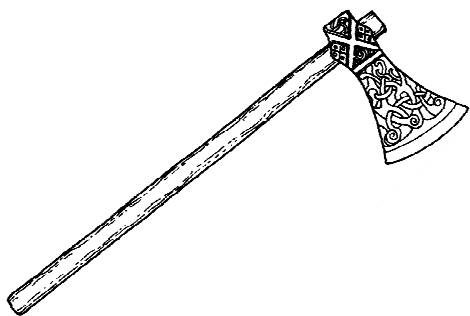


# Vikings & Valkyries

## Character Classes

### BERSERKERS



**Primary Attributes:** Might and Will

**Gender:** All Berserkers are male

**Basic Hits** = 12

**Battle Might:** Berserkers add their Might mod to their damage when using their barbarian melee weapons (see chapter II, M&M Players Manual for more details).

**Battle Fury:** Berserkers add their Will modifier to their EDC against melee attacks

**Battle Madness:** Berserkers in Battle Madness add their Might bonus to his Initiative and Melee score, but suffer severe restrictions and must keep fighting. (see chapter II, Vikings & Valkyries for further details)

**Weapon of Choice:** Sword, axe or great axe.

**Level Benefits:** Each level beyond the first gives a Berserker +4 Hits, +1 to Luck and +2 to Might, Will or Skill (player's choice)

**Possessions:** Berserkers start with their melee weapon of choice. If their melee weapon of choice is a sword or an axe they also start with a shield. Starting wealth is 3d6 x 5 silver pieces

**Background Talents:** Choose two talents among Armorer, Beastmaster, Drinker\*, Equestrian, Mountaineer, Woodsman and Wrestler (\* see p 16, Vikings & Valkyries).

**Patron Deity:** Odin, Thor or Thyr



### ELEMENTALISTS

**Primary Attributes:** Wits and Will.

**Gender:** Elementalists may be male or female.

**Basic Hits** = 8

**Elemental Magic:** At first level, an Elementalist must select one of the three elements Fire, Ice and Air as his primary element.

**Elemental Mastery** = Wits mod + Will mod

**Mystic Strength** = 12 + Elemental Mastery

**Starting Power** = 4 + Will mod

**Level Benefits:** Each level beyond the first gives an Elementalist +2 Hits, +4 Power points, +1 to Luck and +2 to Wits or Will.

**Possessions:** Elementalists start the game with a dagger, a staff and 3D6 x 5 silver pieces.

**Background Talents:** Choose two talents among Orator, Sage (Scholar), Armorer (Fire), Sailor (Air) or Mountaineer (Ice)

**Restrictions:** Elementalists cannot wear mail corselets or helms, since such huge amounts of metal in direct contact with their person would disrupt their command of elemental forces

**Patron Deity:** Odin or, if one of the character's two elements is Fire, Loki.

## ELVES



**Primary Attributes:** Grace and Luck

**Gender:** Male or Female

**Basic Hits** = 8 (10 for male)

**Natures Gift:** Elves have the same Nature's Favor (Magnitude 4) power as Dryads. Their Nature's Curse (Magnitude 5) and Nature's Command (Magnitude 6) powers, which are only possessed by female Elves, are the same as those of Napaea (Affliction and Kiss of Life).

**Male Elves** can only reach magnitude 4 of Nature's Gift but receive a +2 bonus to Skill and a weapon of choice (bow or sword).

**Elven Enchantment** = Grace mod + Luck mod

**Mystic Strength** = 12 + Elven Enchantment

**Starting Power** = 4 + Grace mod

**Level Benefits – Female:** Each level beyond the first gives a Female Elf +2 Hits, +4 Power points, +1 to Luck and +2 to Grace, Wits or Will (player's choice) Possessions.

**Level Benefits – Male:** Each level beyond the first gives a male Elf the following benefits: +3 Hits, +3 Power points, +1 to Luck and +2 to any other attribute (Might, Skill, Wits, Will or Grace), chosen by the player.

**Possessions:** None.

**Background Talents:** Musician only.

**Patron Deity:** All female elves have Freya as their deity. Male Elves may select either Freya or her brother Freyr as their patron deity.

## HALF-GIANTS



**Primary Attributes:** Might and Luck

**Gender:** All Half-Giant adventurers are male.

**Basic Hits:** 18

**Amazing Strength:** Half-Giants stand 7 or 8 feet tall and are extraordinarily strong. In game terms, their heritage gives them 18 Basic Hits (instead of 12) and also adds +6 to their Might, up to a truly superhuman score of 24. Those with a Might score of 19-20 will be able to wield enormous clubs or axes in combat (see Players Manual, p 22). Those with a Might of 21-22 have a Might mod of +5 and can wield enormous weapons with both hands but without reducing their Initiative by half. Finally, Half Giants with a Might of 23-24 have a mod of +6 and can wield these enormous weapons single-handed, allowing them to combine their use with shields. Lastly, their great size gives Half-Giants a basic Movement of 90' (as opposed to 60' for humans).

**Magic Resistance:** Half Giants are highly resistant to magic. They replace Grace by Might when calculating Mystic Fortitude.

**Big & Dumb:** There is, however, a downside to Giant heritage. Half-Giants are, well, often quite dumb and their heavy set frames, coarse features, ill-proportioned limbs and uncouth appearance do not make them very attractive: in game terms, their Wits and Grace are reduced by 6 points, once the rolled scores have been distributed.

**Weapon of Choice:** Enormous club.

**Level Benefits:** Each level beyond the first gives a Half-Giant +4 Hits, +1 to Luck and +2 to either Might (max 24) or Will (max 20).

**Possessions:** Half-Giants start the game with an enormous weapon (club) and that's about it.

**Background Talents:** All Half-Giants have the Wrestler and Mountaineer talents.

**Patron Deity:** Ymir

## HUNTERS



**Primary Attributes:** Skill and Wits

**Gender:** Either male or female.

**Basic Hits = 10**

**Deadly Aim:** Hunters know how to target the weak spots of animals and similar creatures: they add their Skill mod to damage when using missile weapons against Beasts or Monsters.

**Hunting:** Hunters excel at stealth and woodcraft. This talent is reflected by a special Hunting bonus equal to the sum of their Skill mod and Wits mod.

**Weapon of Choice:** Any missile weapon.

**Level Benefits:** Each level beyond the first gives a Hunter +2 Hits, +1 to Luck and +2 to Skill, Wits or Will (player's choice).

**Background Talents:** Choose two among Bowyer, Beastmaster, Healer, Mountaineer and Woodsman.

**Possessions:** Hunters start with a dagger, a spear and their missile weapon of choice (bow + 12 arrows OR three javelins OR sling + 12 stones). Their starting wealth is 3D6 x 5 sp.

**Restrictions:** Hunters may wear any type of armor but usually choose not to do so, since encumbrance directly affects their stealth abilities.

**Patron Deity:** Uller (or shamanism for Kvenir).

## PRIESTS

**Primary Attributes:** Luck and Will

**Gender:** Priests may be male or female, depending on which deity they serve. Male priests serve male gods, while priestesses serve goddesses

**Basic Hits = 8**

**Divine Prodigies:** Priests are able to call on the power of their deity.

**Spiritual Aura = Will mod + Luck mod**

**Mystic Strength = 12 + Spiritual Aura**

**Starting Power = 4 + Will mod**

**Level Benefits:** Each level beyond the first gives a Priest +2 Hits, +4 Power points, +1 to Luck and +2 to Will or another attribute tied to the deity: Might (Odin, Thor, Thyr, Freyr), Skill (Frigg, Freya, Uller), Wits (Heimdall, Loki, Bragi, Njord), Grace (Baldur, any Goddess).

**Possessions:** Staff (or similar symbol of office), dagger, ceremony robes and 3D6 x 10 silver pieces.

**Background Talents:** A Priest's choice of talents varies according to his deity. Choose two talents among Armorer (Tyr, Thor), Beastmaster (Freyr), Bowyer (Uller, Heimdall), Healer (Baldur, Freya, Frigg), Musician (Bragi, Freya), Navigator (Njord, Odin, Heimdall), Orator (Odin, Bragi), Sage (Scholar) (Odin, Frigg) and Warlord (Tactician) (Tyr, Odin).

**Restrictions:** Priests do not usually wear armor or use shields, not because it interferes with their powers but because they feel their deity's favor is the only protection they need

### Major Aesir Deities

Odin (god of power and wisdom)

Thor (god of thunder and lightning)

Tyr (god of war)

Frigg (goddess of wives and mothers)

Heimdall (god of vigilance)

Bragi (god of poetry)

Baldur (god of beauty)

Loki (god of strife and fire)

Uller (god of the hunt)

### Major Vanir Deities

Njord (god of the seas)

Freyr (god of nature and virility)

Freya (goddess of nature and beauty)



## PRINCES



**Primary Attributes:** Luck and another attribute reflecting the character's privileged heritage. This favored attribute is chosen by the player.

**Gender:** Princes may be either male or female (Ladies)

**Basic Hits = 12**

**Battle Fortune:** Princes add their Luck modifier to their Initiative score in all circumstances.

**Noble Heritage:** All Princes add 2 points to their two primary attributes. This may reflect the friendship of the gods, a gifted lineage, exceptional training or a superior heroic potential.

**Weapon of Choice:** Sword, axe or spear

**Level Benefits:** Each level beyond the first gives a Prince character +4 Hits, +1 to Luck and +2 to any other attribute score (player's choice).

**Possessions:** Sword, dagger, shield, helmet, mail corselet, and 3D6 x 100 silver pieces.

**A Note on Favored Attributes:** A Prince's favored attribute will define his line's most notable trait: a divine or heroic ancestry (Might), a strong martial tradition (Skill), a talent for combat ruse (Wits), a tradition of strong leadership (Will), a goddess or elf lady somewhere in the family tree (Grace) etc

**Background Talents:** Choose two among Drinker\*, Equestrian, Musician, Orator, Sailor, Sage (Scholar), Warlord (Tactician) and Wrestler (\* see p 16, Vikings & Valkyries).

**Patron Deity:** Odin

## SKALDS



**Primary Attributes:** Grace and Luck.

**Gender:** Skalds are most often male, but may be female.

**Basic Hits = 8**

**Poetic Magic:** Skalds can wield magic by reciting the sagas, singing and rhyming

**Songs of Power:** Skalds have the same powers as M&M Lyrists (see *Players Manual*).

**Skaldic Gift = Grace mod + Luck mod**

**Mystic Strength = 12 + Skaldic Gift**

**Starting Power = 4 + Grace mod**

**Level Benefits:** Each level beyond the first gives a Skald +2 Hits, +4 Power points, +1 to Luck and +2 to Grace, Wits or Will (player's choice).

**Possessions:** Skalds start the game with a harp, a dagger and 3D6 x 5 silver pieces.

**Restrictions:** Their role as sacred poets forbids Skalds to wear any protective equipment as well as to use any weapon other than a staff or dagger, and only if they have been attacked first.

**Background Talents:** All Skalds automatically have the Musician and Orator talents.

**Patron Deity:** All Skalds have Bragi as their patron deity.

## SORCERERS



**Primary Attributes:** Wits and Will.

**Gender:** Sorceresses are more frequent than male Sorcerers, women being more gifted for sorcery than men. To reflect this, Sorceresses roll their starting age on 2D6+15 and Sorcerers on 2D6+25.

**Basic Hits** = 8

**Sorcery:** Sorcerers study and practice the arcane arts of psychic Sorcery. See chapter III of the Players Manual for more details on this realm of magic.

**Psychic Gift** = Will mod + Wits mod

**Mystic Strength** = 12 + Psychic Gift

**Starting Power** = 4 + Will mod

**Level Benefits:** Each level beyond the first gives a Sorcerer +2 Hits, +4 Power points, +1 to Luck and +2 to Wits or Will (player's choice).

**Possessions:** Dagger, staff or wand. Their starting wealth is 3D6 x 10 silver pieces.

**Restrictions:** For some mysterious metaphysical reasons, sorcerers may not use their Sorcerous powers while wearing a mail corselet or a helmet.

**Background Talents:** All Sorcerers automatically have the Sage (Scholar) talent, plus a second talent chosen among Actor, Healer, Musician and Orator.

**Patron Deity:** A Sorcerer's patron deity is either Odin, Freya or Loki.

## THIEVES

**Primary Attributes:** Wits and Luck

**Gender:** Either male or female.

**Basic Hits** = 10

**Thievery:** Thieves excel at hiding, sneaking, finding traps and, well, thieving. In game terms, these skills are reflected by a special Thievery bonus equal to the sum of their Luck mod and Wits mod.

**Evasion:** Thieves are also very good at dodging blows and add their Wits mod to their melee EDC (unless taken by surprise or wearing a breastplate).

**Weapon of Choice:** Dagger, thrown knife or sling.

**Level Benefits:** Each level beyond the first gives a Thief +2 Hits, +1 to Luck and +2 to Wits, Will or Skill (player's choice).

**Background Talents:** Choose two talents among Acrobat, Actor, Healer, Musician and Orator.

**Possessions:** Dagger and 3D6 x 5 silver pieces.

**Restrictions:** Thieves may wear any type of armor but usually choose not to do so, since this directly affects their stealth and agility.

**Patron Deity:** Loki, or Odin

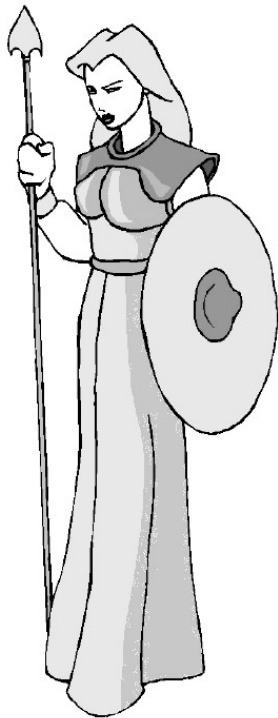
## DWARVES



The Dwarf option can be taken by Sorcerers and Elementalists (as well as Thieves). Some Maze Masters may make this a mandatory condition for male Sorcerers and Elementalists.

Dwarf characters are subject to the following attribute score adjustments: Might -2, Wits +2, Grace -2. Starting age (and approximate life expectancy) should be multiplied by 5.

## VALKYRIES



**Primary Attributes:** Skill and Will

**Gender:** Female only

**Basic Hits** = 12

**Defensive Fighting:** When fighting with spear and shield, a Valkyrie add her Skill mod to her EDC against melee attacks. This bonus does not apply against surprise or missile attacks.

**Martial Discipline:** Valkyries add their Will mod to their Initiative when fighting with a spear.

**Weapon of Choice:** All Valkyries must select the spear as their melee weapon of choice.

**Level Benefits:** Each level beyond the first gives a Valkyrie +4 Hits, +1 to Luck and +2 to Might, Will, Wits or Skill (player's choice).

**Possessions:** Spear, sword, dagger, shield, helmet and mail corselet, plus 3D6 x 10 sp.

**Background Talents:** Choose two talents among Armorer, Drinker\*, Equestrian, Healer, Musician, Orator, Sailor, Warlord (Tactician) and Wrestler (\* see p 16, Vikings & Valkyries).

**Patron Deity:** Odin

## VIKINGS



**Primary Attributes:** Might and Skill

**Gender:** All Vikings are male.

**Basic Hits** = 12

**Battle Prowess:** A Viking add his Might mod to his Initiative when fighting with his melee weapon of choice.

**Shield Combat:** When fighting with a shield and their weapon of choice, Vikings add their Skill mod to their EDC against melee attacks.

**Weapon of Choice:** Sword, axe, great axe or spear (melee).

**Level Benefits:** Each level beyond the first gives a Viking +4 Hits, +1 to Luck and +2 to another attribute (Might, Skill, Wits or Will).

**Possessions:** Vikings start the game with their weapon of choice, a shield, a helmet, a dagger and 3D6 x 10 sp worth of wealth. Vikings who want a mail corselet will have to buy it (150 sp)

**Background Talents:** All Vikings have the Sailor talent plus a second talent from the following list: Armorer, Beastmaster, Drinker\*, Equestrian, Healer, Mountaineer, Orator, Warlord (Tactician), Woodsman, Wrestler.

**Patron Deity:** Most Vikings have Odin, Thor, Tyr, Heimdall or Njord as their patron deity.