

Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

Notes

Dice Chain: $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$
¹: $1d12 + (1d2-1 * 12)$, ²: $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

Dwarf

Luck: A dwarf's Luck modifier applies to attack rolls with one specific kind of weapon, chosen at first level:

Weapon training: A dwarf is trained in the use of the battleaxe, club, dagger, handaxe, longsword, mace, shortsword, warhammer, crossbow, javelin, shortbow, and sling. Dwarves wear whatever armor they can afford.

Attack modifier: Dwarves use a “deed die” instead of an attack modifier. The dwarf rolls this die on each attack and applies it to both their chance to hit and their damage.

Mighty deed of arms: Prior to any attack roll, a dwarf can declare a Mighty “Deed of Arms.” This

deed is a dramatic combat maneuver within the

scope of the current combat. Such maneuvers may include:

- blind
- disarming
- pushbacks
- trips and throws
- precision shots
- rallying allies
- defensive maneuvers

The deed does not increase damage. The dwarf's

deed die (above) determines the deeds success. If the deed die is a 3 or higher, and the attack lands, the deed succeeds. A higher roll on the deed die gives a better result (see page 88). If the deed die is a 2 or less, or the overall attack fails, the deed fails as well. **Sword and board:** Dwarves excel at fighting with a shield. When using a shield, a dwarf always gains a shield bash as a second attack (d14, 1d3 damage). **Infravision:** a dwarf can see in the dark up to 60'. **Underground skills:** When underground, dwarves receive a bonus equal to their level in attempts to

dwarf can smell gold and gems.

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[illegible]

Penalty

Possessions

[illegible]

Item

#

 $d\mathfrak{C}$

 ds

d6

 $d\mathfrak{a}$