

DWARVEN TRAVELLER

Affiliations	SOLO 	BUDDY 	TEAM 
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Distinctions	PRIDE OF DURIN'S FOLK 	or	
	MEMORIES OF HALLS OF STONE		+1 PP
	WRATHFUL		

Power Sets	SHAPED FROM EARTH AND STONE		
	ENHANCED STAMINA 		RESISTANT TO MAGIC 
	EARTH SENSE 		
	SFX	<i>Steadfast:</i>	Before taking an action, you may move your physical stress die to the doom pool and step up one die in your pool.
	SFX	<i>Make light of burdens:</i>	When including ENHANCED STAMINA in a reaction pool, it may be stepped up or doubled
	SFX	<i>I must have it!:</i>	When you take an action to acquire riches, or to gain something of beauty or craftsmanship, you may add a die from the Doom Pool. After your action, step up the die and return it to the Doom Pool.
	Limit	<i>Stocky:</i>	Change ENHANCED STAMINA into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover the power.
	Limit	<i>Stiff necks of the dwarves:</i>	Step up Mental or Emotional stress resulting from a disagreement with a potential ally to gain 1 PP.
	Limit	<i>Greed:</i>	Step up Mental or Emotional stress resulting from a longing for goods or riches to gain 1 PP.

DWARVEN ARMOURY

AXE 		ENHANCED DURABILITY 
SFX	<i>Baruk Khazâd:</i>	Step up or double AXE for one attack action. If the action fails, add a die to Doom Pool equal to the normal rating of AXE.
SFX	<i>Honed:</i>	If your pool for an attack action includes both AXE and a COMBAT-related Resource, you may replace two dice of equal size with one die one step larger.
SFX	<i>Hew legs and necks:</i>	Add a D6 to your dice pool for an attack action and step back the highest die in the pool. Step up Physical stress inflicted.
SFX	<i>Shirt of steel rings:</i>	If an attack causes you Physical stress, step back ENHANCED DURABILITY to step back your Physical stress. Recover during a Transition Scene.
Limit	<i>Gear:</i>	Shut down a DWARVEN ARMOURY power to gain 1 PP. Recover by taking an action vs the Doom Pool.

Specialties	COMBAT EXPERT 	PERFORMANCE EXPERT 
	CRAFTING MASTER 	TRADING EXPERT 
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	

Milestones**DWARF IN EXILE**

- 1 XP when you recall the wonders of the halls of your ancestors
- 3 XP when you succeed in an action using an Asset or Resource created by a dwarf
- 10 XP when you return to the halls from which your people were exiled, or establish a new hall of your own

KHAZÂD AI-MÊNU

- 1 XP when you lead a charge into a dangerous battle, yelling your battle cry
- 3 XP when you take stress while outnumbered by your enemies
- 10 XP when you either defeat a superior enemy or take trauma in the attempt to do so