

# D6 Fantasy

## Dwarven Hearthguard

Name:

Race:

Gender:

Age:

Height:

Weight:

### AGILITY: 3D

Acrobatics

Climbing

Contortion

Dodge

Fighting

Jumping

Melee

Riding

Stealth

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### COORDINATION: 3D

Charioteering

Lockpicking

Marksmanship

Pilotry

Sleight of Hand

Throwing

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### PHYSIQUE: 4D

Lifting

Running

Stamina

Swimming

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### EXTRANORMAL:

Move: 8

Strength Damage: 2D

Fate Points: 1

Body Points: 44

Funds/Silver: 3D/180

Character Points: 5

Wounds: 5

### CHARISMA: 2D

Animal Handling

Bluff

Charm

Command

Intimidate

Mettle

Persuasion

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### INTELLECT: 3D

Cultures

Devices

Healing

Navigation

Read/Write

Scholar

Speaking

Trading

Traps

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### ACUMEN: 3D

Artist

Crafting

Disguise

Gambling

Hide

Investigate

Know-How

Search

Streetwise

Survival

Tracking

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### Advantages

**Size: Small (R1)**, scale value of 3.

### Disadvantages

**Hindrance: Gruffness (R2)**, +2 to bluff, charm, and persuasion difficulties.

**Hindrance: Shorter Stride (R1)**, 2-meter reduction to running, swimming, and jumping Move.

**Devotion: Code of Honor (R2)**, Warriors of the Hearthguard are the chivalrous knights of dwarven society. In short, their code of honor is this: Noble service cheerfully rendered; defense of one's home, allies, and charges unto death; respect and courtesy for all and from others when deserved; disdain for those who serve evil and chaos; valor and martial prowess tempered with discretion; victory or death and death before dishonor.

### Special Abilities

**Hardiness (R2, cost 2)**, +2 to damage resistance totals.

**Ultravision (R1, cost 1)**, +2 to sight-based totals while in dim or dark conditions

**Description:** Your father was a warrior, and his father before him, and now you are a warrior. As a member of the king's elite Hearthguard, you are responsible for the defense of your people and your home. You've trained for this duty since the day you could hold a sword and you continue training daily. Anyone who scoffs at your devotion obviously hasn't faced down a bloodthirsty horde of orc raiders before. You know every hall, every passage, and every trap. Let the hordes of chaos charge the gates. You'll split their skulls and spill their blood and nary a one will enter your home while you still draw breath.

**Equipment:** Chainmail armor (+2D armor value), small shield (+2D armor value), longsword (+2D+2 damage), light crossbow (4D damage) w/20 bolts, two daggers (+1D damage), tinderbox, one week's rations, backpack, six torches, waterskin, whetstone, bedroll and blanket.