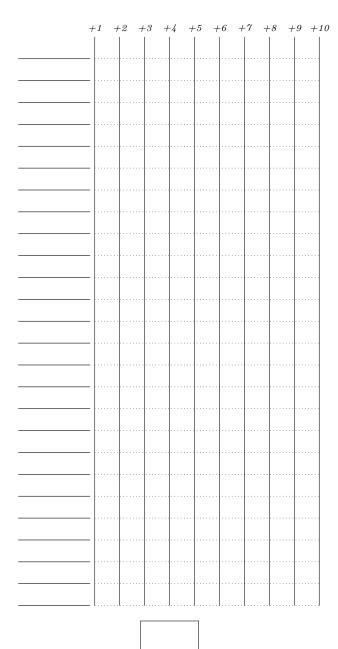


## Skills



Penaltu

## 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 slong. 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:

- blinding
- disarming
- pushbacks
- $\bullet\,$  trips and throws
- $\bullet$  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 detect constructions such as traps. Additionally, a dwarf can smell gold and gems.

## Possessions

Item	#
-	
-	

cp	sp	gp	ep