

# SHIELD MAIDENS



## PRIMER





*'Hear well this prophecy, child of Heimdall, for it speaks of your sisters. As the age of the world grows weary, the gods will wage great wars and the glory of humankind will be as to nothing. In those days will stride forth Shield Maidens who carry great power, and theirs will be the hands that bring forward an end to all that has gone before. Remember this, child of Heimdall — though in the days of unending winter, even dragons may forget.'*



## **MIDGARD: THE FIMBUL WORLD**

It is the year 471 in the new calendar of Midgard. It may not see 472.

Much of the surface of Midgard is sealed in frost, blanketed by an icy winter that has raged for centuries. There is only one city — a vast, continent-sized sprawl made of several zones. The city has no name; mortals native to this world refer to their realm only as Midgard.

Midgard is located on the branches of Yggdrasil, surrounded by an atmospheric bubble. The surface of the world is a flat disc, a third of which is oceanic. Water trickles from the edge of the world, cycles back into the atmospheric bubble and creates rain. In recent years it has produced only snowfall, for the environment of Midgard is in a deep winter state, with entire regions little more than frozen tundra.

Life outside the city is harsh and most mortals do not believe anything can exist beyond the city walls, yet they are wrong. The frozen regions, oceans and even the tunnels on the underside of the world are occupied by non-human creatures. These beings are hastily referred to as 'monsters' or 'great beasts', although many possess intelligence equal to humanity. As well as monsters, the wilderness has Fenrir outposts (both active and abandoned), forgotten relics of ancient warriors and more.

## **THE CITY IN THE ICE**

The most dominant feature on Midgard is the city. Created over centuries of unfettered growth, the many settlements on Midgard eventually merged into one sprawling urban mass. Today, the only remnants of those ancient settlements are the colloquial terms for the zones making up the city. There are 32 zones, each with differing cultures and aesthetics.

Many maintain the names of their previous identities from long before they were absorbed into a single mega-metropolis. Cultures, climates, even the wealth of the populace all vary widely between the zones. In all there is heat and light, provided by the city's large and resplendent artificial sun. There is no sun outside the city's dome; it vanished from Midgard over five centuries ago. Nobody knows why.

Midgard is the birthplace of humanity, a diverse people of all shapes, sizes, and ethnicities, with a wide spectrum of sexualities, skin tones and ancestries. Although not the most physically powerful creatures, their endurance and adaptability has allowed humanity to survive across other worlds too, with outposts and settlements to be found in many of the nine realms. However, their ancestral home is Midgard, which is still home to the vast majority.

Humanity can be neatly divided into those who are in the service (whether directly or indirectly) of Fenrir, and those who are not. Without Fenrir acting as a surrogate employer, many who live in the city struggle to make ends meet. Enterprising sorts establish small businesses, local breweries and drinking houses are common, old combatants train others in fighting arts, and there is always a need for builders to maintain the squalid homes in more run-down zones. Unsurprisingly, some have taken to more unscrupulous means to earn a living. Criminal gangs in Midgard are common, with many perpetuating an underground trade in stolen Fenrir military gear.

## **ZONE 30: HOME GUARD**

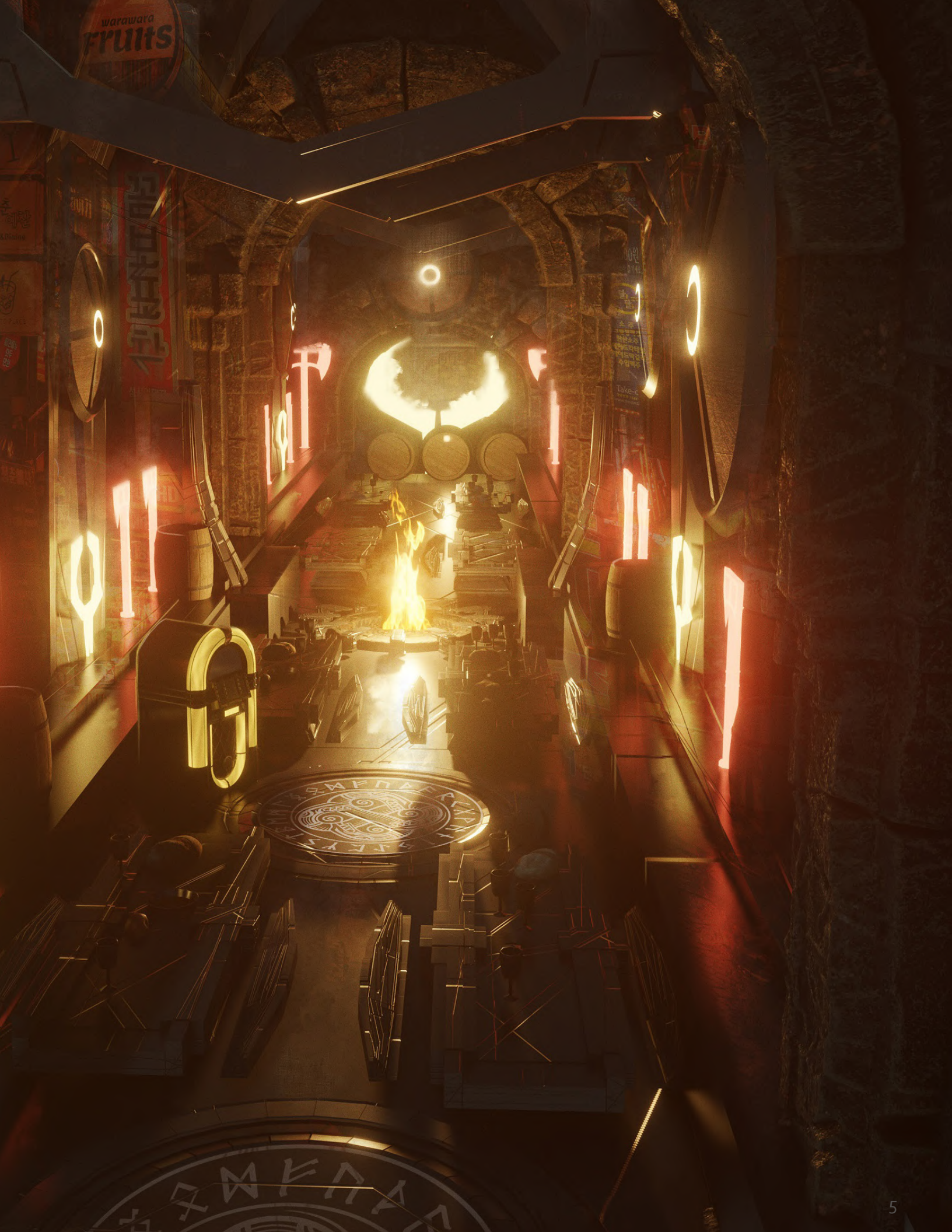
Of all the zones in Midgard, Zone 30 is the closest thing the Shield Maidens have to a home. Acting as a 'default' environment for Shield Maidens just starting their adventures, it offers an eclectic range of experiences and cultures. It is one of the larger zones, spanning roughly 24 square kilometres, with multiple gates on the

inner walls that allow Fenrir to control travel into and out of the region. Initially, Holmegaard was intended as a fortification, although the centuries have eroded this function and whittled the name to its current nickname 'Home Guard'. Zone 30 retains much of the aesthetic of Norse identity; the buildings possess distinct roofs with wooden carvings and many have grown to accommodate multiple stories. Longhouses are a common sight, with most city blocks including at least one, often serving as a mix of hostelry and affordable accommodation.

Home Guard has a high population density and centuries of population growth have left inhabitants to struggle for what little space they can get. As it currently stands, homes in the zone typically hold two or three families. Employment is sparse and it is often seen as a mark of pride in a family if one of the sons is able to endure the competitive application process and gain acceptance into the ranks of the Fenrir military.

Lacking a home of their own, this area has become the de-facto primary residence of the Shield Maidens. A large population of Shield Maidens reside in Home Guard, given its easy access to the railroad's materials and closeness to their allies. It is easily defensible and a large number of the longhouses possess hidden basements, which act as living quarters for the Maidens. Many of the residents of the zone are aware of the Maidens and even tend to have good relations, regarding them as heroes in their own right. The Maidens have a lot on their hands even here; days are filled with aiding associates in eluding Fenrir patrols, protecting caches of food for residents, defusing tension with the local organised crime families, acting as a first call for any monsters that break in and spending what little spare time they have at Ma Tourney's Longhouse.





## THE SHIELD MAIDENS' TALE

Five centuries ago, Freya took a handful of mortal women to her sanctuary, Vanaheimr. They brought with them the best technologies of Midgard and Freya taught them the ways of magic. Imbued with both, and powered by the gods, the first Guardian Shield was forged. The first generation of Shield Maidens were born, tasked by Freya to renew the great cycle of time, end the endless winter and bring forth a new spring from the darkness of Ragnarök.

They failed.





The first generation of Shield Maidens, eager and earnest in their intent, launched their assault on Fenrir Industries — the corporate structure that would one day secure itself as the great and domineering empire Fenrir is today. In their recklessness, the Shield Maidens sought to slay Fenrir Industries as if it were a monster to be faced in battle, managing only to deactivate the sun for several hours. Fenrir Industries did not let the people of Midgard forget this. Branded as volatile terrorists, the young group was driven into hiding.

It is 500 years since the first generation of Shield Maidens fell. Fenrir has shed its corporate veneer, putting its industrial history aside in the name of growth as a monolithically militaristic empire. It has closed its grasp over mortal affairs and tightens its squeeze with each passing year. The current generation of Shield Maidens have more on their shoulders than ever, with far less time to do it.

## **FILLING OUT A SHIELD MAIDEN SHEET**

Take a look at the Shield Maiden sheet now (see page 24 and 25). The characteristics and skills of every Shield Maiden are depicted as a tree, much like the world tree Yggdrasil. Just as that tree, upon which perches Midgard and all other realms, is the backbone for the universe of Shield Maidens, so too is this tree the backbone for your Shield Maiden. At the root of your Shield Maiden tree is your core concept, the type of person your Shield Maiden is at heart. Think of this as their title or descriptor. Your Shield Maiden could be Helena the Fierce, Brykina Firekissed, Alaina the Cunning and so on. This concept will be a guide in forming the Shield Maiden to play, so go with your instincts and feel free to be creative

## **CHOOSING BRANCH SKILLS**

Your Branch skills define your Shield Maiden's capabilities as a way to measure who your Shield Maiden is at heart.

Each Shield Maiden has 10 points she can divide among her Branch skills. Each Branch skill can hold a maximum of 4 points.

When rolling dice to determine the outcome of an action, add the score for your action's relevant Branch skill to the total of your roll. Remember at this stage in the Shield Maiden creation process that your Shield Maiden is designed without her Guardian Shield, so these Branch skills are an indicator of what she is good at, even before being blessed with exceptional capabilities.

### **OBSERVATION (OBS)**

This Branch skill sits on the Mind limb.

Observation covers quickness of mind and situational awareness, helping the Shield Maiden to think on her feet. A Shield Maiden with a high Observation may be extremely witty and able to think of the best thing to say, hit a target accurately or spot the flaw in a lie.

### **UNDERSTANDING (UDS)**

This Branch skill sits on the Mind limb.

Understanding covers the ability to retain learned information, helping the Shield Maiden to recall what she needs to know when she needs to know it. A Shield Maiden with a high Understanding may remember routes around a zone, be able to recall lore about the inhabitants of Asgard, or reassemble a broken piece of machinery.







## **MIGHT (MGT)**

This Branch skill sits on the Body limb. Might covers the Shield Maiden's capacity to exert physical force against another, helping her to perform arduous tasks. A Shield Maiden with a high Might can lift heavy objects, strike hard with either hands or a weapon, or stay standing after injury.

## **SPEED (SPD)**

This Branch skill sits on the Body limb. Speed covers the Shield Maiden's deftness and athletic coordination, helping her to move deftly in reaction to her environment. A Shield Maiden with a high Speed may be able to trick an enemy, run a considerable distance or act quickly in a fight.

## **RESILIENCE (RES)**

This Branch skill sits on the Spirit limb. Resilience covers the Shield Maiden's capacity to resist both physical and mental pressure, helping her to remain firm in the face of oppression. A Shield Maiden with a high Resilience may be able to withstand a Fenrir interrogation chamber, pull herself back to her feet after physical or emotional harm or maintain a calm composure during a riot.

## **EXPRESSION (EXP)**

This Branch skill sits on the Spirit limb. Expression covers the Shield Maiden's means to project herself or her ideas, helping her to communicate and interact with others. A Shield Maiden with a high Expression may be able to convince an unwilling civilian to aid her, create a disguise to infiltrate enemy territory or compose a heroic ballad to inspire Allies.

## **CHOOSING SUB SKILLS**

Sub-skills are specialised expertise your Shield Maiden can possess. They provide a minor boost to your dice rolls to attempt an action if it involves that particular skill. For example, your GM may ask you to make a roll to bypass a security door in order to gain access to a Fenrir facility. If your Shield Maiden possesses a Perceptiveness sub-skill, add the total number of points possessed in that skill to your dice roll (in addition to your relevant Branch skill). If your Shield Maiden does not have that skill, she can still attempt the roll without the benefit of the associated sub-skill.

Sub-skills sit on the Branches of your Shield Maiden tree, like fruit on the limb of a tree. They are grouped depending on which Branch they are assigned to.

## **OBSERVATION SUB-SKILLS**

**Perceptiveness:** Analysis of an area and determining where objects may be hidden, helping the Shield Maiden to find items or clues that may elude other searchers. Perceptiveness measures the ability to determine someone's movements by what they have left behind, helping her to discreetly follow someone across a city or through the wilderness. Awareness of the nearby environment, helping the Shield Maiden to sense the movements of others. This provides the ability to spot minor details and draw a conclusion based on them, helping her in making leaps of logic.

**Ranged Weaponry:** Ability to fire a ranged weapon accurately, helping the Shield Maiden to hit a target using a bow or firearm. Ranged Weaponry determines accuracy in throwing an object, such as hitting a target with a rock.



**Social Alertness:** Swiftly in replying in conversation, helping the Shield Maiden to come up with the right things to say. Social Alertness measures the ability to observe details in another's speech, helping her to notice hidden motivations.

## UNDERSTANDING SUB-SKILLS

**Research:** Discovering information from books or documents, helping the Shield Maiden to find data quickly. Research includes the understanding of battle tactics, allowing her to find the best routes to levy her strength or spot an enemy's weakness.

**Engineering:** Understanding of mechanical apparatus, helping the Shield Maiden to either repair or construct machines. Engineering measures the ability to use computers, ranging from coding to hacking, as well as her ability to open mechanical locks or build useful tools.

**Lore:** Knowledge of worlds beyond the Shield Maiden's home, helping her to recall details about all nine realms and their inhabitants. Lore determines the study of the gods and their tales, helping her to recall information about the divine and their war.

## MIGHT SUB-SKILLS

**Athletics:** Ability to perform challenging physical acts that require physical strength, helping the Shield Maiden to climb, crawl, tackle or perform other sports-related feats. Athletics covers the ability to lift heavy objects, helping her to move an object of her own body weight or more.

**Fighting:** Knowledge of fighting with bare hands, helping the Shield Maiden to perform either boxing, martial arts or brawling techniques. Fighting covers weapons training, allowing her to fight whilst wielding held objects ranging from swords to improvised clubs.

**Endurance:** Capability to survive physical harm, helping the Shield Maiden to sustain a significant amount of damage and remain standing. Endurance contains the ability to ignore agony and discomfort, aiding her in maintaining a clear mind whilst under physical pain.

## SPEED SUB-SKILLS

**Acrobatics:** Liteness in movement, allowing the Shield Maiden to jump, swerve or dodge accurately. Acrobatics incorporates reaction time in battle, helping her to make her move before her enemies.

**Balance:** Ability to maintain balance when moving at high speeds, helping the Shield Maiden to walk along a tightrope or ride her Guardian Shield across the Bifrost. Balance encompasses the skill of commanding a beast, assisting her in riding a steed, beast or other living creature.

**Sleight of Hand:** Dexterity and ease with manipulating objects, helping the Shield Maiden to trick others into believing what is set before them, whilst obscuring the realities. Sleight of Hand allows for tricks, subtlety and stealth.

## RESILIENCE SUB-SKILLS

**Hardiness:** Outdoor survivability, helping the Shield Maiden to endure severe heat or cold. Hardiness affects the strength of her immune system, allowing her to fight back against diseases and poisons.

**Stubbornness:** Objective-orientated determination, helping the Shield Maiden to maintain focus on and draw strength from her goals. Stubbornness grants the ability to resist emotional sway, helping her to remain calm and avoid distraction in chaotic situations.



**Sturdy Firewall:** Installed digital defences, helping the Shield Maiden to resist malicious code. Sturdy Firewall measures the ability to resist the damaging effects of certain abilities employed by enemies.

### **EXPRESSION SUB-SKILLS**

**Inspire:** Capability to relate to other people, helping the Shield Maiden to make bonds and form friendships with other people. Inspire gives the ability to project her enthusiasm, helping to rally colleagues or associates, and boost their morale.

**Misguide:** Ability to alter her outward physical style, helping the Shield Maiden to adjust her movements and appearance in order to blend into a crowd. Misguide also grants the ability to express herself in a hostile manner, helping to break another's morale.

**Creativity:** Trained practice in the fields of creation, helping the Shield Maiden to craft works of art such as poems, paintings, or other means of self-expression. Creativity measures how attenuated with nature the Shield Maiden is, helping her to understand and make bonds with animals.

### **CHOOSING YOUR SUB-SKILLS**

Shield Maidens possess a number of sub-skills equal to their respective Branch skills; if 3 points are placed into the Observation Branch skill, the Shield Maiden possesses 3 Observation sub-skills. She gains additional points in sub-skills when creating the Guardian Shield (see page 9), up to a maximum of 5 points in any sub-skill.

You do not need to select your sub-skills right now if you do not wish to; they can be selected after you have forged your Guardian Shield if preferred. At this stage, simply check how many you can hold within each Branch. Alternatively, write in sub-skills you want now if you are certain — it is up to you!

### **VITALITY**

Every Shield Maiden possesses Vitality, a score used to measure her ability to sustain injury. A Shield Maiden may gradually lose Vitality as they receive injuries in battle or succumb to hostile elements and so on. Every Shield Maiden begins play with 20 points in Vitality, plus twice the number of points in Resilience. Therefore, if a Shield Maiden has 3 points in Resilience, she would have 26 Vitality available.

### **FORGING A GUARDIAN SHIELD**

Every Shield Maiden carries a Guardian Shield. Creating one is the first challenge a prospective Maiden faces and it acts as their rite of passage into the Sisterhood. Each Guardian Shield is destined to be unique, acting as a reflection of the bearer's heart and lit by the fires of her soul. For more information about the customisation of Guardian Shields, see Chapter Seven.

The first choice a new Shield Maiden makes when constructing her shield is which hub to place within it. The shield's hub is not simply a metallic centre for the shield, it contains densely constructed engineered mechanics used to regulate the shield's hard-light holographic defences. As a result, the hub is composed of the hardest materials known to the gods; it is indestructible. More than that, each hub glows with a vibrant hue.



The Shield Maiden should select one hub for their shield from the following options, the hub chosen counts as one Rune of that type.

### HUGIN-EYED HUB

Little can evade the vigilant orange light cast by this hub. The Hugin-eyed Hub feels almost weightless to the touch, humming with a calming, ever-present aura. The Shield Maidens who select it tend to be among the most patient and alert, bearing with them the ever-vigilant attentiveness of a mighty bird of prey. Most tend to be those who are skilled in Observation. When energies align on a shield with this Hub, it sings with a sharp, earnest cadence.

Gain 2 points in any one sub-skill on the Observation branch. Gain 1 point in any one other sub-skill on the Observation branch (if any). Lastly, gain 1 point in any one sub-skill on the Speed branch (if any).

### LOTHIUN HUB

There are few among the Resistance who do not feel their hearts bolstered at the light of a Shield Maiden bearing this hub. The Lothiun Hub is a beacon of hope, stirring the blood with inspiration. Those who choose to place a Lothiun Hub within their shield are those eager to protect allies most in need against the darkness. The Lothiun Hub seems to draw Maidens who hold Expression as their greatest asset. When leading the charge, their emerald light banishes hopelessness and reinvigorates the soul.

Gain 2 points in any one sub-skill on the Expression branch. Gain 1 point in any one other sub-skill on the Expression branch (if any). Lastly, gain 1 point in any one sub-skill on the Understanding branch (if any).



## MJOLLNIRITE HUB

Even the most powerful of Fenrir commanders know to fear Shield Maidens who possess this hub. The Mjollnirite Hub is a powerful heavy-duty device that crackles with crimson light, imposing its raw strength. Those who choose this hub are amongst the mightiest warriors, capable of crushing those who stand in their way with sheer ferocity. Shield Maidens who choose this hub tend to be those who focus on Might as their primary skill set. When pushed to their limits, shields with this hub at the centre blaze a fiery hue.

Gain 2 points in any one sub-skill on the Might branch. Gain 1 point in any one other sub-skill on the Might branch (if any). Lastly, gain 1 point in any one sub-skill on the Resilience branch (if any).

## SURTIAN HUB

At the heart of this shield a yellow light burns with an undying power; it seems almost appropriate that this hub feels warm to the touch, even in the coldest snowstorms. Those few Shield Maidens who choose to place this hub at the centre of their shield do so with unflinching devotion, knowing they will never back down and never surrender. Although few in number, the Surtian Hub is sought by those who prize Resilience. At times when their light is kindled, shields with this hub radiate a pulse like a new star.

Gain 2 points in any one sub-skill on the Resilience branch. Gain 1 point in any one other sub-skill on the Resilience branch (if any). Lastly, gain 1 point in any one sub-skill on the Might branch (if any).



## VALKYAN HUB

Few can keep up with the dynamic power of a shield bearing this hub at its centre. The Valkyan Hub is lightweight, coating the shield in a vibrant azure sheen, cutting down on its wind resistance. It is commonly favoured by Shield Maidens who emphasise deftness and speed in battle, striking hard and then fading back into the night. Shield Maidens who possess a strong affinity for Speed tend to select a Valkyan Hub. In the heat of battle, shields bearing this hub crackle like a lightning storm.

Gain 2 points in any one sub-skill on the Speed branch. Gain 1 point in any one other sub-skill on the Speed branch (if any). Lastly, gain 1 point in any one sub-skill on the Observation branch (if any).

## WOTOAN HUB

The light from this hub is potent, often overpowering all others surrounding it. Accordingly, the Wotoan Hub is dense, as if carrying the accumulated wisdom of ages within its frame. Many Shield Maidens choose to bear this hub, drawn to the insight it holds, in reverence for the sage wisdom contained within. Perhaps appropriately, the bearers of the Wotoan Hub tend to draw almost exclusively from those who prioritise Understanding. At times of great ardour, this hub's vibrant purple hue blankets the surrounding area.

Gain 2 points in any one sub-skill on the Understanding branch. Gain 1 point in any one other sub-skill on the Understanding branch (if any). Lastly, gain 1 point in any one sub-skill on the Expression branch (if any).



## IMPORTANT!

If instructed to place a point in a sub-skill, you must place it onto the applicable Branch. If a Shield Maiden selects a Surtian hub and does not have any sub-skills in Might, she selects a sub-skill from the ones available for Might, and now has that sub-skill with 1 point. If your branch cannot hold a sub-skill, the point instead goes into the Branch skill.

For instance, Amy has 3 Points in Speed, 3 points in Understanding, 2 in Expression and 2 in Might. This means she has 0 points in Observation, so that branch does not hold any sub-skills at all. Amy has selected a Valkyan hub, which instructs her to place a point in an Observation sub-skill, but it is not possible for her to do so as the Branch is too weak to sustain one. Instead, one point is placed directly into Observation. Amy now has 1 point in Observation. The Branch can now hold one sub-skill. Amy can choose one now, but she would have no additional points to invest, effectively making it worth 0 points. Instead, she chooses to wait until she can place points into the sub-skill of her choice when she gains a rune.

## REKKR

As a Shield Maiden experiences more of the worlds and performs greater tasks, her Rekkrr grows. Rekkrr represent how well respected an individual Shield Maiden is among her sisters and the impact of her actions on the realms. They also track her access to even greater powers. When a Shield Maiden has amassed enough Rekkrr, she may place a new rune upon her Guardian Shield.

The act of gaining Rekkrr is a collaborative experience in Shield Maidens. In order to gain Rekkrr, a Shield Maiden has to achieve certain acts which will forever mark her legacy into poems to be sung for generations and remembered for aeons. Because of this, no one Shield Maiden will gain Rekkrr in the same way as another; it is an individual process.



## SETTING GOALS

During creation the Shield Maiden should write two short-term goals, two mid-term goals and one long-term goal on the Goals section of her sheet. Be sure to work with everybody in your group, including your GM, to make the best goals possible. Take a moment to consider what your Shield Maiden wishes to achieve. What are her immediate goals? What does she hope to accomplish in the future?

Creating goals is a collaborative process between the Shield Maidens and the Games Master. The goals made will steer the direction of the campaign, in particular the long-term goals. Everybody at the table should ensure all goals are achievable and fit within the scope and tone of the adventure they are playing. Also remember the timescale it should take to complete the goals, as this is the main way Shield Maidens earn Rekk.

Once a goal is completed, a new one is selected. If at any point a Shield Maiden wishes to change their goals before they are completed, this may be done during downtime at no cost.

## SHORT-TERM GOALS

These goals are easy and quick to achieve. They are also immediate; you should be able to achieve one (or possibly both) per game session. These earn 1 Rekk when completed.

## MID-TERM GOALS

These goals are more challenging and may take some time to achieve. Whilst they may be relatively quick to complete, they likely require some effort to put everything in place first. They should ideally be able to be completed within two to three game sessions. These earn 3 Rekk when completed.

## LONG-TERM GOALS

These goals are extremely difficult and will take a concerted amount of effort to complete. In general, a long-term goal could take the length of an entire campaign to achieve and doing so would be a great accomplishment worthy of a song (or two). These earn 10 Rekk when completed.







## COMPLETING GOALS

When a Shield Maiden completes one of the goals listed, they should remove it from the Goals section of their Shield Maiden sheet. It is then registered as complete. At the end of each game session, the Shield Maiden earns an amount of Rekkkr based on the goals they have achieved during the session. Please note the Shield Maiden does not replace completed goals mid-session, only at the start of a new session.

## ADDITIONAL REKKR

Completing goals is not the only way to achieve Rekkkr. At the end of every game session, every Shield Maiden present gains 1 Rekkkr.

In addition, at the end of each game session all Shield Maidens present should vote on who among them has exhibited through their acts the most courage, the most wisdom, and the most compassion. The winner of each of the three votes receives 1 Rekkkr. The same Shield Maiden cannot receive more than 1 Rekkkr per session in this way.

## SPENDING REKKR

Rekkkr have no financial or in-game value. They are accumulated with the sole purpose of being spent on Runes.

The cost of each Rune is equal to the number of Runes already possessed, plus two (Runes+2). For example, if a Shield Maiden already possesses six Runes, her seventh Rune would cost 8 Rekkkr.

## RUNES

The act of inscribing a new rune onto a Guardian Shield requires an amount of emotional investment on the part of the Shield Maiden; it is not purely a technological act but a spiritual one as well. Runes comprise the colours of the Maiden's shield and are a reflection of her heart. They benefit the bearer in small but significant ways, inspiring personal growth and boosting the Shield Maiden to new heights.

Shield Maidens gain a new Rune when they possess an adequate amount of Rekkkr. Any time your Shield Maiden gains a Rune, select one from the Runes table and gain its associated advantage.

## RUNES

Rune	Benefit
Hugin-eyed (Orange)	Either gain 1 point in any existing sub-skill in Observation (up to a maximum of 5) or add 1 point to Observation (up to a maximum of 4).
Lothiun (Emerald)	Either gain 1 point in any existing sub-skill in Expression (up to a maximum of 5) or add 1 point to Expression (up to a maximum of 4).
Mjollnirite (Crimson)	Either gain 1 point in any existing sub-skill in Might (up to a maximum of 5) or add 1 point to Might (up to a maximum of 4).
Surtian (Yellow)	Either gain 1 point in any existing sub-skill in Resilience (up to a maximum of 5) or add 1 point to Resilience (up to a maximum of 4).
Valkyan (Azure)	Either gain 1 point in any existing sub-skill in Speed (up to a maximum of 5) or add 1 point to Speed (up to a maximum of 4).
Wotoan (Purple)	Either gain one point in any existing sub-skill in Understanding (up to a maximum of 5) or add 1 point to Understanding (up to a maximum of 4).



### SHIELD GALDR

The hub is not the only section of the Guardian Shield that can be altered, amended and upgraded. Every Guardian Shield bears several small slots, located around the shield's hub and capable of holding additional upgrades known as Galdr. The Galdr placed into these slots are potent, so much so that the data contained in them can be utilised even when the shield is deactivated.

In order to place Galdr into a Guardian Shield, the Shield Maiden must possess the requisite number of Runes of the correct colour.

Shield Maidens are able to access more Galdr as they gain Runes. For every three Runes on a shield, a new Galdr slot becomes available. Once an Upgrade Galdr has been placed in a slot, it cannot be changed unless the Rune requirements of the new Galdr are met.

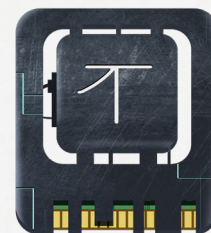
At the start of the game each Guardian Shield has one open Galdr slot, allowing one Galdr to be placed immediately. When making your Shield Maiden, select one Galdr that can be used.

#### Starting Galdr

The Galdr in this section have no pre-requisites, meaning they can be slotted immediately!

### CLEAR PERCEPTION

Through one or more of this Shield Maiden's senses, she is able to perceive environments around her with excellent clarity. If this Shield Maiden is ever unable to temporarily use one of her senses (such as her vision being shrouded by darkness), she may use another of her senses to achieve the same goal.

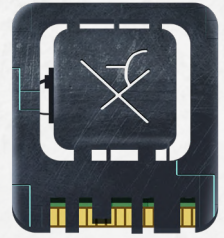


<b>Requirement</b>	—	<b>Usage</b>	When this Shield Maiden cannot use Observation, she may attempt to do so using another sense. The Difficulty is treated as being one grade higher.
<b>Limit</b>	Always Active		



### FISTS OF LIGHT

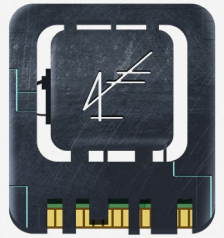
Typically, a Shield Maiden channels her Guardian Shield in such a manner that the hard-light static form must be clasped, meaning that she cannot use both fists to strike her foes. With this exceptional Galdr, a Shield Maiden can separate her Shield and form the surface around her clenched hands, creating a makeshift set of gauntlets.



<b>Requirement</b>	—	<b>Usage</b>	Roll to attack using Might instead of the highest Branch Score. Damage is double the result of her MGT+Fistfighting+Runes.
<b>Limit</b>	Once per combat		

### SURGING POWER

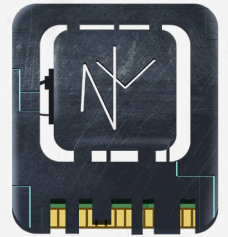
Charging up your Guardian Shield requires a small amount of focus, but the payoff is more than worth it. When the energy is released, cameras are shorted, doors are unlocked, security systems reset, and havoc is wreaked upon devices which hold an electric charge.



<b>Requirement</b>	—	<b>Usage</b>	Upon a successful Mundane (7) Engineering roll, choose a localised electrical system to aim the EMP at. This will short the system, at the GM's discretion.
<b>Limit</b>	Once per Scene		

### SURTIAN FUSION

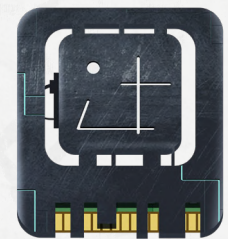
By tapping once on the hub of the Guardian Shield, the Shield Maiden is able to fuse the power of the shield onto her armour. This stops her getting knocked down as easily, bathing her in a warm glow of light, her battle rage unhampered by the fear of injury.



<b>Requirement</b>	—	<b>Usage</b>	Attempt a Mundane (7) Hardiness roll. Upon success, receive +5 damage reduction for the duration of combat. This may be applied to an ally instead.
<b>Limit</b>	Twice per Session		

### TALL AS A JÖTUNN

Shield Maidens often find themselves in situations wherein they need to climb further than the laws of physics allow. By detaching the hard-light barrier from the wrist, this creates a platform upon which Shield Maidens can climb or jump from, depending on their needs.



<b>Requirement</b>	—	<b>Usage</b>	The platform may hold up to three Shield Maidens at a time, and will remain in place until the end of the scene. The shield needs to be retrieved when it is no longer used as a platform.
<b>Limit</b>	Once per Session		

## WEAPONS AND ARMOUR

This is a selection of armour and weapons that Shield Maidens can start out play with. They are the most basic of each category, but as each Shield Maiden only starts with 300 Lum, they will have to pick between the two...

### HERVÁPŊN

All basic one-handed weaponry can be called a hervápŋn, including common swords, knives, flails, maces and spears. Commonly made from reforged steel or iron, they are not the most efficient weapons but they do the job. When purchased, the edges will often be blunter and may even have notches displaying their use in previous battles. These can be passed down from generation-to-generation and many still own their first.

Name	Cost	Hands	Damage	Keywords
Hervápŋn	100 Lum	1	+3	—

### SKÓÐ PISTOL

Whilst it may be uninteresting to look at, the skóð pistol is a useful addition to any fledgling armoury. Capable of pushing back enemies over a considerable range, this weapon can be held and fired one-handed. It does marginally less damage than a rifle or heavier weapon but will repel an incoming force.

Name	Cost	Hands	Damage	Keywords
Skóð Pistol	120 Lum	1	+2	—





### PLASMACLAD LEATHER

These leather pieces are a cheap and affordable option for protecting the wearer, allowing them to be regularly and quickly attenuated. Elements of plasma are embedded as decoration, including buttons in a dazzling array of colours.

Name	Cost	Resistance	Keywords
Plasmaclad Leather	220 Lum	+1	Attenuated



### STEEL RINGMAIL

This armour is comprised of multiple interlinked iron rings, locked together to create a network of mesh that protects against most slashing injuries. This extends to the wrists and ankles, and makes it rather uncomfortable to wear for long periods of time.

Name	Cost	Resistance	Keywords
Steel Ringmail	300 Lum	+3	—

## CHROME

When a new piece of chrome is installed, the installation cost must be paid. A new piece of chrome cannot be installed in the same slot on the Shield Maidens sheet until an existing one's retrieval cost has been paid. The retrieval cost can also be paid to return the slot to a biological component if possible. Only one piece of cybernetics may be installed to any slot at any time.

### ACCESSIBILITY AID

An accessibility aid is any cybernetic that aids a Shield Maiden whose organic limbs or organs do not function. This may be a mechanical hand, hearing device, mechanical leg or mobility chair. In upper class areas, devices such as these are prohibitively expensive – Fenrir philosophy teaches that those who require such devices are a drain on society. Amongst poorer zones, the Resistance manufactures and fits these aids free of charge. When installed, an accessibility aid grants the Shield Maiden the ability to perform up to the base standard of any other Shield Maiden. There are no rules or requirements to use an accessibility aid, they simply work.



Name	Cost	Slot	Bonus
Accessibility Aid	—	—	—

### GADDR SPRINGBLADE

This installation inserts a thin gaddr blade into the arm, which can be sprung from the arm up to a length of 11 inches. When not in use, this blade can be retracted into the forearm fully and remains indistinguishable to others. This functions exactly like a gaddr short sword.



Name	Cost	Slot	Bonus
Gaddr Springblade	500/610 Lum	Hands	+2 Fighting

## ITEMS

Each of these can be found throughout the zones, though you may have to go underground to find some.

### HVATA

This mechanical steed possesses two large wheels, with deep treads on the tires that allow it to travel at speeds upwards of 80 miles per hour. When using the steed, the rider does not consider the tundra outside of the walls of Midgard to be an environmental hazard. Oft used by Shield Maidens and those who live outside the walls, tall tales tell of gangs of riders who raid Fenrir outposts. Those who use these proclaim their benefits loudly and each can be highly customised by its user to suit their individual style.

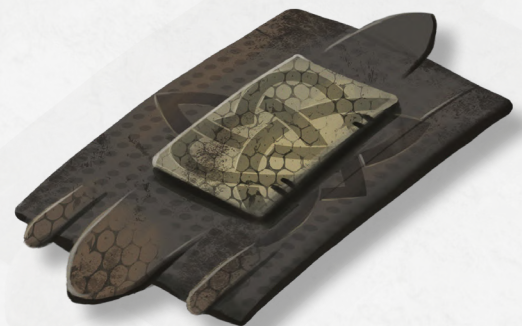



Name	Cost	Activation	Uses
Hvata	1100 Lum	Balance	—


### MEDPATCH

This simple adhesive patch fills the surrounding part of the body with regenerative antibodies, restoring 5 Vitality.

Name	Cost	Activation	Uses
Medpatch	150 Lum	Endurance	10









VITALITY

SHIELD HUB




LUM



DEFENCE

NAME



REKKR

**RUNES**

HUGIN-EYED (ORANGE)	LOTHIUN (EMERALD)	MJOLLNIRITE (CRIMSON)
SURTIAN (YELLOW)	VALKYAN (AZURE)	WOTOAN (PURPLE)

**ITEMS**

ARMOUR	RES

**GOALS**

SHORT TERM
1
2
MID TERM
1
2
LONG TERM
1

**WEAPONS**

LEFT

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RIGHT

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TWO HANDED

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**CHROME**

EYES

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SKIN

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HANDS

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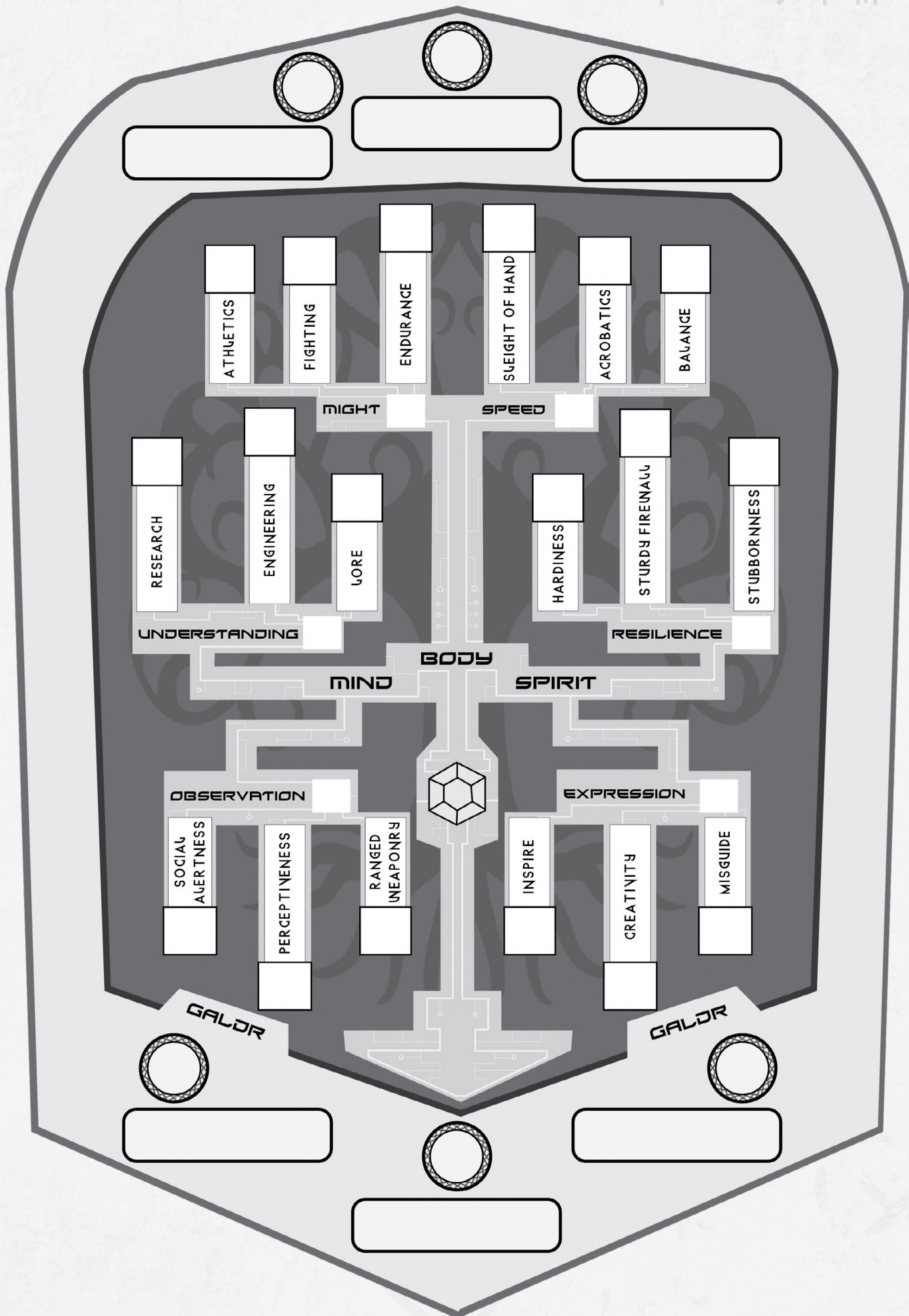
LEGS

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HEART

SHIELD DAMAGE





CHARACTER SHEET BACK



