

## KAAR

DWARF MALE

GIFTED

ARCANE MECHANIK

SEARFORGE TRADER



## TRAITS

Tireless

Good-natured

Glutton

Overconfident

Gifted characters gain the opportunity to choose spell-caster careers

### LOAD BEARING

(RACIAL ABILITY) The character is well practiced at fighting while wearing heavy armor. Reduce the **Speed** and **Defense** penalties from the armor the character wears each by 1.

### FAST CASTER

(ARCHETYPE ABILITY) The character gains one extra Quick Action each Activation phase that can be used ONLY to cast a spell.

### APPRAISE

(SEARFORGE TRADER ABILITY) The character has a sharp eye and keen mind for detail, especially where monetary values are concerned. The character can judge the value of most fine goods with an inspection. If an item being inspected is a good fake, it may require a **Detection** (+ Int) roll to spot.

### COUNTER OFFER

(SEARFORGE TRADER ABILITY) The character is extremely skilled at negotiations involving the purchasing & selling of good and services. The character can re-roll **Negotiation** skill rolls, whether failed or not. A roll can only be re-rolled once as a result of Counter Offer.

### INSCRIBE FORMULAE

(ARCANE MECHANIK ABILITY) The character can inscribe runeplates. (Special plates typically made of metal that can be inscribed with arcane glyphs that give Mechanika its magical effects)