

Fyrdzweg

1.1 Overview

Ikh bin a karlik aun ikh grab a lekher The dwarves cling tenaciously to their mountain holds, fighting all comers as they attempt to sate their thirst for gold and other fine metals in lonely solitude.

Most 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. These dwarves are called Fyrdzweg, Shield Warriors or Shield Dwarves. 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 are trained in the traditional dwarvish ways of fighting.

Shield Warriors have many occupations. Those living in strongholds might be engineers, smiths, wood and leatherworkers, artisans, brewers, or hunters. 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.

1.2 Character Creation

Follow these steps to create a Fyrdzweg character

(i) Print out the character sheet.



- (ii) Choose a name for the character and write it on the character sheet..
- (iii) Write your own name in the players name area on the character sheet.
- (iv) Fill in the Archetype Value: Fyrdzweg
- (v) Fill in your Height: $120 + 3d10$ cm, Weight: $70 + 2d20$ kg, and Age: $21 + 2d6$ years. Choose whatever gender you want.
- (vi) Fill in your level: 1.
- (vii) Fill in your characters tags: dwarf, humanoid, medium, short
- (viii) Determine your Primary Abilities by choosing one

of the following sets of ability score/modifiers:

- ❖ Str:14/+1, End:15/+2, Ag:13/+0, Spd:12/-1, Per:12/-1, or
- ❖ Str:14/+1, End:14/+1, Ag:13/+0, Spd:12/-1, Per:13/+0

Then roll a Std-Check for each ability against a DC of 13. Add +1 to the ability if successful. Add -1 to the ability if a bane is rolled. The player may reroll if a boon is rolled.

- (ix) All shield warriors start with the following skills: Axe Strike I, Hammer Strike I, Natural Sprinters III, Shield Block III, Dwarven III, Etiquette II [Dwarven].
Merovingian I, FIXME offer a number of chances to up this.. it'll be painful
- (x) Work out your characters background using the the tables from the next section. Do this now. It may effect your abilities.
- (xi) Record your **Archetype Initiative**: 12 and add your Perception Modifier to get your Initiative and Initiative Modifier.
- (xii) Record your **Archetype Move Distance**: 6 and add your Speed Modifier to get your Move and Move Modifier.
- (xiii) Record your characters Health and Stamina:
Stamina = 4 + Endurance Modifier
Health = 4 + Strength Modifier
Your current stamina and health are the same as your full stamina and health. The temporary values are zero, and the refresh rate is +d4
- (xiv) Determine your characters dice pool: maximum and refresh values. The current values are initially set to the maximum values:
Luck Pool Maximum/Refresh = 3/+1
Magic Pool Maximum/Refresh = 2/+1
Mettle Pool Maximum/Refresh = 4/+1
- (xv) Players should choose a few initial aspects for their character. It is best to choose your aspects in a group with the other players and GM. Newly acquired aspects have a difficulty of 9 + d4 unless the archetype description or the GM says otherwise.
Some suggested aspects for this archetype are: Dwarves never forget, I would love a pint about now, Gold is my lodestone, My word as a dwarf, Hold Fast, Gold rides an iron horse, Not the beard!, A Bit on the Nose, Let me show you how it's done.. But feel free to choose an aspect of your own. Try to create one that will generate interesting game play.
- (xvi) Gain the following ability advances: Any Weapon I, Any Martial II, Any Lore I
- (xvii) Optionally sketch out a couple of lines of back story with your fellow players and GM with a few points about the characters history. For example, Dourli might come from the Iron Mountains and be searching for his long lost cousin Grimli.
- (xviii) Determine your starting money: 20 + d4 sp.
- (xix) You get some starting equipment for free: Start with the following equipment: Chain Mail, Large or Small Shield, Backpack, Cloak, Tunic, Hose, Leather Boots, Sack or Leather Belt Pouch, Flint, a Warhammer, Battle Axe or Short Sword, Dagger, rations for a week.
- (xx) Buy equipment. Now you can purchase any common equipment from the equipment list.

You are now finished character creation.

1.3 Character Background

1.3.1 Origin

Determine where the character came from by rolling once on the Homeland table below.

Table 1.1: Homelands

Roll 1D12	Homeland
1	Tinkers: Smith II, Merovingian III, two of Thulish II, Hibernian II or Poitevin II. Gain Adversery I [Greenskins], Adversery I [Giants]. Roll on the City Story Table or Wilderness Story Table
2-5	Dwarven Mountain Stronghold: Merovingian II, Mining III, Adversery II [Greenskins], Adversery I [Giants], Wilderness Lore III [Mountains]. Roll on the Delves Story Table
6-9	Mining Outpost: Merovingian III, Mining II, Adversery I [Greenskins], Adversery II [Giants], Wilderness Lore II [Mountains], Wilderness Lore I [Forests]. Roll on one of the Story Tables
10-11	Dwarven District of a Human Town: Merovingian III, Etiquette IV [Merchants], Contacts III [Town], Mining I, one of Mason III, Cooper III, Cartwright III, Sword Strike II. Roll on City Story Table
12	Choose

1.3.2 Origin Story Tables

Roll on once on one of the following three tables depending on your Homeland result.

Table 1.2: City Story

Roll 1D12	Story
1-2	Gang Member: the character gains Contacts [Low?] II, and two of Sneak III, Pick Locks III, Sleight of Hand III, or Cloak Fighting III (and gets a cloak if they did not already have one).
3-4	Business Takeovers: the character gains Contacts [Medium?] II, Etiquette [Medium?] II, One of Horse Riding III, Carter III, or Sailor III, One of Book Keeping III, Book Learning III, Antiquarian III or Mathematics III. Two of Leadership III, Rally III, Deceive III, Perceive III, or Negotiate III
5-7	Trader: the character gains Contacts [Low?] II, Etiquette [Low?] II, Search III, Concealment III. One of Carter III, or Sailor III, One of Book Keeping III, Book Learning III, Antiquarian III. Two of Yield III, Rally III, Deceive III, Perceive III, Negotiate III, or Search III
8-9	Metalworking: Str+1, Smith III and one of Weapon Smith I, or Armour Smith I or Mining I, Choose two of Armour I, Alchemy III, Craft I
10-12	Stonemason: Str+1, Mason III, Ropecraft III, Two of Book-Learning II, Mathematics II, Craft I.



Table 1.3: Wilderness Story

Roll 1D12	Story
1-3	Prospector: Mining III, Natural History II, Wilderness Lore [Type] II, Wayfinding II, Crossbow II and Two of Stealth II, Scout II, Survivalism II or Hunting II
4-6	Lumberjack: Str+1, Craft II, Wilderness Lore [Type] II, Axe Cleave III, Axe Strike II, Natural History I, Carter II, Scout II, One of Juggernaut II or Headbutt II.
7-9	Wagoneer: Str+1, Carter III, Craft II, Ropcraft II, Scout II, Sleep II, One of Sure Feet III or Kick III, two of Animal Handler III, Horse-Riding III, Wayfinding III, two of Adversery [Bandits] III, Adversery [Greenskins] III, or Adversery [Beasts] III.
10-11	Trader: the character gains Contacts [Low?] II, Etiquette [Low?] II, Search III, Concealment III. One of Carter III, or Sailor III, One of Book Keeping III, Book Learning III, Antiquarian III. Two of Yield III, Rally III, Deceive III, Perceive III, Negotiate III, or Search III
12	Grifter: Rogues Strike II, three of Sleight of Hand III, Sneak III, Disguise III, Trapwork III, and Pick Locks III, One of Arts Lore III, Antiquarian III, Book Learning III, Law [Society] III, or Politics III. One of Dodge I, or Run III. Two of Negotiate III, Perceive III, Deceive III, or Interrogate III.

Table 1.4: Delvers Story

Roll 1D12	Story
1-8	Diligent Worker - One of Book Learning II, Craft II or Smith II.
9	Great Work: The character has created something requiring notable skills. Gains Fame [Society] II, Arts Lore I, Craft II, and one of Builder II, Mason II, Smith III, Weapon Smith II, Armour Smith II, Fine Art II, or Oratory II.
10	Rockfall: PC trapped alone in the dark depth for months. Mining III, Blindsight III, Listen III, Sure Feet III, Concealment III, Dungeoneering III. Two of Adversery [Greenskins] III, Ropcraft III, Sixth Sense III, Sneak II.
11	Famous Discovery: The character is notable within their society for having discovered a new subterranean feature, or a rich vein of ore, or some long lost Dwarven treasure. Gains Fame [Society] II, One of Antiquarian II, Alchemy II, Mining II.
12	Faithful Adept: Rune Magic 1, may use weapon skills to gain Rune Magic spells at higher levels. Gains an extra magic dice to their dice pool.

1.3.3 Youth

Now work out the character's background in their youth by rolling once on the Nature table below.

Table 1.5: Nature

Roll 1D12	Birth
1-2	Downtrodden: Mettle Pool +1d
3-4	Fortunate: Luck Pool +1d
5-6	Stout: Endurance+1
7	Observant: Perception+1
8	Deft: Agile+1
9	Fast: Speed+1
10	Strong: Strength+1
11	Reroll d10 twice (Reroll duplicates)
12	Reroll d10 and Pick ≤ 10 (No duplicates)

See whether the character received an inheritance or any hand-me-down starting gear from their parents by rolling on the Fortune table below.

Table 1.6: Fortune

Roll 1D12	Fortune
1-2	Tallow Candle, Bicorn Hat, Sack, Wineskin
3	Cossack Hat, Wool Sash, Leather Purse, Hip Flask
4-5	Rope 20m, Straw Hat, Paper and ink
6-7	Cavalier Hat, Kettle, Book of Poetry
8-9	Garibaldi Hat, Small Hammer and Chisel, Scarf
10	Chaperon, Playing Cards, Small Pot
11-12	Heirloom: Roll on the Trinket Table,



See whether any misfortune befell the character as a youth by rolling on the Misfortune table below.

Table 1.7: Misfortune

Roll 1D12	Misfortune
1	Cursed: roll twice on this table ignoring ones and duplicates
2	Laid Low: The character was struck down with the White Plague in their youth. Lose one Stamina permanently. The character learns either Natural History I or Alchemy I during the time they spent under care.
3	Sickly: Lose one Health permanently. The character spent time abed gain Booklearning I or Musician Strings I or Musician Wind Instrument I (if they take the Musician skill they get an appropriate instrument for free).
4	Parent Died: Roll on the Parental Death table. Roll on the Trinket table (reroll incase of duplicate items).
4-5	Bankruptcy: The character has invested unwisely or been unlucky with money. Lose -2d6gp. Gain the Book-keeping skill
6	Brawl/Accidental Death: The character was involved in either an accident or a brawl that led to the death of one of his fellow dwarves. The character has to pay a Zwerggild -10gp, and gains the Infamy I skill in that society
7-8	Market Glut: An investment fails to deliver. Lose -1d4gp.
9	Gambling Debt: -4sp. Gain the Problem Gambler aspect.
10-11	So Far So Good: no effect
12	A Lucky Life: Gain Lucky III ability.

1.3.4 Adulthood

Now let's see the path the character has taken in their young adulthood by rolling on the Path table to see why the character left their home, then roll on the Journey table.

Table 1.8: Path

Roll 1D12	Inciting Incident
1-2	Landstreicher: Plague strikes, disrupting markets and causing widespread job loss and hardship. The character has had to learn a range of skills to get by.
3	Einzelgänger: the dwarf has left home on a voyage of self-discovery.
4	Verbannt: Political machinations force the character to move on.
5-6	Pechvogel: Golden opportunity in a far off city that turned out to be a dud.
7-8	Vanderzwerg: the dwarf, struck by wanderlust, set out for distant horizons.
9-10	Kaufzwerg: the dwarf travels seeking to become a marchant trader.
9-10	Grudgebound: some offence has been made to the individual, their family, their clan or their race that they can no longer countenance. It's time for a reckoning and for the books to be balanced
12	Freimazon: the dwarf has joined one of the liveried companies (guilds). These guilds are political machines and send their younger members on a variety of assignments and fact-finding missions.
12	Zöltnar: Joined a Free Company of mercenaries for a period.

Table 1.9: Journey

Roll 1D12	Journey
1	The Seas: Gain Sailor II
2	Courier: Gain Horse-Riding II or Wilderness Lore [Terrain]
3	Itinerant Worker: Gain Wilderness Lore [Terrain]
4	Comedy: The character has made ends meet from time to time by clowning. Gain Jester III.
5-6	The Getting of Wisdom: The character has studied under a master - Gain Physics II, Natural History II, or Theology II
7	The Quest: Gain Aquilonian II or Hibernian II
8-9	Tragedy: The character suffers a deep personal tragedy. Gain one dice to the characters willpower pool.
10-11	Voyage and Return: The character has travelled abroad. Gain one of Hibernian I or Aquilonian I.
12	Sharp Practice: The character has studied combat under an old soldier. Gain one of Kick III, Punch III, or Grapple III. Gain (Dagger Strike II and Throw Dagger II) or Shoot II.

During this time the character has picked up extra techniques in fighting. Roll once on the Further Weapon Training.

Table 1.10: Further Weapons Training

Roll 1D12	Further Training
1-3	Shield Push I
4-5	Shield Support I
6-8	Axe Cleave I
9-8	Axe Hook I
10-12	Hammer Smash I

1.3.5 Events Tables

To determine if any interesting events have occurred to the character recently roll on one of the following tables. The choice of which table has to be an option that is available to the characters Origin. Tinkers can roll on either the City or Wilderness Events Tables, Mountain Strongholders must roll on the Delvers Event Table, Mining Outposters can choose any of the Events

tables to roll on, and Town Dwellers must roll on the City Events table.

Table 1.11: City Events

Roll 1D12	Event
1-2	Market Bust: -5g
3	Riots: The character was caught in a riot and had to fight to get out. Gain Infamy [Rioters] II
4-5	Nothing: Recently the character's life has been uneventful.
6-7	Market Boom: +10g
8-9	Plague: The character has helped during an outbreak. Gain Physician I
10	Minor Accounting Discrepancy: Character gains 5gp and Book Keeping I
11	Merchant Seaman: Character gains one of Sailing I, Negotiate I, or Law [Society] I
12	Pogrom: The character has been the victim of racial or religious persecution. Gain one of Headbutt III, Juggernaut III, or Sure Feet III

Table 1.12: Wilderness Events

Roll 1D12	Event
1	Fur Trading: Gain one of Hunting III, Survivalism III or Negotiate III
2-3	Floods: The character spent some weeks saving people from flood waters - Swimming III.
5	Animal Attack: The character gains Adversary [Beasts] III, or Survivalism III
6-7	Bandits: The character has been attacked by bandits on one or more occasions. Gain Adversary [Bandits] III
8-11	Teamster: Gain Carter III or Animal Handling III.
12	Traveller in a Foreign Land: Gain Hibernian II or Poitevin II



Table 1.13: Delver Events

Roll 1D12	Event
1	Political Dissident: Political machinations have resulted in the character being persona non-grata in their place of birth. They have had to move on. Gain Infamy [Locale] III.
2-3	Rich Vein +100g. The character struck it rich.
4-5	Epiphany: Gain Runic Magic I
6-8	Fast Thinker: Gain Nick of Time I
9-10	Adept: Gain Theurgic Lore I
10-11	Establish Trade Route. The character established a trade route for one of the dwarven companies. Gain Contacts [Locale] II
10-11	Apprenticeship. The character spent some time helping out in a crafting field. Cooper III, Smith I, Miner II.
12	Delved Too Deep. The character was involved in an incident where

1.3.6 Miscellaneous Tables

The following tables are only used in special circumstances. Do not roll on these tables unless instructed to do so.

Table 1.14: Trinkets - See descriptions in the Magic Items section of the GMG

Roll 1D12	Trinket
1	High Quality Weapon FIXME
2-4	Dwarven Compass
5	Bile of the White Worm
6	Foaming Plaster
7	Bag of Smoked Sniglets
8	Compendium Maleficarum
9	Steel Termites
10	Limaceous Grease
11	Petard
12	Orcbane, Axe or Hammer

Table 1.15: Parental Death

Roll 2D12	Parent Death
2-3	Mother died in child birth
4	Mother died of the white plague.
5	Father died of the white plague
6	Both parents died of the white plague
7	Wilderness/Delver: Mother killed in an Orcish Raid, City: Mother killed by thieves/bandits
8	Wilderness/Delver: Father killed in an Orcish Raid, City: Father killed by thieves/bandits
9	Wilderness/Delver: Both parents killed in an Orcish Raid, City: Both parents killed by thieves/bandits
10	Wilderness/Delver: Parents died in a rock fall, City: Parents died in a fire.
10	Father left on a business trip and never returned
11	Father banished as political dissident
12	Father Grudgebound

1.4 Level Progression

1.4.1 Level Progression

The level progression table contains a list of new abilities and promotions the character gets when they gain a new level. Your character automatically receives all innate abilities at first level.

Table 1.16: Level Progression Table

Level	Stamina	Health	Mettle	Magic	Luck	Promotions
1	4/+d4	4/full,	4/+1	2/+1	3/+1	
2	4/+d4	4/full,	4/+1	2/+1	3/+1	
3	6/+d6	6/full,	5/+2	2/+1	3/+2	