



DWARF SHIELD BEARER

Visit our website (www.mana-punk.com) for more information on the game!

NAME: "The Immovable Object"
ARCHETYPE: Shield Bearer
Total L.P. Earned: _____
Fate Pool: 1

RACE: Mountain Dwarf
GENDER: _____
L.P. Left: _____
Spent Fate: _____



	Base	Bonus	Final
BODY	8		8
STRENGTH	8		8
QUICKNESS	5		5
INTELLIGENCE	5		5
WILLPOWER	4		4
CHARISMA	3		3
POWER	6		6
REFLEX	5		5

Combat Pool 9
Astral Pool 4
Initiative 5 + 2d6
Initiative Dice 2
Init. Penalty -6

Primary Weapon : Spiked Mace
Primary Weapon Damage : 10M
Secondary Weapon : Light Mace
Secondary Weapon Damage : 8M Stun
Ammo Count : _____

Plate Mail	
ARMOR	
SLASHING	9
CRUSHING	9
ARCANE	1
PIERCING	7

Movement : 5
Run Multiplier : 3

Damage Meters		
	Physical	Mental
Deadly 10	+4 TN (-4 Init)	+4 TN (-4 Init)
9		
8		
Serious 7	+3 TN (-3 Init)	+3 TN (-3 Init)
6		
5		
4		
Moderate 3	+2 TN (-2 Init)	+2 TN (-2 Init)
2		
Light 1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Negotiation	2		Dungeoneering	5	
Etiquette	1		Adventurer's Guild Locations	4	
Tactics	5		Dwarven History	4	
Clubs	6		Dwarven Politics	4	
Shields	6		Professional Body Guarding	3	
Axes	3		Magical Threats	5	

Contact #1			Location	Rank	NOTES
Dwarven Blacksmith	Furnace, The Smoking Crown	1			
Contact #2			Location	Rank	
Airship Captain	The Sundiver (Roams)	1			
Contact #3			Location	Rank	
Furnace Politician	Furnace, The Smoking Crown	2			
Contact #4			Location	Rank	
Dagger Falls City Guard	Dagger Falls, The Central Valley	2			
Contact #5			Location	Rank	
Contact #6			Location	Rank	
Contact #7			Location	Rank	
Contact #8			Location	Rank	

Character Information

Race: Mountain Dwarf

Dwarves can be found throughout several townships and cities in *Zethyria*. However their home kingdom and strongest presence is the *Kingdom of Kroal* in the southwestern reaches of the land. Kroal is nestled deep within the mountains and volcanoes of the *Smoking Crown*, an area dangerous for the unprepared or uneducated traveler. A dwarf born and raised in the *Smoking Crown* will be inherently wary of relating with outsiders to their culture, but even the most secretive and cautious of dwarves knows the benefits of strong trade routes. This earnest interest has developed the average dwarf into a savvy negotiator. While several subcultures for the dwarven race exist, there are considered to be 3 primary types of Dwarf.

Physical Description

Dwarves of all kind are shorter in stature than the average human, usually with thick manes of dark hair. Adult male Hill & Mountain Dwarves take great pride in their moustaches and beards, growing them out to decorative and absurd lengths. Unghar, however, are the exception to all of these rules. They have dark skin colorations instead of light, thin wisps of hair on their head and no beards to speak of. While short, dwarves are stout in build which allows them a significant sturdiness in combat... especially in combination with their height. A dwarf may be short in size but can still make a formidable opponent on and off the battlefield.

MOUNTAIN DWARF

Culture

The Mountain Dwarves represent the primary population of the *Kingdom of Kroal* within the *Smoking Crown*. The royal family and their clan are Mountain Dwarves, as are the standing armies of *Kroal* and most all of its diplomats and politicians. Mountain Dwarves are trained in the etiquette of politics from a very young age, giving them an edge in their dealings with political negotiations to other races. The rest of their education consists of military training and tactics, to back up their political negotiations with the full knowledge of the potential fallout of any decisions or agreements they may make. The "*Iron Kroal Army*" is primarily made up of mountain dwarves, with the occasional hill dwarf coming back to serve time in the military for political purposes. The army of *Kroal* is renowned for their precision and discipline, ringing out through legends and tales told across the land of their vast strength hidden within the depths of the *Smoking Crown*.

Game Information

Average Height: 1.4 Meters

Average Weight: 58 Kilograms

Skin Coloration: Pinkish-white

Stat Bonuses: +2 Body, +2 Strength

Abilities: Heat vision (No penalties in partial darkness, half penalty in total darkness.) Resistance (+2 Body) to diseases, poisons, & toxins.

Skill Bonuses: +2 to Negotiation, +1 to Etiquette, +1 Tactics

Note: Dwarfs cannot be pushed in combat, getting a bonus of -4 to all *Knockdown Test* target numbers.

Archetype: Shield Bearer

SHIELD BEARER

The *Kingdom of Kroal* rightly boasts the creation of the Shield Bearer role amongst their military ranks. Originally created as an honorary role for aging veterans serving in the ranks of the Royal Guard, the startling capabilities of the Shield Bearer became apparent during an attempted coup of then *King Braydall*. After only fifteen Shield Bearers kept more than a hundred standard rank soldiers from breaching the front gates of King's estate, a royal decree quickly followed establishing the Shield Bearer as a welcome and honorable position amongst the ranks of the *Kroal* military.

While the highest concentration of serving Shield Bearers can be found in the dwarven lands, it is fast becoming just as employed and respected in the military of other nations.

Techniques

Keeping the Breach (Passive): Shield Bearers are trained heavily in using their shields not only for defensive purposes, but using them for offensive tactical purposes as well. They gain the capability of dealing melee damage with the *Shields* skill, dealing damage according to shield size (*see below table*).

Shield Size	Damage
Buckler	(STR+3) L
Shield, Light	(STR+1) M
Shield, Heavy	(STR+3) M
Tower Shield	(STR+1) S

Shield Expertise (Defense): Repeated use of and training with any single item inevitably reveals new techniques and methods of use for that item. Shield Bearers, through years of instruction & repeated practicing, have perfected making maximum use of

their Shields. Shield Bearers gain an extra **50%** armor bonus (rounded down) from their shields and do not suffer the standard *Initiative Penalty* that others do from using larger shields.

Tactical Dispatch (Attack): If the Shield Bearer is attacked by an opponent in melee range at any time and the opponent's attack *fails* (misses, or is resisted down to zero damage on the part of the Shield Bearer), the Shield Bearer is allowed to do a "Tactical Dispatch" attack in retaliation using their shield. This attack is calculated as normal, but does not take advantage of extra successes for the sake of staging up damage.

"Batter Up!"

Cost: 0.5

Reuse Limit: ENCOUNTER | Range: Melee

This devastating blunt weapon attack focuses all of a warrior's swinging power into a directed attack intended to knock their opponent off their feet! The warrior must use their *Clubs* skill to make a standard opposed melee attack against their foe, taking into account any conditional target number modifiers that may be present. If the attack succeeds calculate crushing melee damage to the target as per normal rules. After this the opponent then makes a *Knockdown* resistance test, doubling their normal target number to resist this effect.

Foes successfully knocked down by a Crushing Blow are knocked away from the attacking warrior, up to **4** meters away (**1** meter in distance per level of Damage Level for the final attack, up to a maximum distance of **4** meters).

Thunder Hammer

Cost: 1

Reuse Limit: DAILY

Range: Melee

This is a powerful overhead swing charged with all the mana the warrior can muster, *Thunder Hammer* generates a deafening clap of thunder when it strikes... dealing stun damage and knocking down all within range.

The warrior rolls their *Clubs* skill against a target number of **4**, taking into account any conditional modifiers that may exist for targets within range. Each person within the range of the effect must make a *Body* attribute check against **(Strength + 4)M Stun** damage (staged up as normal). At that point every target successfully hit by this attack also has a **+4** target number modifier to all actions for **3** combat rounds as a result of being stunned by the deafening clap of thunder.

Counterstrike

Cost: 0.5 per rank (Max Rank of 4)

A keen eye allows the *Counterstrike* trained warrior the capability to spot holes in his opponent's attacks. Each rank grants the warrior with *Counterstrike* an additional **+1d6**

whenever an opponent initiates a melee attack. These extra dice are only gained at this time and not when a warrior with *Counterstrike* is starting the melee attack.

Rooting

Cost: 0.25 per rank

Reuse Limit: AT WILL | FREE ACTION

Perhaps the warrior has earth elemental in their blood, or they just have a very strong attunement with the ground... whatever the case, a warrior trained in the *Rooting* ability can render themselves completely immobile. *Rooting* grants a bonus **+1d6** per ability rank towards tests made against any attempts to move them against their will. This includes such things as being thrown, knocked down, levitated, banishment or teleportation. The warrior can otherwise act completely normally while *Rooting* is activated, only being rendered unable to move. Activation or deactivation of this ability is a *Free Action* in combat.

Cleave

Cost: 1

Reuse Limit: ENCOUNTER

Range: Melee

Cleaving attacks hit multiple adjacent foes simultaneously. The act of swinging the weapon wide cuts through the warrior's primary target and one adjacent target, dealing damage to both opponents. The warrior rolls their *Swords* skill separately for each opponent against a target number of **4**, taking any combat modifiers into account. If successful in their strike the warrior's foes must then resist damage from the attack normally via *Body* attribute check.

Blind Fighting

Cost: 0.5

Prolonged trained in dark environments has honed the senses of the warrior to a point, granting them the benefits of being able to 'sense' an opponent's presence even in the darkest of surroundings. This technique reduces the penalties a warrior would normally suffer while fighting in darkness. This penalty gets reduced to **+2** to all target numbers until visibility is restored.

Traits

"Trained Reflexes" (Spend 3 BP)

Extensive combat experience has refined this character's perceptions and reaction times in combat. This grants them *Trained Reflexes*, adding a **+1d6** bonus to their initiative dice. This initiative bonus is considered a natural enhancement to the character, and as such does stack with the other initiative bonuses granted by archetype abilities or spells.

“Barbaric” (Earn 2 BP)

This *Barbaric* character has no sense of etiquette or social demeanor. This foible puts the character at a -2 skill rating penalty on their *Etiquette* skill. The *Game Master* may optionally allow this foible to be worked off over the course of a campaign, but this should not be an easy process for the *Barbaric* character.

Equipment

“The Super Deluxe” Steamer Trunk

“The Super Deluxe”	40 g
--------------------	------

“The Deluxe” is an exquisite piece of craftsmanship to behold. This double sided steamer trunk is the ultimate in travel luggage intended for only the most prepared and discerning of adventurers. This oversized steamer trunk is designed specifically to be stood up on its end in order to be opened, almost as if you are opening a door. Once opened the left half contains a series of twelve square pull out drawers, each with a safety latch designed to prevent unintended ‘drawer slide’ during transportation. All twelve of these drawers (laid out in four rows of three drawers per row) are enchanted “Preservationist” containers, affording its’ owner copious amounts of storage for food and perishables. The right half of the trunk, not to be left out on details, has been designed and enchanted in similar fashion to *Packrat* luggage. Setup with the *Dimensional Warehouse* enchantment, the caliber of space capable is as impressive as it is vast.

To round out the features list, this metal reinforced steamer trunk has been given the gift of *Levitation*, allowing it to float along as it quietly follows its owner. While this levitation feature was never designed for the purposes of use as prolonged travel method, a few “Super Deluxe” owners have had to use this luggage as a life raft during an airship disaster... safely riding their luggage down to the ground far below. Don’t wait, act now! Just answer the envious stares of your associates by whispering these two words: **“Super Deluxe”!**

“The Kitchen Sink”

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler’s Grab (*Soft Boots, Shirt, Belt, Breeches, Traveler’s Cloak*)
- Bedroll

- Tent (Canvas, 4 Person)
- Blanket
- *Comfy-Soft Pillow*
- “*Sleepi-by Bedtime Defender*” (*Choose 1*)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- *Arcane Chef™ Insta-Hotplate*
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer’s Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!

Magical Clothing

<i>Dagger Falls Elite</i> (Outfit)	1 g
<i>Shades of Loom</i> (Outfit)	2 g
<i>Free-trade Creations</i> (Outfit)	1 g

These quality outfits are the absolute top of fashion choice in their respective regions. *Dagger Falls Elite* is currently the toast of high society in Dagger Falls, being spotted in all of the choice night spots and restaurants. *Shades of Loom* expresses the elven love of nature woven into the very fabric of this line. *Free-Trade Creations* is currently the most popular apparel at the major festivals and seasonal events in the eastern plains.

Each of these clothing lines have been woven with specially designed spells, granting the wearer a **+2d6** bonus when making *Etiquette* skill checks while in the area each clothing outfit represents.