















## DWARVEN TRAVELLER

<b>Affiliations</b>	SOLO  BUDDY  TEAM 		
<b>Distinctions</b>	PRIDE OF DURIN'S FOLK  or  MEMORIES OF HALLS OF STONE +1 PP WRATHFUL		
<b>Power Sets</b>	<b>SHAPED FROM EARTH AND STONE</b>  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.		
	<b>DWARVEN ARMOURY</b>  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.		
<b>Specialties</b>	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