

# Korgrimm

## ***Personality:***

A dwarf might always seem grumpy, but he is far from always being in a bad mood. Yes, he constantly complains about walking too far for too long, even though he can endure much more than most people. And yes, he always complains about the thin and tasteless beer in each and every tavern that does not serve dwarven ale. He mocks his comrades' weapons, because they were not forged with dwarven steel. And then there are elves. Dwarves do not trust humans, and they trust elves even less. The two races have suffered many difficulties and misunderstandings. But even though their differences might be many, a dwarf's comrades can always trust his fierce loyalty to the group once they have won his respect. To him, the ancient enemies of the dwarves—lizards, dragons, orcs, and rummaging bugbears—are still the greatest threats, and he will hunt and kill them wherever he finds them. But he was trained not only to fight with axe, hammer, and crossbow. He was schooled in the dwarven virtues—bravery, honor, and loyalty—but the dwarves' definitions of those are slightly different from their human counterparts. He will fight treachery, dishonorable actions, and cowardice wherever they show. Like most dwarves, Angrosh's warriors love treasures, especially gold, silver, and gemstones. He will demand good payment for his work, because dwarven warriors must put aside a fortune for the future, so they can one day return home and court one of the scarce dwarven females.



## ***Advantages:***

### **DARKSIGHT I:**

There are beings on Dere who can see in very low-light conditions as if it were the brightest day. Non-human races like elves, dwarves, orcs, and goblins all have Darksight.

**Rules:** At level I of this advantage, reduce darkness penalties by one level. Level II allows you to ignore all darkness penalties. In complete darkness, Darksight (level I or II) doesn't work at all and the full penalties for complete darkness apply (see page 348).

### **DIFFICULT TO ENCHANT:**

Nobody knows why, but the hero is particularly resistant to magic. This advantage is especially common with dwarves, who are reputed to be uniquely steeled against magic.

**Rules:** Most spells cast on the hero suffer a penalty of 1. This includes all spells and magical effects with the properties *Clairvoyance*, *Healing*, *Influence*, and *Transformation*, as well as spells modified by *Spirit* or *Toughness*. The penalty applies even if the hero wants the magic to take effect.

### **DWARF'S NOSE:**

Dwarf's Nose is a supernatural instinct for finding the location of secret doors, entrances, or cavities. Even though this advantage is most common with dwarves, other races can have Dwarf's Nose, too.

**Rules:** The hero receives a bonus of 1 for Perception checks when trying to find secret doors, cavities, hidden drawers, or the like.

#### INCREASED LIFE POINTS IV:

The hero is resilient and can take much more punishment than an average Aventurian.

**Rules:** Raise your LP base stat by 1 point per level of the advantage.

#### IMMUNITY TO TULMADRON:

The hero is immune to a specific poison, either by birth or by immunization.

**Rules:** You are immune to a certain type of poison, which has no effect on you at all. Immunity to (Poison) must be purchased for each poison separately.

#### RUGGED FIGHTER:

A hero with this advantage has an impressive resilience against wounds and pain.

**Rules:** Ignore the effects of the highest level of the condition *Pain* you possess, and suffer the effect of the next lower level instead. So, a hero with three levels of *Pain* only suffers the effect of Level II. *Pain* of Level IV still incapacitates you. Treat *Pain* Level I as if you don't have any levels of *Pain*.

### ***Disadvantages:***

#### BAD HABIT:

Most Bad Habits aren't a real problem for the character. They are annoying and disruptive, but rarely have substantial negative consequences.

**Rules:** Characters can choose as many Bad Habits as they wish, but can receive 6 AP at most. In rare cases, bad habits might lead to penalties for social skills.

**Late Riser:** These adventurers like to rise late—if awakened early, they are very grumpy.

#### BAD LUCK II:

Not every hero is born lucky. Some adventurers possess considerably less luck than their companions.

**Rules:** The hero starts the game with one less FtP per level of this disadvantage. The hero's maximum number of FtP drops, too, by one point per level of this disadvantage. The hero's total number of FtP cannot be reduced below 0.

#### INCOMPETENT:

Some people are particularly inept and incapable in certain situations.

**Rules:** When making skill checks for the named skill, the hero must reroll the best die and keep the second result. An adventurer cannot be Incompetent with more than two skills.

### NEGATIVE TRAIT:

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

**Rules:** When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence. GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity. You can choose up to two Negative Traits per character. You can't take a combination that doesn't make sense (combining Stinginess with Wastefulness, for example). The GM has the final say.

**Avarice:** Avaricious characters are not as careful as they could be when they check treasure chests for traps or try other ways to obtain valuable items.

**Short Temper:** The character is quick to anger and prone to frequent but short outbursts that can sometimes turn violent.

### PRINCIPLES II (HONOR OF DWARVEN WARRIORS):

These characters follow strict moral or religious limitations and always try to live by some sort of code. Breaking these codes can, for example, result in selfdoubt, a self-imposed quest for redemption, or even expulsion from a like-minded community.

**Rules:** Principles has three levels. The first level restricts the hero only slightly, the second level is demanding, and the third places heavy restrictions on the hero's actions. The hero can follow more than one set of principles, but can receive adventure points for this disadvantage only once (for the highest level of Principles). Characters acting against their principles suffer a penalty of 1 in all skill checks for at least an hour (the GM determines duration based on the situation).

## **SPECIAL ABILITIES:**

### AREA KNOWLEDGE (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

**Rules:** Area Knowledge grants a bonus of 1 for checks using Streetwise and Orienting in the named location. Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

### EXPERT AT IMPROVISING

Some heroes can create items or work objects without the necessary tools. These adventurers are imaginative and can improvise in any situation.

**Rules:** Ignore up to 2 points of skill check penalties arising from the use of shoddy tools and materials. All other penalties still apply. For example, a hero suffering a penalty of 3 to *Metalworking* due to the lack of necessary tools can make the check with a penalty of only 1.

### SKILL SPECIALIZATION (Warfare):

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

**Rules:** A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

#### TERRAIN KNOWLEDGE:

Rangers, hunters, and other heroes with experience in the wilderness are expert nature survivalists. They possess extensive knowledge of the indicated terrain type.

**Rules:** If you have *Terrain Knowledge*, you receive a bonus of 1 for checks using the following skills when in the named environment: *Animal Lore*, *Orienting*, *Plant Lore*, *Survival*, *Tracking*. *Terrain Knowledge* must be purchased individually for each of the following: Cave, Cultivated Land, Desert, Forest, Ice, Jungle, Mountain, Sea, Steppe, Swamp.

#### CHARGE (Special Maneuver):

This special ability lets an attacker make a stronger blow by running towards the enemy.

**Rules:** Charge can only be used when the attacker has a running distance of at least 4 yards and a MOV of at least 4. This movement is considered part of the action you use to attack. The defender can make a normal defense. If your charge is successful, add a bonus of 2 + (half your MOV stat) to the attack's damage. If the charge fails, the opponent can make an attack of opportunity against the attacker. You cannot combine this special maneuver with the basic maneuver Feint.

#### FORCEFUL BLOW II (Basic Maneuver):

A trained fighter can do more damage through brute strength.

**Rules:** Your attack suffers a penalty of 2 per level in this special ability. If you hit, add 2 points of damage per level of the special ability.

#### FEINT I (Basic Maneuver):

A skillful feint can distract the enemy, hindering defense.

**Rules:** Attack with a penalty equal to the level of this special ability. If you hit, the opponent's defense suffers a penalty of 2 per level in this special ability.

#### INURED TO ENCUMBRANCE II (passive):

You are accustomed to carrying massive burdens or wearing heavy armor, and therefore experience fewer problems with encumbrance.

**Rules:** A hero with this SA suffers armor *Encumbrance* penalties as if wearing lighter armor. Use the penalties for armor that is 2 steps (on the Armor chart—see page 237) lighter per level of Inured to Encumbrance. For example, a character with Inured to Encumbrance II who puts on a suit of plate armor suffers penalties (to ENC, MOV, and INI) as if wearing Cloth armor or gambeson instead (Cloth armor or gambeson is four steps lighter than plate armor on the Armor chart—see page 237). The PRO of the armor does not change.

**ONSLAUGHT (Special Maneuver):**

A warrior so trained can put everything into the attack, sacrificing any chance to defend.

**Rules:** Improve your attack stat by 2 for the current combat round. You cannot make any defense during that round. Onslaught must be announced at the start of the round. Onslaught cannot be used when *prone*.

**SHIELD-SPLITTER (Special Maneuver):**

When your enemy hides behind a shield, smash through it.

**Rules:** Attack your opponent's shield directly. The opponent can try to dodge the attack or parry using the shield, but cannot use the shield's parry bonus for parrying this attack. If the parry or dodge fails, subtract your weapon's damage from the shield's structure points. When the shield's points drop to 0, the shield is destroyed. This special maneuver can be used only against opponents who are using shields. More about structure points appears on page **349**.