

Wulfgrimm

Personality:

Being a sailor and a Thorwaler, this hero is very tolerant of other cultures and worldviews, as long as they do not try to convert him, or openly support slavery, or deal with dark powers. Like most sailors, he is firmly superstitious. He buys talismans, tries to avoid ill-omens, such as black cats, the number 13, or elves on ships, and deems all strange and mysterious incidents to be conspiracies by Hranngar, the enemy of the whale-god Swafnir. He runs neither from tavern brawls nor from battles against lizardfolk, orcs, or other monsters. He knows how to use an orc-nose axe and a cut-tooth throwing axe. Even though he dislikes being called a pirate, he did gain some combat experience from joining his Ottajasko on raids against coastal villages and whaling settlements. However, he always tries not to spill the blood of innocents. He quickly befriends anyone who tolerates his wild stories and accepts his invitation to share a shot of Preman Fire. However, new comrades must get used to his rough sense of humor, his love of drinking songs, and his often repeated Thorwalian oath, "That be, o Swafnir!"



Advantages:

INCREASED LIFE POINTS V:

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.

INCREASED TOUGHNESS:

The hero suffers less from poison, disease, and other detriments that have a negative physical effect

Rules: Improve the hero's Toughness base stat by 1.

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:

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.

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

Superstition: The character avoids black cats, unlucky numbers, and other so-called bad omens.

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.

PREDICT WEATHER:

Few can predict tomorrow's weather accurately and prepare accordingly. This special ability grants knowledge of signs that indicate a change in the weather

Rules: This special ability allows the hero to use the new application Predict Weather for the skill Survival. The hero can use the skill to predict the weather.

SKILL SPECIALIZATION (Sailing):

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).

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.

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.

FORCEFUL BLOW I (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.

INURED TO ENCUMBRANCE I (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.