

NORTHMEN

RANK	LIFE POINTS	POWER	WEAPON TYPE	STRESS RESIST	MAX PHY AC	NAT HEAL	CLASS ABILITIES
1	As per class +1 per level	As per class	As per class	As per class	As per class	Half class	Resist Cold
2							
3							Leap
4							
5							
6							+1 Axe Mastery
7							
8							
9							
10							
11							
12							

Northmen : these hardy tribes men from the north of Evermore and Firith. Tend to live in long houses and favour Axes and fur and chainmail, they tend to sing hard as hard as they fight, both male and female make fierce fighters. Their Skalds (Bards /Minstrals) are renowned for the battle songs and drinking song, they praise the battle and those who fall in battle. It is their belief that all the great warriors are taken by the valkryie to Vodens halls, oft call Valhalla.

Voden is the chief amongst their gods - Voden is also worshiped as Duke and god by some other people in Evermore - Notably the Ullratha Knights of Tigers Maw Legion. The other as we know Norse gods are worshiped in some ways

The great wolf Fenris is always seen as a bad omen and bringer of woe for the Northmen

The Northmen where first encountered by the rest of Evermore when they were possessed and controlled by a servant of the enemy called Mikael Errolfini - and the Northmen where used as troops against the Tuatha and the Ice Elves - even now there will be some distrust of the Northmen by the Ice Elves and Tuatha de Danan .

They where again controlled in later years by the foes of Valhalla, and used as shock troops against Evermore. Fortunately for the Northmen, the majority of Evermore just saw them as hired and mindless raging barbarians and have never really associated them with being the same as the Northmen of today

Since then they have hardly been seen in the south of Evermore and very rarely are they seen south of Caerleon and Draconsmere .

- Northmen will tend to wear chainmail (AC6) or furs (AC3) armour. Anything heavier impairs their movement
- Northmen can use any weapon but prefer to use Short Bows, Spears, Short Swords, Daggers, Hand Axes, Battle Axes, and Throwing Axes. Or great swords
- Northmen have the same immunities as humans except they have a natural resistance to cold.
- Northmen have the same locational splits as humans.
- Upon death a Northmen is to be returned to the Clan to be buried with the artefacts of their Family. Or put to sea to be burned in a long ship.
- Northmen can all swim
- Northmen can use small shields.

Resist Cold – grants the Northmen half effect all cold based attacks and effects

Leap – this allows the Northmen 1/4 levels/day to leap 15 foot horizontally or 10 foot vertically.

+1 Axe Mastery - This allows the Northmen to deal an additional 6LPs damage with an Axe. This is in addition to any other Weapon Mastery.