

MASTER FORGER

References:

[M05 Sciamani.pdf](#) p2,9

Master Forgers are a subcategory of shamen and have developed special skills in handling metals.

To use a Forger, one must select a character who has this skill. The weapons and devices below are available for the army to use.

Shamen Master Forgers do not have magical skills unless they are trained in another sub-category.

Availability:

- Master Forgers are available as:

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Dwarf Master Forger	Vet	Disc	+1	-	1	Med	hw	13	7	no	no	13	-	-	-
Samurai Master Forger	Vet	D/F	+1	-	1	med	hw	15	7	no	night	13	-	-	-

Blades

- Blades forged with hardened steel whose formulations and techniques are known only to the master forgers.
- All are two-handed weapons.
- A unit or a Character Individual equipped with these weapons (it's two-handed weapons) gain a +1 Strength.
- Cost + 1 point for the worth of the Unit or Character.
- The special blades are all weapons in two hands so if whoever holds has a basic profile 1m/sh they are changed to 2h without shield.

Breastplates of Special Steel

- Lieutenants, General, Champions and Heroes may be provided with breastplates formed of weapons steel and able to turn weaker blades.
- These breastplates can be provided only to Individual Characters.
- Cost: 35 points.
- Allow the wearer to retry failed saves.
- The breastplate may also be;
 - An amulate for +50pt.
 - A Talisman for +100pt.