

# NAME




# LOOK

Male: Hemdal, Jarl, Jotun, Od, Surtur, Thorin, Thrym, Tyrin  
 Female: Anika, Berta, Brunhilda, Greta, Helga, Liesel, Magda, Prudir

Eyes – Focused, Grim, or Steely  
 Hair – Bald, Curly, or Unkempt  
 Body – Burly, Portly, or Stout  
 Clothing – Dusty Garb, Smith's Apron, or Soldier's Uniform

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  D8    ARMOR     HP  CURRENT MAX    YOUR MAX HP IS 10+CONSTITUTION

# ALIGNMENT

- GOOD**  
Put yourself in danger to protect your allies.
- LAWFUL**  
Defend your honor or the honor of your allies.
- NEUTRAL**  
Pursue pure avarice or personal glory.

# STARTING MOVES

- ARMORED**  
You ignore the *clumsy* tag on armor you wear.
- SMITHING**  
Using the skills of your dwarven heritage, you can craft items. When you **craft an item**, choose an item to create, spend a day with your tools (mark 1 use of dwarven tools), spend an amount of coins equal to half the sale price of the item, and then roll + WIS. On a 10+, choose to either halve the time required or the cost to create. On a miss, you spend the time and coins and have nothing to show for it.
- STAND YOUR GROUND**  
When **someone or something attempts to move you**, such as an attack with the *forceful* tag, you may resist by defying danger using CON. If you score a 10+ on defy danger, the attacker is moved instead (where possible).
- STONE TELL**  
When you **Spout Lore regarding natural earth works or stone construction**, take +1. When you **Discern Realities in an underground setting**, take +1.
- WITH THIS AXE...**  
You were bestowed an axe belonging to an ancestor. When you **wield this axe**, add +1 to your damage. If you defend while wielding this axe, take +1.  
Choose one of these enhancements:
  - It becomes a dwarven waraxe. Add the *two-handed* tag, +1 damage, and +1 weight.
  - You can hurl it at enemies. Add the *near* tag.

# CLAN

- CRAGHAMMER**  
When you are **wearing armor with the clumsy tag**, add +1 armor.
- HEARTHFIRE**  
Your ancestral weapon is a hammer, not an axe. When you **wield this hammer**, it gains the *forceful* tag. Any moves you take that refer to an axe also refer to this hammer.
- TITANSPIKE**  
Add the *piercing-1* tag to any weapon you wield.

# BONDS

Fill in the names of your companions in at least one:  
 \_\_\_\_\_ and I managed to escape the depths.  
 \_\_\_\_\_ seems honest enough... for a  
 (race/class).  
 \_\_\_\_\_ will not last long underground.  
 I drank \_\_\_\_\_ under the table!

## GEAR

Your **Load** is 11+STR. You start with dungeon rations (5 uses, 1 weight), adventuring gear (5 uses, 1 weight), dwarven tools (5 uses, 1 weight), and your dwarven axe (close, +1 damage, 2 weight).

Choose your *armament*:

- Crossbow (near, +1 damage, reload, 3 weight) and 3 ammo (1 weight)
- Short Sword (close, 1 weight)

Choose your *armor*:

- Chain Mail (1 armor, worn, 1 weight) and a Shield (+1 armor, 2 weight)
- Scale Mail (2 armor, clumsy, 3 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### AXE OF THE ANCIENTS

Your victories have announced your presence to the ancients and they have imbued your weapon with additional powers. When you **seek enemies while wielding your ancestral axe**, take +1. When you **face overwhelming numbers**, add the *messy* tag to your axe. If you lose your axe, you can summon it back to your hands.

At the beginning of the subsequent session, you may take time to describe your heritage. If you do, mark 1xp.

### CONQUER THE MOUNTAIN

When you **Undertake a Perilous Journey through hills or mountains**, take +1 to any role you accept. On a 10+, grant your allies +1 forward to performing their roles.

### DEFENDER OF THE HOLD

When you **fight against an enemy larger than you**, take +1 to Defy Danger. In addition, when you **miss on any move associated with fighting this enemy**, you may choose to take 1d8 damage in lieu of another consequence.

### DRINKING CONTEST

When you **drink copious amounts of ale to impress**, roll + CON. On a 10+, those around you are impressed and you take +1 forward against them. On a 7-9, take +1 forward against them, but you pick up the sick debility; this goes away when you rest.

### DWARVEN TOUGHNESS

You are immune to poison. Also, take +1 to rolls to overcome disease or deal with its complications.

### THE GROUND IS SOLID

If you roll a 12+ using Stand your Ground, you also prevent nearby allies from being moved.

### PLEA TO THE ANCIENTS

When you **make a plea to the spirits of the ancients for protection or aid**, choose an effect.

- Grant someone +1 armor forward
- Heal someone for 1d8 damage
- Spirit someone from the thick of danger... for now!

Then, roll + WIS. On a 10+, the ancients provide the aid you request. On a 7-9, the request is granted, but you put yourself in danger or draw unwanted attention.

### SUPERIOR CRAFTSMAN

When you **craft armor or weapons**, add +1 to armor or damage bonus. The cost to craft the armor or weapon doubles.

### VOW

When you **make a solemn vow to an authority figure**, state what you will do. While you take actions that directly pursue this goal, take +1 ongoing. The GM will determine which actions qualify for this bonus.

When you have satisfied your vow, mark 1xp.

### WARY DELVER

When you **encounter a stonework trap or hazard**, roll + WIS. On a 10+, you evade the trap or hazard and your allies can do the same. On a 7-9, you evade the trap or hazard, but can provide no aid to your allies.

Choose your *traveling equipment*:

- 2 Potions of Healing (0 weight) and 10 coins
- Bandages (slow, 3 uses, 1 weight), a Keg of Dwarven Stout (4 weight), and 10 coins

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### AVOWED (REQUIRES VOW)

If your Vow involves a person or creature, add +1d8 hit points when you heal this subject or add +1d4 ongoing to damage against this subject.

### ENCHANTED SMITH

When you **enchant a weapon or piece of armor**, choose a permanent effect.

- Add a range tag to a weapon
- Add the *messy* tag to a weapon
- Decrease the item's weight by 1 (minimum 0)
- Remove the *clumsy* tag from armor
- Roll twice for weapon damage and choose the best result

Then, roll + WIS. On a 10+, you spend a day with your tools (mark 1 use of dwarven tools), spend 100 coins, and you add the effect to the weapon or armor. On a 7-9, you can enchant the item, but completing your work requires additional cost or time or you must put yourself in danger (the GM will tell you how). On a miss, your time and coins are wasted.

### GRAND WEAPON OF THE ANCIENTS

Add the other enhancement to your axe. In addition, your axe can damage enemies with the *insubstantial* special quality.

### IMPERVIOUS DEFENDER

You always get 1 hold when you Defend, even on a miss. When you get a result of 12+ on a defend move, the nearest attacking creature is stymied, giving you a clear advantage; the GM will describe it.

### MARTYR

When you **take damage and embrace the pain**, you may take +1d4 damage (ignores armor). If you do, take +1 forward to aid or protect an ally.

### MASTER CRAFTSMAN (REQUIRES SUPERIOR CRAFTSMAN)

When you **craft an item**, choose 1 (where applicable):

- Add +1 to its armor bonus. Double the cost to create.
- Add +1 to its damage bonus. Double the cost to create.
- Cost the craft is halved (minimum 1 coin)
- Weight is reduced by 1 (minimum 1)

### PROTECTION OF THE ANCIENTS

Add these as options to your Plea to the Ancients move:

- Grant someone +1 forward to Defend
- Grant someone +1 forward to Defy Danger using STR or CON

### SPEAKER FOR THE ANCIENTS

When you **represent the spirits of the ancients**, roll + WIS. On a 10+, you clearly speak for the ancients themselves. Your opponents must obey you or flee your sight. On a 7-9, opponents will either attack you or flee (their choice).

### STONE SAGE

When you **first encounter an important creature, item, or location associated with the earth, stone, or the subterranean depths**, you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale or legend provided you this information.

### VENGEANCE OF THE ANCIENTS

Add these as options to your Plea to the Ancients move:

- Someone adds the *piercing*-2 tag to their next attack
- Someone takes +1d4 forward to damage