

# TORCHBEARER

## The Adventurer

### Level 1

**Adventurer:** Dwarves can wield any weapon except two-handed swords, lances and bows. They can also wear any armor, use a shield and wear a helmet.

### Level 2

**Armored:** You've trained in heavy armor. Armor and shields do not count as a factor for recovery from exhausted if you choose this level benefit.

**Shrewd:** Dwarves are shrewd hagglers. You may make a Haggler test during the town phase without raising your lifestyle obstacle.

### Level 3

**Stubborn:** You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

**Miner:** When below ground, this dwarf gains a bonus to detect traps like deadfalls, pits and collapsing features. In addition, this dwarf can expound on the nature, depth and characteristics of tunnels and mines. Reduce factors for all tests to detect and expound by one.

### Level 4

**Greed:** If angry and possessing knowledge of something he covets, the dwarf may invoke Greed. Greed gives a free turn (or check) to the dwarf to purchase, take, steal, bargain or murder for the item in question. He cannot be helped unless your companions have an appropriate Instinct. If Greed is invoked and your dwarf acquires what he lusts after, next time you hit camp or town, immediately test to recover angry. No check is required.

**Hardy Stock:** This dwarf comes from hardy stock. Add +1D to recover from the sick condition or any tests to resist poison.

### Level 5

**Cousin:** Your cousin joins your retinue. He or she is a first level Dwarf Adventurer. Your cousin helps you with abilities native to your class. Add





+1D to your roll when your cousin is helping. In a conflict, assign one of your hit points to your cousin. If there are no extra hit points, then your cousin can't help. A cousin never acts on his or her own.

**Tinker:** This dwarf has retained some of the craft of his people. Add +2D to your ability or skill when repairing or creating small items and armor.

## Level 6

**Great Endurance:** Ignore the exhausted condition once per adventure.

**Secret Destiny:** In your next haul of loot you find a dwarven or elven artifact of rare beauty and strength that was destined for your hands. Choose: an incomparable weapon (grants +1D to Fighter), an unbreakable hauberk (chainmail that only breaks on a roll of a 1 and causes no fatigue penalty for exhaustion) or a priceless jewel (grants +1s to Haggle, +1s to disposition for convince conflicts about treasure and is worth 15D of cash if traded at the market). The gem is pack 1.

## Level 7

**Troll Slayer:** Increase your order of might by one when you're alone or in a group of only dwarves, warriors and halflings. Combine this bonus with other bonuses from spells and magic weapons.

**War Captain:** You always count as the "hero" weapon in a battle, regardless of whether you're at the front or not. If leading from the front, you triple your hero bonus to +3s for Attacks.

## Level 8

**Make Light of Heavy Burdens:** Increase your rank cap for Health from 6 to 7. You may advance from rank 6 to rank 7 with seven successful and six failed tests.

**Strength:** Use level instead of Will or Health as base disposition for kill, capture and drive off conflicts.

## Level 9

**Heroic Ability:** Choose Fighter, Health, Orator or Armorer. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

**Transformed:** Change one Nature descriptor. You may choose: hoarding, boasting or ruling.

## Level 10

**Made of Sterner Stuff:** Increase Might by one (from 3 to 4).

**The Madness Within:** When using Greed (L4 benefit), all tests count as if they were part of your Nature.

Level	Fate	Persona	Dwarf Adventurer	
1	0	0	Adventurer	
2	3	3	Armor Training	Shrewd
3	7	6	Stubborn	Miner
4	14	9	Greed	Hardy Stock
5	22	12	Henchman	Tinker
6	31	16	Great Endurance	Secret Destiny
7	41	20	Troll Slayer	War Captain
8	52	24	Make Light of Heavy Burdens	Strength
9	64	28	Heroic Ability	Transformed
10	77	32	Made of Sterner Stuff	Madness Within