

NAME

LOOK

Dwarf : Roughstock, Goldlung, Steelheart, Ironfist, Bronzetongue, Zollstock, Silverbrand, Aluiebore, Hammerstrike, Strongheft

Cold Eyes, Piercing Eyes, Warm Eyes
Chest Length Beard, Collar Wrapped Beard, Grey Beard
Half Naked, Tattooed Body, Scarred Body

ASSIGN THESE SCORES TO YOVR STATS : 16 (+2), 15(+1), 13(+1), 12(+0), 9(+0), 8(-1)

STRENGTH

WEAK -1

DEXTERITY

SHAKY -1

CONSTITUTION

SICK -1

INTELLIGENCE

STUNNED -1

WISDOM

CONFUSED -1

CHARISMA

SCARRED -1

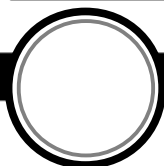
Score	Mod
1-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

DAMAGE

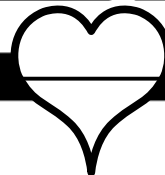


D8

ARMOR



HP



Max HP is 12+ Con

ALIGNMENT

- Good** : Suffer in place of the weak.
- Neutral** : Protect the earth from an active danger
- Lawful** : Sacrifice to support the Dwarven Empire or People

RACE

- Dwarf** : You may spout lore on any metal or stone object you hold, whether mundane, magical, common or one-of-a-kind.

BONDS

_____ needs to learn to slow down

_____ is a friend. They are bound to hurt themselves though and need gentle guidance.

_____ and I have spoken late into the night watch. I trust them.

_____ is a racist xenophobe who does not respect Dwarven kind. I will put them in their place.

STARTING MOVES

One With the Eternal Soil (CON)

You are part of the earth, and it is part of you. When you merge into or through the earth, roll +CON. On 7+ you succeed. On 7-9 the GM will choose one :

- You must separate within a few minutes
- You leave something behind, lost in the Earth
- Switching states takes its toll. Take -1 forward.

A Part of the Whole

Your awareness of the soil, rock, and subterranean life is unmatched. You can tell from the surface or from within the earth how likely soil is to bear life, where mineral deposits lie, when the ground is unstable, where water could be found, and if there are mines or dungeons underground. Any crop you tend to will grow well.

Friend of the Earth (INT)

The ground grants you powers. You may cast any spell from your spell list that is of your level or below. When you cast a spell Roll + INT. On a 10+ the spell works. On a 7-9 the spell works, but you may not cast any more spells of that level until you rest within the earth for at least an hour. On a miss you lose the spells until you can rest in the earth and the GM will tell you what else happens.

THE ROCK

LEVEL
XP

GEAR

Your Load is 10 + STR. You start with Dwarven Hardtack (7 uses, 1 weight) and Adventuring Gear (5 uses, 1 weight)

Choose one :

Stone Club (Close, Messy, 2 weight)

or
 Metal Axe (Close, 1 weight)

Choose Two:

Old Shoddy Chain Mail (1 armor, worn, 10 uses, 1 weight)

Bag of Books (5 uses, 1 weight)

A Bundle of Seeds (10 uses, 0 weight)

10 Gold

ADVANCED MOVES

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

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

One With My Ward

When you can see danger coming and are unarmored you can make your flesh harden to be as tough as stone in order to gain 2 armor. In addition, you may harden your arms into stone clubs (hand, messy, forceful)

Nurtured By My Ward

As long as you are in contact with the earth for at least a few hours a day you do not need to eat or to drink, and Recover as if attended to by a professional healer.

Sensitive to These Things

You can perfectly feel vibrations through the ground. Nothing that moves along or through the ground may sneak up on or ambush you.

Eye for Earth's Bounty

When making a quartermaster check as part of a Perilous Journey, on a result of 12+ no rations are expended during the trip. Additionally, as long as you are present all Perilous Journey checks receive a +1 ongoing.

Hand In Hand

You may bring one or two other willing creatures with you when you merge with the earth. They leave when you do.

Ambusher {Requires Sensitive To These Things}

When you spring from the earth in ambush to a creature you feel moving around, deal an additional 1d8 damage.

Implacable

When you stand in defense of a place or person you can not be physically moved by anything. Nothing you hold in your hands may be taken from you. When Defending, on a 6 or less you may still redirect a single attack onto yourself.

Stone, Like Putty (CON)

When you bend, twist and shape stone by hand Roll +CON. On a 10+ you shape it perfectly. On a 7-9 you shape a functional creation, but there's something off about it. Maybe it won't last forever, or it will break under heavy use, or something else. The GM will tell you what. .

Friend of the Soil

When you talk with plants or burrowing animals they'll speak back. Their senses and priorities tend to vary vastly from those of a dwarf, but they may say something useful.

Ponderous Blow

Before making a Hack And Slash roll you may choose to take a -1 to the roll. If you do so your base damage is b[2d8].

Tunneler :

After you merge with the earth you may continue to move through it at approximately the speed of a slow walk.

Magic is Fickle, I am Not

Whenever you must lose access to spells after a Friend of the Earth move you may choose to take damage instead. Roll as many d6s as the level of the spell you would otherwise lose. Take damage equal to the highest roll, ignoring armor.

I Share your Sediments

Choose a spell from a spell list in a different class playbook. You may cast it as if it were in your list.

Built Of Stone(Requires One With My Ward)

When you form yourself into stone to slow a blow gain 3 armor instead of 2. You never take damage from mundane cold, fire, toxins, poisons, or diseases and half damage from magic with those tags.

Ancient Guardian[Requires Implacable]

Nothing gets past you. You may redirect attacks out to 'Reach' distance to yourself without spending Defense hold.

Striking the Cliff Face

Most fighters rely on overpowering their foes. Some rely on swiftness and accuracy to overcome their foes. You, Slave and Avatar of the Immobile Earth, overwhelm by sheer tenacity. When you make Hack and Slash rolls you may choose to use your CON mod instead of your STR mod as your bonus.

FIRST LEVEL SPELLS

Imbue with Earth [Level One, Touch, Earth]– Give an object no larger than a small hut a single property of the earth

Spawling [Level One, Near, Earth]– A cascade of small rocks spring from the ground against a target or a cluster of targets closely packed together, doing 1d4 damage

Destroy Metal [Level One, Touch, Metal] – Crush a metal object into a small dense ingot.

THIRD LEVEL SPELLS

Like A Rock [Level Three, Earth]– As long as you are motionless you appear to be a large stone.

Rinking Rock, Sugged Sand [Level Three, Earth, Ongoing]– Change the firmness of the earth out to Near distance, making it more solid or mire like. This lasts as long as you desire.

Sinking Stone [Level Three, Earth, Ongoing] – You don't need to breath for several hours. This spell is never necessary when merged with the earth.

FIFTH LEVEL SPELLS

Firebelly [Level Five, Earth]– You may smelt up to a cubic foot of metal in an hour. You don't require any tools or fire to do so.

Rust Glaze [Level Five, Earth] – The metal you stare upon develops an advanced patina. Equipment gains the Awkward and Brittle tags and generally incur a -1 penalty.

No Pulse [Level Five, Divination, Earth, Ongoing] – Magical scrying and unintelligent undead cannot sense you while this spell is in effect. Take -1 ongoing to Friend Of The Earth rolls until you dispel the effect.

SEVENTH LEVEL SPELLS

Stone Gate [Level Seven, Enchantment, Ongoing] – You craft a portal into smoothed stone that links to another location where you have cast Stone Gate. You may maintain as many gates as you have levels.

Living Stone [Level Seven, Summoning, Enchantment, Ongoing] – You grant life to some type of earth, creating an intelligent golem. Roll +CHA : On a 10+ it will serve you, on a 7-9 it will serve for a time before departing, on a miss it is feral. Take -1 to further casting while the golem lives. The average golem has 3 armor, deals B[2d6] damage, has 10 HP, and has Large, Construct, Close, Reach, and Forceful tags.

NINTH LEVEL SPELLS

Corrupted Merger [Level Nine, Close, Earth] – You merge into another creature. Deal any amount of damage to a single target. You take this damage as well. It ignores all armor.

Rend The Earth [Level Nine, Earth]– The terrain does what you command of it.