that Bærn inherited just a small portion of his mother's family's endurance.

[b]Steel Skin (Combat):[/b] Baern is of the Steelskull Clan - A clan of tacticians, warriors, soldiers, leaders, and armorsmiths. One of the things that they're famous for is their Boulder-Style combat. This style of combat is quite simple - they start off combat roaring, then charging head first with their signature Boulder Helmets, ramming the enemy with the force of a charging rhinoceros. On their boulder helmets is the iconography of their clan - thus the helmets not only serve as a weapon, but also a symbol. These helmets are massive - each one is of gleaming steel, designed to look like a skull covering the wearer's head and face, though leaving an open mouth to make an allowance for the user's beard and mustache. The helmet is heavily reinforced, and it almost looks as if the skull design itself is wearing a helmet. Overall, it makes the user look fiercer and more intimidating, while still allowing him to proudly represent his clan.

[b]Birthmark (Faith):[/b] When Bærn was born in a temple of Torag, it came as a great surprise - but equally great celebration - that he had been born with an auspicious birthmark on his shoulder - a birthmark that greatly resembled the God of the Forge's symbol, that of an anvil. When he was born, the priests said he was destined to greatness in their god's eyes. Thus doted on by the clergy of his home town as being a chosen of Torag, it joyed his parents greatly when he finally joined the temple officially around his 50th birthday. Since then, his faith in Torag has only grown stronger, and he now seeks to spread this faith to new lands, helping anyone he can along the way.