

Matilda, walking workshop

Be welcome customers, and enlighten your eyes with the thousands wonders of Matilda's moving workshop, emporium and bazaar. Come and check the finest goods, all finely crafted by Matilda's very



Figure 1: Matilda's personal balance - Fire 2, Light 2, Electricity 2, Water 1, Stone 2, Darknes 1, Air 2.

hands, a trademark of top quality. You will not find better pieces in all the land, no sir (or madam)!

Matilda is an extremely skilled dwarven artisan, who dabbles in multiple arts and crafts. Having left her home many years ago, she roams the land with a huge backpack holding her trading goods as well as her crafting tools and the raw materials she collects in her travels. She is used to travel from one civilized settlement to the next, selling her handcrafted items while searching for especially rare materials. What really interests Matilda is not money, however, but

improving her artistic and crafting skills: her dream is to be able to craft legendary items, but she still has a long way to walk on that road. Matilda sees plenty of opportunities in associating with the young human princess Lilian: her fae magic power and the magical properties of her hair could be the key to improvement for both of them.

Talent - Resourceful Artisan (Electricity, Fire)

You can give Matilda any piece of scrap, junk, or rubbish. She will look at it, think a second, and she will turn it into something pretty and useful in a few moments. Is this magic? Not really. Does it look like magic? Hell yeah.

The craftsman expertise of Matilda encompasses several types of disciplines: from metalsmithing to tinkering, to pottery, carpentry and woodcarving, leatherworking, painting and decorating, weaving and tailoring, you name it. In her huge backpack she carries all the tools she needs, many of which she made herself, and include an anvil, a small forge oven, and of course plenty of raw resource materials that she converts into goods. As her wanderer life and constant search for rare components tends to make her adventure a lot, crafting adventuring gear is very typical for Matilda: she is used to make armors, weapons, and dungeon delving tools. Her large iron workhammer can be easily adapted to an effective battle weapon.

Trait - Mercantile (Air)

A trading good is only as valuable as the price you are willing to pay for it. But you listen to Matilda talking, you will want to pay a lot.

The skill of striking good bargains has always been relevant in dwarven culture, and Matilda matches perfectly the stereotype. She can easily talk to potential buyers to raise their interest, and in the end the price they are going to pay, or else acquire materials with special, personal, discounts. Moreover, she has a keen eye for value appraisal: it is very hard to



cheat Matilda on the true value of an object, and conning her is almost impossible. By natural extension, Matilda turns out to be an outstanding negotiator too: when you are able to sell stuff you also become good in selling arguments.

Trait - Delver Resilience (Stone)

That dwarven girl, you always see her packed like a mule and she does not break a sweat. I wish my plow oxes were as much enduring.

Dwarves tend to be short, stout, and slow. But what they lack in height or speed, they make up for in endurance. A dwarf hardly gets fatigued or exhausted: they become tired only extended periods of full-strength effort, and never tire from cardio muscular activity. Moreover, due to their low center of mass and bulk figure, dwarves have excellent balance

on their feet and are very hard to trip or move against their own will.

Vice - Faultfinding (Light)

There is no place for mediocrity in this world. When you do something, either you do your best, or you better give up.

Matilda's attitude is extremely demanding towards herself and others: she always expects everyone to do their very best at everything, and most of the times such expectations are misplaced. As a conclusion, she spends long time complaining, pointing out flaws in the actions and the arguments of her allies, and express (even bluntly) her dissatisfaction about the results.

Minor traits

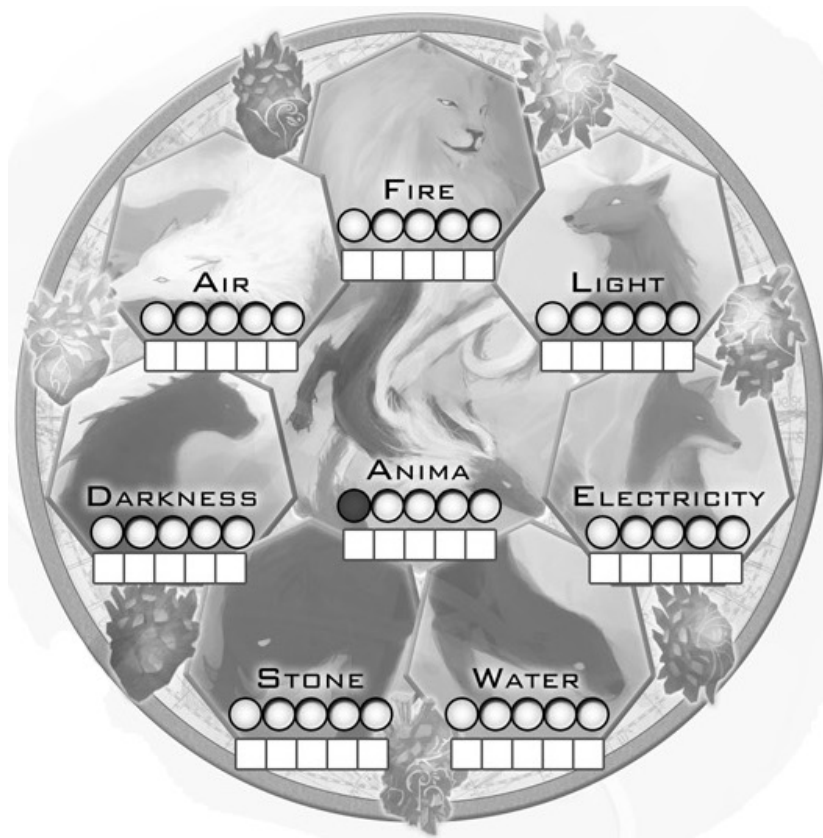
- **Depth sense:** as every Dwarf, Matilda can roughly sense how deep she is from surface in an underground environment.
- **Hypermetabolism:** It is extremely hard for Matilda to get drunk from alcohol or high from drugs. Similarly, the effects of poisons and illnesses are lessened and their duration shortened.
- **Shortsighted:** Always focusing on small details up close made Matilda a bit shortsighted. She sees slightly blurry from 30 meters upwards, and dislikes the use of ranged weaponry.

PC Relationships

- **Lilian, violet haired princess:** *Her power is awesome, she should use it better. Those hair are going to become legend one day*
- **Delgado:** *Meticulous, disciplined, as every human should learn to be. I wish he was less absent-minded.*
- **Claret:** *I think I should hire her as personal deliverywoman. She is going to need new shoes soon, though.*



- **Alouette:** *Finally someone that has real taste for fine craftsmanship. Too bad she is practically broke.*
- **Sheeba:** *Druids are a shame. They shape themselves instead of shaping the world: are they animals or humanoids?*
- **Jura:** *An elf that appreciates art is a good elf. He could share his opinions more often though: That guy is so silent!*



Quick game mechanics

On a player action, The Game Master may call *resolution by balance*. An element related to the action is established (Fire for aggressive actions, and so on). The player then draws from the scenario balance deck. She can redraw as many times as his personal anima points beyond the first in the selected element (discarding previous draws), as long as she is not satisfied or until she draws Aether. Check the match between action element and drawn element:

- **Perfect Success** (same element or pure anima draw): Success AND. The action works better than expected.
- **Outside Success** (one step away): Success BUT. The action works but there are mitigat-

ing circumstances.

- **Neutral Success** (two steps away): Failure BUT. No serious ground is gained but there is a somewhat positive effect alongside.
- **Total Failure** (opposite element or aether draw): Failure AND. The action fails and things get possibly worse.

Anima Surge

Instead of drawing, a player can BURN an anima point from her personal balance, of an element with two or more points. The draw is considered to be of that element, and one card of that element is added to the scenario balance. Burnt anima points are restored between sessions.