

Blacksmith

You are a blacksmith working from your own smithy crafting weapons, armour, or other items from metal.

Blacksmith Features

Master of Your Craft *Blacksmith Feature*

You have access to materials and tools required for creating weapons, armours, and other metal objects at your smithy.

Knowledge of Metal *Blacksmith Feature*

You can tell how old and what metals metal items and objects are made from. You know the exact period of their creation, the source of the metals, and the makers identity if they are well known, or at least where they are probably from and where they studied.

Blacksmith Appeals

Grunt *Blacksmith Appeal*

Uses: 1

You grunt in disagreement.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage.

Clank *Blacksmith Appeal*

Uses: 1

You hit two pieces of metal together menacingly.

Check: Strength vs instinct

Success: Deal 2 resolve damage.

General Appeals

Deceive *Appeal*

Uses: ∞

You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.

Check: Deception (CHA) vs instinct

Success: Deal 1 resolve damage.

Persuade *Appeal*

Uses: ∞

You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.

Check: Persuasion (CHA) vs instinct

Success: Deal 1 resolve damage.

Intimidate *Appeal*

Uses: ∞

You attempt to frighten or threaten someone in order to make them do what you want.

Check: Intimidation (CHA) vs instinct

Success: Deal 1 resolve damage.

Blacksmith Manoeuvres

Basic Attack *Blacksmith Manoeuvre*

Time: 1 action

Range: Melee

Target: Character or object

Attack: Strength vs defence

Hit: Deal 1d10 + strength damage.

The Hammer *Blacksmith Manoeuvre*

You smash someone with great force.

Time: 1 action

Range: Melee

Target: Character or object

Attack: Strength vs defence

Hit: Deal 1d8 + strength damage, shift the target back a tile.

The Anvil *Blacksmith Manoeuvre*

You crush someone coming at you.

Time: 1 minor action

Target: Character or object

Until the start of your next turn you cannot make attacks of opportunity, but whenever a target is shifted into you, deal 1d12 + strength damage to them.