

NAME Theodred, Dwarven Hammer-Bearer

THE SHADOW OF YESTERDAY

VIGOR

6



INSTINCT

3



REASON

3



SECRETS

Secret of Small Stature

Secret of Imbuement: The Hammer of Moras-Dûr

Secret of Shattering: The Hammer of Moras-Dûr

(See back of sheet)

XP

Advances

HARM

	1	2	3	4	5	6
V						
I						
R						

KEYS

Key of Dwarven Greed

Key of the Orphan: Narag-Zâram

Key of Renown

Key of the Guardian: Aubrey

(See back of sheet)

MASTER

Fight, Brawl

GRAND MASTER

ADEPT

Sense Danger, Endure

COMPETENT

Resist, Intimidate, Disarm Trap, Know Lore, Climb, Pick Lock

UNSKILLED

Heal, React, Sway, Throw, Sneak

KEYS

Key of Dwarven Greed

You jealously guard your possessions, afraid that someone will try to take them at first opportunity. Gain 1 XP every time you gain a new possession by your skills - not when one is given to you or bought. Gain 2 XP every time you gain a new possession by fighting for it. Gain 5 XP whenever you successfully defend your possessions against theft. Buyoff: Give away your possessions permanently.

Key of the Orphan: Narag-Zâram

A Dwarf among humans, you have no people. Your clan, the Narag-Zâram or Dwarves of the Black Pool, was decimated in battle, and your great hall taken over by goblins. It is your duty to carry on the clan's name. Gain 1 XP every time you tell a story of your clan. Gain 2 XP whenever you defend your clan's name or lands in words or in battle. Gain 5 XP whenever you discover or create a new legend of the Black Pool. Buyoff: Join another clan.

Key of Renown

You gain 1 XP whenever you see to it that your name and deeds are known, by bragging about them or making sure there are witnesses. You gain 2 XP whenever you put yourself at risk to do something unnecessary or foolish that will add to your reputation. You gain 5 XP whenever you risk your life to take credit for your actions (bragging that you were the one who killed the Duke's son, for example). Buyoff: Give someone else credit for an action that would increase your renown.

Key of the Guardian: Aubrey

The last of the clan Ancients have charged you with protecting the odious human priest Aubrey, a helpless fool who depends on you for security and protection. Gain 1 XP every time Aubrey is present in a scene with you. Gain 2 XP whenever you have to make a decision that is influenced by Aubrey. Gain 5 XP every time you rescue Aubrey from deadly harm. Buyoff: Sever the relationship with Aubrey.

SECRETS

Secret of Small Stature

You are smaller than most folks, and can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than you or any other situation in which your reduced size may help (i.e. an Athletics Ability Check to wriggle through a pipe.) Cost: nothing.

Secret of Imbuement: The Hammer of Moras-Dûr

Your ancient, magical hammer does +1 harm, and it is imbued with the Secret of Shattering. The hammer can be taken away from you, but you will always be given a chance to get it back, or you can roll your advances spent on this Secret into a new item. You can take away someone else's Imbued item, but you'll have to pay the original cost to keep it.

Secret of Shattering: The Hammer of Moras-Dûr

Your hammer can be used to destroy other weapons and armor in combat. With a successful attack, your success level (not including any damage bonuses) is removed from the damage bonuses of weapons or damage reductions of armor. If reduced to 0, the item is destroyed. Cost: 1 Vigor.