Dwarves of Durin's Folk

Kulturer · https://sulkesligaen.no/docs/dwarves-of-durins-folk/

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Bare på veien ville reisende bli funnet, oftest dverger, som hastet av gårde med sine egne gjøremål, og med liten hjelp og få ord til overs for fremmede. Dvergene er et eldgammelt og stolt folk, hvis skikker og tradisjoner for det meste er ukjente for utenforstående. Et folk i nedgang, har de nylig gjenvunnet noe av sin tapte storhet, og en dvergkonge regjerer igjen under Ensomfjellet, i Villmarken. Mange dverger krysser inn i Eriador fra øst, på vei til gruvene sine i Blåfjellene. De kan ofte sees marsjere langs Øst-Vest-veien som går gjennom Hobsyssel og ender ved Gråhavnene.

Characteristics

Dvergene er uhyre sterke for sin høyde, og vanskelige å bryte ned eller korrumpere, men ofte i konflikt med andre folk på grunn av gamle krangler eller nye fornærmelser. De er korte og kraftige, med robuste lemmer og hoder prydet med langt hår og lengre skjegg som gir dem deres typisk eldre utseende.

Når de er på reise eller i kamp, fletter de sine todelte skjegg og stikker dem inn i beltene sine. Dverger begynner vanligvis sitt liv på veien i femtiårene, og vurderer sjelden å pensjonere seg før i nittiårene. Rundt den tiden velger mange av dem å dedikere seg fullt og helt til å perfeksjonere sine håndverk. I kamp bruker de fleste dverger økser og sverd, men de som tilhører deres østligste slektninger svinger tunge tohånds hakker, et våpen avledet fra deres gruvedriftsverktøy.

SUB-CULTURAL

Dwarves of the Lonely Mountain

Default culture

Dwarves of the Blue Mountains

- Skills are adjusted as follows: Song +1 (2), Battle -1 (0), Persuade +1 (1), Riddle -1 (1)

Dwarves of the Grey Mountains

- Standard of Living: Frugal
- Skills are adjusted as follows: Awareness +1 (1), Hunting +1 (1), Stealth +1 (1), Scan -1 (2)
- CULTURAL BLESSING -- REDOUBTABLE: You halve the Load rating of any armour you're wearing (rounding fractions down), including helms and shields.

CULTURAL BLESSING -- REDOUBTABLE

Dverger gjør lite av byrder, spesielt når det gjelder å bære rustning.

> You halve the Load rating of any armour you're wearing (rounding fractions up), including helms (but not shields).

Gimli the dwarf alone wore openly a short shirt of steel-rings, for dwarves make light of burdens...

NAUGRIM

Dverger er kortere enn mennesker, men deres arbeid som gruvearbeidere og smeder gir dem sterke armer og skuldre. Likevel foretrekker de fortsatt kortere våpen fremfor lengre.

> Dwarven adventurers cannot use the following pieces of war gear: great bow, great spear, and great shield.

STANDARD OF LIVING -- PROSPEROUS

With the fabulous Dragon-hoard of Erebor reclaimed and their kingdom restored, the Dwarves are much richer today than in the past.

Attributes

Choose one set of Attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	7	2	5
2	7	3	4
3	6	3	5

4	6	4	4
5	5	4	5
6	6	2	6

DERIVED STATS

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 8
Parry	WITS + 10

SKILLS

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as Favoured.

AWE 2	ENHEARTEN 0	PERSUADE 0
ATHLETICS 1	**TRAVEL** 3	STEALTH 0
AWARENESS 0	INSIGHT 0	SCAN 3
HUNTING 0	HEALING 0	EXPLORE 2
SONG 1	COURTESY 1	RIDDLE 2
CRAFT 2	BATTLE 1	LORE 1

COMBAT PROFICIENCIES

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Axes OR Swords	2
Choose one Combat Proficiency	1

DISTINCTIVE FEATURES

Choose two Distinctive Features among those listed: Cunning, Fierce, Lordly, Proud, Secretive, Stern, Wary, Wilful.

LANGUAGES AND TYPICAL NAMES

Alle dverger snakker det felles språket, men bevarer kunnskapen om et hemmelig dvergespråk. Ved fødselen får de et ekte navn som de ikke avslører for medlemmer av andre folk, og tar i bruk et annet navn i tradisjonen til sine naboer. Denne skikken har vært i bruk så lenge at en rekke navn har blitt tradisjonelt assosiert med dverger, og brukes nesten utelukkende av dem. Fremtredende dverger får noen ganger en ærestittel, som feirer en enestående gjerning eller karakteristisk egenskap (for eksempel Thorin Eikenskjold eller Dáin Jernfot).

MALE NAMES

Ai, Anar, Beli, Bláin, Borin, Burin, Bruni, Farin, Flói, Frár, Frerin, Frór, Ginar, Gróin, Grór, Hanar, Hepti,
Iari, Lófar, Lóni, Náli, Nár, Niping, Nói, Núr, Nýrád, Ónar, Póri, Regin, Svior, Veig, Vidar.

FEMALE NAMES

Adís, Afrid, Agda, Bersa, Birna, Dagrún, Dís, Drífa, Edda, Elin, Fenja, Frida, Geira, Gísla, Hadda, Hón,
Ida, Ilmr, Jóra, Kára, Kóna, Líf, Línhild, Már, Mist, Nál, Oda, Ósk, Rán, Rinda, Sefa, Syn, Tóra, Trana, Úlfrún, Vírún, Yrr.

Virtues of the dwarves

The reserved and surly character of Dwarves has often been misinterpreted by others as hostility or untrustworthiness. Their secretiveness has even led other folks to believe that they possess strange and uncanny powers.

BARUK KHAZÂD!

The secret tongue of the Dwarves is guarded as a treasure of the past, yet their battle-cry is well-known and feared by their chief foes.

> ♦ Once per combat, when you fight in a Forward stance you can make your attack roll Favoured and attempt the Intimidate Foe combat task as a secondary action.

"*Baruk Khazâd! Khazâd ai-mênu!*" *An axe swung and swept back. Two Orcs fell headless. The rest fled.*

BROKEN SPELLS

In ancient times, the Dwarves made mighty spells. You have been taught fragments of old enchantments that retain some power to this day.

> ♦ Choose three Skills in which you possess at least one rank and mark them with a dot (or rune!) on your character sheet. Whenever you use any one of the three marked Skills, you can spend 1 Hope to achieve a Magical success.

...they spoke fragments of broken spells of opening...

DARK FOR DARK BUSINESS

Your kind is not troubled by mere darkness in itself, as most of the members of other cultures are. On the contrary, you have grown to like the dark better than the light, finding yourself at ease in its cold embrace.

> ♦ When you are in the dark (at night, or underground) you are Inspired on all your rolls.

"*We like the dark,*" *said the dwarves.* "*Dark for dark business! There are many hours before dawn.*"

DURIN'S WAY

The Dwarves have fought many wars in deep places beneath the earth. You have been taught how to best defend yourself while fighting underground. As a result, you know how to exploit corners, darkness, and other natural obstacles to your advantage.

> ♦ Add +2 to your Parry rating when fighting underground, or in otherwise cramped quarters, like inside a building.

That was the beginning of the War of the Dwarves and the Orcs, which was long and deadly, and fought for the most part in deep places beneath the earth.

STONE-HARD

The Dwarves were made to be strong and to endure, for they came unto the world when a great evil ruled Middle-earth. As long as your spirit supports your strength, you can resist any hurt of the body more hardily than most.

> ♦ Raise your maximum Endurance rating by 1. All your **PROTECTION** rolls are Favoured, as long as you are not Miserable.

They are (...) secretive, laborious, retentive of the memory of injuries (and of benefits) ...

UNTAMEABLE SPIRIT

Dwarves were made from their beginning to resist any form of domination. You have strengthened your resolve against all but the most subtle of the weapons of the Enemy.

> ♦ Raise your maximum Hope rating by 1 point. You gain (1d) on all Shadow Tests made to resist the effects of Sorcery.

Though they could be slain or broken, they could not be reduced to shadows enslaved to another will...