

# Dwarven Shield Warrior

## Overview

**T**HE dwarves cling tenaciously to their mountain holds. Fighting all comers as they attempt to sate their thirst for gold and other fine metals.

All Mountain Dwarves learn to fight in the shield wall and are expected to do so when required. Shield warriors typically spend two score days a year training in the Dwarven Fyrd and on patrol. Though only militia, the Dwarven psyche lends itself to disciplined fighting and Dwarven Shield Warriors are formidable fighters. Military prowess is highly valued in Dwarven families and even Dwarves raised away from a dwarven stronghold may be considered to be equivalent to Shield Warriors.

Shield Warriors all have alternate occupations. Those living in strongholds might be engineers, smiths, wood and leatherworkers, artisans, brewers, hunters and the like. Many dwarves travel forth and wander the land in search of fame and fortune. These dwarves are likely merchants or trade representatives, mercenaries, carters, thieves, spies, travelling tinkers and the like.

It is a tradition amongst the Dwarves of the Northern Mountains that after their apprenticeships Dwarven craftsmen should spend some years travelling and broadening their minds, a time referred to as their Vanderyahre.

**Armour Class:** 12

**Move:** 5

**Archetype Initiative:** 8

**Starting Coin:** 20 + d4 sp

**Starting Gear:** Chain mail, warhammer and shield, or battle axe, dagger, rope, rations for a week.



**Height:** 3'9" + 2d6 inches

**Weight:** 155 + 5d20 pounds

**Age:** 21 + 2d6 years

**Appearance Examples:** Scruffy, dour, stylish, a bit on the nose.

**Starting Coin:** 20 + d4 sp

**Tags:** Dwarf, Short

**Attr Bonuses:**

+0,

+0,

+0,

+0 .

#### Attr Limits:

Max : 0,

Min : 0 .

**Example Aspects:** The Dwarves do not forget, I would love a pint about now, Gold is my lodestone, My word as a Dwarf, Hold Fast.

**Innate Abilities:** The following abilities are innate to this archetype specifically: Shield Block I, Hammer Strike I, Axe Strike I, Khuzdern/Dwarvern III, Etiquette I, Brythinian/Common II.

We do not list those abilities that are innate to all characters.

### Suggested Builds

XXXX FIXME

### Level Progression

The level progression table contains the skill points the player gets to spend on abilities when they gain a new level. Abilities that are innate to all characters are marked thus ☆. All characters get them for free at first level. Abilities that are specially innate to your archetype are marked with a ★. These are also free, but are special to your archetype. Your character automatically receives all innate abilities at first level. Abilities that we recommended you purchase for characters of this archetype are marked with a ! symbol.

### Purchasing Abilities

Abilities are purchased using points. There are four different point types: Lore 📖, Martial ⚔️, General 🛠️, and Magical ⚡. Starting points for the archetype are specified in the previous section. The following sections contain point costs for ability levels in the following form: 📖/⚔️/🛠️/⚡.





Level		Stamina		Health		Skill Points				Resolve		Magic		Fate	
No#	XP	Base	Rest	Base	Rest					Base	Rest	Base	Rest	Base	Rest
1	3	9+d4	2d4	9+d4	2d4	10	15	10	Non	6d10	1d10	2d6	1d6		One of Smith II, Capentry II, Builder II, or Cooper II.
2	3	+4	+d6	+4	+d6	10	15	10	No	4d10	1d10	2d6	1d6		
3	6	+6	+d6	+6	+d6	10	15	10	N/A	5d10	2d10	2d6	+1d6		

Table 1.1: Dwarven Shield Warrior Level Progression Table

**Alarum****Alchemyp**

I	7/-/7/-	⊙⊙⊙⊙⊙⊙
Prereq:Mathematics I		
II	7/-/7/-	⊙⊙⊙⊙⊙⊙

**Animal Handling**

0 ☆	-/-/-/-	⊙⊙⊙⊙⊙⊙
I	-/-/3/-	⊙⊙⊙⊙⊙⊙

**Antiquarian**

I	7/-/2/-	⊙⊙⊙⊙
II	3/-/2/-	⊙⊙⊙⊙⊙⊙
III	3/-/3/-	⊙⊙⊙⊙⊙⊙

**Arcana****Archery**

0 ☆	-/-/-/-	⊙⊙⊙⊙⊙⊙
I	-/8/-/-	⊙⊙⊙⊙⊙⊙
II	-/15/-/-	
III	-/15/-/-	
Prereqs:Agility>12, Perception>12		

**Armour Smith**

I	1/-/4/-	⊙⊙⊙⊙⊙⊙
Prereq:Smith II		

**Art**

I	2/-/4/-	⊙⊙
II	2/-/4/-	⊙
III	3/-/2/-	

**Augury****Auri Fames****Axe Frenzy**

I	-/1/-/-	⊙⊙⊙⊙⊙⊙
Prereqs:Willpower>11, Axe Strike I		
II	-/-/-/-	

**Axe Hook**

I	-/2/-/-	⊙⊙⊙⊙⊙⊙
Prereq:Axe Strike I		
II	-/5/-/-	

**Axe Strike**

0 ☆	-/-/-/-	⊙⊙⊙⊙⊙⊙
I ★	-/-/-/-	⊙⊙⊙⊙⊙⊙
II	-/10/-/-	

**Banish****Bind****Book Keeping**

I	3/-/1/-	
Prereq:Mathematics I		
II	3/-/1/-	
III	3/-/1/-	

**Brace for Charge**

I	-/3/-/-	⊙⊙⊙⊙⊙⊙
Prereq:Polearm Stab I		
II	-/14/-/-	

**Brythinian/Common**

0 ☆	-/-/-/-	⊙⊙⊙
I ★	-/-/-/-	⊙⊙⊙
II ★	-/-/-/-	⊙⊙⊙⊙⊙
III	2/-/2/-	⊙⊙⊙⊙⊙
IV	2/-/2/-	⊙⊙⊙⊙⊙

**Builder**

I	-/-/4/-	⊙⊙
Prereq:Carpentry I		
II	-/-/5/-	⊙⊙
III	2/-/7/-	

**Carpentry**

I	-/-/4/-	⊙⊙
II	-/-/5/-	⊙⊙
III	2/-/7/-	

**Cartwright**

I	-/-/4/-	⊙⊙
Prereq:Carpentry I		
II	-/-/5/-	⊙⊙
III	2/-/7/-	

**Circle of Protection****Cleave**

I	8/1/-/-	⊙⊙⊙⊙⊙⊙
Prereqs:Axe Strike II, Strength>9		
II	-/1/-/-	
Prereq:Strength>11		
III	-/1/-/-	
Prereq:Strength>13		

**Climb**

I	-/-/5/-	⊙⊙⊙⊙⊙⊙
II	-/-/2/-	

**Cloak of Shadows****Club Smash**

I	-/4/-/-	⊙⊙⊙⊙⊙⊙
Prereqs:Mace Strike I, Strength>10, Tag: club		
II	-/7/-/-	
Prereq:Strength>12		

**Commune****Commune with the Dead****Concealment**

0 ☆	-/-/-/-	⊙⊙⊙⊙
I	8/-/-/-	⊙⊙⊙⊙⊙
II	-/2/-/-	

**Contacts**

0 ☆	-/-/-/-	⊙⊙⊙⊙
I	-/-/2/-	⊙⊙⊙⊙⊙
II	-/-/3/-	⊙⊙⊙⊙⊙⊙
III	-/-/4/-	⊙⊙⊙⊙⊙⊙

**Contego****Contortionist/Escape Artist**

0 ☆	-/-/-/-	⊙⊙⊙⊙⊙⊙
I	-/-/3/-	⊙⊙⊙⊙⊙⊙
II	-/-/2/-	⊙⊙⊙⊙⊙⊙

**Cooper**

I	-/-/4/-	⊙⊙
Prereq:Carpentry I		
II	-/-/4/-	⊙⊙

**Crossbow Use**

0 ☆ -/-/-/ ○○○○○○

I -/7/-/- ○○○○○○

II -/14/-/-

**Cryptogrtaphy**

I 2/-/-/- ○○○○○○

II 3/-/-/-

**Dagger Strike**

0 ☆ -/-/-/- ○○○○○○

I -/5/-/- ○○○○○○

II -/11/-/-

**Dance**

0 ☆ -/-/-/- ○○

I -/-/5/- ○○

II -/-/2/-

**Dead Eye**

I -/4/-/- ○○○○○○

Prereq:Archery II

II -/7/-/-

**Deceive**

0 ☆ -/-/-/- ○○○○

I -/-/3/- ○○○○○○

**Demonic Lore**

I 5/-/5/- ○○○

II 5/-/5/- ○○○

**Deutellus**

I 5/-/5/- ○○○○○○

II 5/-/5/- ○○○○○○

III 5/-/5/- ○○○○○○

IV 5/-/5/- ○○○○○○

**Disarm**

I -/5/-/- ○○○○○○

II -/5/-/-

**Disguise**

0 ☆ -/-/-/- ○○○○

I -/-/4/- ○○○○

II 1/-/1/-

**Dodge**

0 ☆ -/-/-/- ○○○○○○

I -/3/-/- ○○○○○○

II -/3/-/-

**Drive Cart**

0 ☆ -/-/-/- ○○○○○○

I -/-/2/-

**Dungeoneering**

0 ☆ -/-/-/- ○○○○○○

I 8/-/-/- ○○○○○○

II 3/-/2/-

III 3/-/2/-

**Earth Science**

I 5/-/7/- ○○○○

II 5/-/7/- ○○○○○○

Prereq:Mathematics I

**Etiquette**

I ★ -/-/-/- ○○○○○○

**Farmer**

I -/-/4/- ○○

II -/-/4/- ○○

III 2/-/4/-

**Fast Loader**

I -/3/-/- ○○○○○○

Prereq:Crossbow Use I

II -/14/-/-

**Fey**

I 5/-/5/- ○○○○○○

II 5/-/5/- ○○○○○○

III 5/-/5/- ○○○○○○

IV 5/-/5/- ○○○○○○

V 5/-/5/- ○○○○○○

**Fey Resilience****Flesh Ward****Glamour****Grapple**

0 ☆ -/-/-/- ○○○

I -/2/2/- ○○○

II -/3/-/-

**Gun Maintenance**

0 ☆ -/-/-/- ○○○○

I -/3/-/- ○○○

Prereq:Crossbow Use I

II -/14/-/-

**Hammer Smash**

I -/3/-/- ○○○○○○

Prereq:Hammer Strike I

II -/7/-/-

**Hammer Strike**

0 ☆ -/-/-/- ○○○○○○

I ★ -/-/-/- ○○○○○○

II -/12/-/-

**Head Butt**

0 ☆ -/-/-/- ○○○

I -/2/-/- ○○○

II -/3/-/-

**Heavy Cross Bow Proficiency**

0 ☆ -/-/-/- ○○○○○○

I -/7/-/- ○○○○○○

II -/14/-/-

**Hex****Hibernian**

I 4/-/5/- ○○○○○○

II 4/-/5/- ○○○○○○

III 4/-/5/- ○○○○○○

**High Contacts**

I -/-/2/- ○○○○○○

II -/-/3/- ○○○○○○

III -/-/4/- ○○○○○○

**High Etiquette**

I 2/-/3/- ○○○○

**History**

I 7/-/7/- ○○○

II 7/-/7/- ○○○

**Hook**

I -/3/-/- ○○○○○○

Prereq:Polearm Stab I

II -/14/-/-

Prereq:Strength&gt;13

**Horse-Riding**

0 ☆ -/-/-/ 000000

I -/-/2/- 000000

Prereq:Animal Handling I

II -/-/2/- 000000

**Hunting**

0 ☆ -/-/-/ 000000

I 6/-/-/ 0000

Prereq:Tracking I

II 2/-/3/-

**Incendo****Inochian**

I 2/-/-/3 000000

II 9/-/-/ 000000

**Interrogate/Torture**

0 ☆ -/-/-/ 000

I -/-/4/-

**Intimidate**

0 ☆ -/-/-/ 0000

I -/-/3/- 0000

**Jester**

I 2/-/3/- 000000

II -/-/2/- 000000

**Jump**

I -/-/5/- 0000

II -/-/3/-

**Khuzdern/Dwarbern**

I ★ -/-/-/ 000000

II ★ -/-/-/ 000000

III -/-/-/ 000000

★

IV 3/-/5/- 000000

V 3/-/5/- 000000

**Kick**

0 ☆ -/-/-/ 0000

I -/3/-/- 0000

II -/3/-/- 0000??

III -/3/-/-

**Law (Society)**

I 7/-/7/- 000

II 7/-/7/- 000

**Leadership**

0 ☆ -/-/-/ 000000

I -/2/2/- 000000

II -/2/3/- 000000

**Listen**

0 ☆ -/-/-/ 000000

I -/-/5/- 00000

II -/-/3/-

**Long Bow Proficiency**

I -/7/-/ 000000

Prereqs:Archery I, Strength&gt;10, Not Short

II -/7/-/ 000000

Prereqs:Archery I, Strength&gt;12, Not Short

III -/15/-/

**Low Contacts**

I -/-/2/- 000000

II -/-/3/- 000000

III -/-/4/- 000000

**Low Etiquette**

I -/-/1/- 000000

**Lucky**

I -/-/3/- 000

II -/-/3/- 0000

III -/-/1/- 000000

**Mace Strike**

0 -/-/-/ 000000

Prereq:Tag: club

I -/6/-/ 000000

II -/12/-/

**Mason**

I -/-/2/- ?

II -/-/4/- ?

III 2/-/7/-

**Master**

I 2/-/3/- 0000

Prereq:Sailor I

II -/-/3/- 000

III 4/-/2/- 000?

Prereq:Mathematics I

**Mathematics**

I 3/-/-/ 00

II 3/-/-/ 00

III 3/-/-/ 00

**Mind Worm****Misfortune**

I -/-/3/- 000000

II -/-/3/- 000000

**Mist****Musician - Keyed**

I 1/-/3/- 000000

II 1/-/2/- 000000

**Musician - Percussion**

I 2/-/3/- 000000

II 1/-/2/-

**Musician - Singing**

0 ☆ -/-/-/ 000000

I 1/-/3/- 000000

II 1/-/3/- 000000

**Musician - Strings**

I -/-/3/- 000000

II 1/-/2/- 000000

**Musician - Wind Instrument**

I -/-/3/- 000000

II 1/-/2/- 000000

**Natural History**

I 7/-/7/- 0000?

II 7/-/7/- 0000???

III 7/-/7/- 0000???

Prereq:Alchemy I

**Natural Sprinters**

**Necromantic Lore**

I	5/-/5/-	⊙⊙
II	5/-/5/-	⊙⊙
III	5/-/5/-	⊙⊙⊙?

**Negotiate**

0 ☆	-/-/-/-	⊙⊙⊙??
I	-/-/2/-	⊙⊙⊙??
II	-/-/2/-	⊙⊙⊙??

**Nick of Time**

I	1/1/1/-	⊙⊙⊙⊙⊙⊙
II	-/-/3/-	⊙⊙⊙⊙⊙⊙
III	-/-/3/-	⊙⊙⊙⊙⊙⊙

**Not As Bad As It Looks**

I	-/-/3/-	⊙⊙⊙⊙⊙⊙
II	-/2/3/-	⊙⊙⊙⊙⊙⊙
III	-/2/3/-	⊙⊙⊙⊙⊙⊙

**Notice**

I	-/-/5/-	⊙⊙⊙⊙⊙⊙
II	-/-/3/-	

**Oratory**

I	-/-/2/-	⊙⊙⊙⊙⊙⊙
II	2/-/3/-	⊙⊙⊙⊙⊙⊙

**Parry**

I	2/8/-/-	⊙⊙⊙⊙
II	-/3/-/-	

**Perceive**

0 ☆	-/-/-/-	⊙⊙?⊙
I	2/-/2/-	

**Physics**

I	6/-/7/-	⊙⊙?
Prereq:Mathematics I		
II	6/-/7/-	⊙⊙?

**Pick Locks**

0 ☆	-/-/-/-	⊙⊙⊙??
I	8/-/-/-	⊙⊙⊙?
II	8/-/-/-	⊙⊙⊙?
III	2/-/2/-	

**Polearm Stab**

0 ☆	-/-/-/-	⊙⊙⊙⊙⊙⊙
I	-/7/-/-	⊙⊙⊙⊙⊙⊙
Prereq:Strength>11		
II	-/14/-/-	

**Politics**

I	7/-/7/-	⊙⊙???
II	7/-/7/-	⊙⊙???

**Portal****Potion Making****Punch**

0 ☆	-/-/-/-	⊙⊙⊙⊙
I	8/-/-/-	⊙⊙⊙⊙⊙⊙
II	-/2/-/-	

**Rain of Arrows**

I	-/4/-/-	⊙⊙?????
Prereqs:Archery II, Agility>10		
II	-/7/-/-	
Prereq:Agility>12		
III	-/7/-/-	
Prereq:Agility>13		

**Reroll**

0 ☆	-/-/-/-	⊙⊙⊙
I	-/-/3/-	⊙⊙⊙
II	-/-/3/-	⊙⊙⊙⊙
III	-/-/1/-	⊙⊙⊙⊙⊙⊙

**Ropecraft**

0 ☆	-/-/-/-	⊙⊙⊙?
I	8/-/-/-	⊙⊙⊙?
II	-/-/2/-	

**Run**

0 ☆	-/-/-/-	⊙⊙⊙?
I	-/-/5/-	⊙⊙⊙?
II	-/-/2/-	

**Sailor**

0 ☆	-/-/-/-	⊙⊙⊙??
I	-/-/3/-	⊙⊙⊙??
II	-/-/3/-	⊙⊙?
III	-/-/3/-	
IV	-/-/3/-	

**Scout**

0 ☆	-/-/-/-	⊙⊙⊙
I	4/-/1/-	⊙⊙⊙
II	2/-/2/-	

**Scroll Writing****Search**

0 ☆	-/-/-/-	⊙⊙⊙?
I	8/-/-/-	⊙⊙⊙?
II	8/-/-/-	⊙⊙⊙?
III	2/-/1/-	

**Shield Block**

0 ☆	-/-/-/-	?⊙
I ★	-/-/-/-	??⊙
II	-/3/-/-	

**Shield Push**

I	8/-/-/-	⊙⊙?
II	-/1/-/-	⊙⊙?
III	-/1/-/-	⊙⊙?

**Shipwright**

I	-/-/4/-	⊙?
Prereq:Carpentry I		
II	-/-/5/-	⊙?
III	2/-/7/-	

**Shoot**

0 ☆	-/-/-/-	⊙⊙⊙⊙⊙⊙
I	-/7/-/-	⊙⊙⊙⊙⊙⊙
II	-/14/-/-	

**Sign of Idreshein****Sixth Sense****Sleight of Hand**

0 ☆	-/-/-/-	⊙⊙⊙⊙
I	8/-/-/-	⊙⊙⊙?
II	-/-/4/-	⊙⊙⊙?
III	-/-/3/-	

**Smith**

I	-/-/5/-	⊙?
II	-/-/5/-	⊙?
III	2/-/8/-	

**Smoke Measel**

**Sneak**

0 ☆	-/-/-/-	○○○○○○
I	8/-/-/-	○○○○
II	-/-/2/-	○○○○

**Stealth**

0 ☆	-/-/-/-	○○○○???
I	3/-/-/-	○○○○○○
II	3/-/3/-	

**Stone Skin****Summon****Support**

I	8/-/-/-	○○○○○
II	-/1/-/-	

**Survivalism**

0 ☆	-/-/-/-	○○○○○○○
I	8/-/-/-	○○○○○○○
Prereq:Wayfinding I		
II	-/-/3/-	

**Swim**

I	-/-/5/-	○○○○○○○
II	-/-/3/-	

**Sword Feint**

I	8/3/-/-	○○○○
Prereq:Sword Strike II		
II	-/3/-/-	

**Sword Strike**

0 ☆	-/-/-/-	○○○○○○○
I	-/7/-/-	○○○○○○○
II	-/14/-/-	

**Sylvan**

I	5/-/5/-	○○○○○○○
II	5/-/5/-	○○○○○○○
III	5/-/5/-	○○○○○○○
IV	5/-/5/-	○○○○○○○
V	5/-/5/-	○○○○○○○

**Theology**

0 ☆	-/-/-/-	○○?
I	4/-/-/-	○○○○?
II	4/-/5/-	○○○○?
III	4/-/-/-	○○○○?

**Throw**

0 ☆	-/-/-/-	○○○○?
I	-/-/4/-	○○○○○○○
II	-/-/2/-	

**Throw Dagger**

I	-/3/-/-	○○○○○○○
Prereq:Dagger Strike I		
II	-/14/-/-	

**Tracking**

0 ☆	-/-/-/-	○○○○○○○
I	5/-/-/-	○○○○○○○
II	3/-/-/-	

**Trap Work**

0 ☆	-/-/-/-	○○○○???
I	4/-/-/-	○○○○???
II	2/-/2/-	

**True Sight****Turn Undead****Wayfinding**

0 ☆	-/-/-/-	○○○
I	4/-/1/-	○○○
II	2/-/2/-	

**Weapon Smith**

I	-/-/5/-	○○?
Prereq:Smith II		
II	-/-/5/-	

**Wild Swing**

I	-/3/-/-	○○○○○○○
Prereq:Tag: club		
II	-/2/-/-	

**Wither**