

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:

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 his chance to hit and his damage.

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:

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include:
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- 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 detect constructions such as traps. Additionally, a dwarf can smell gold and gems.

Possessions

Item

#

[illegible]

$d\epsilon$	$d\delta$	ds	$d\zeta$

sllyS

01+ 6+ 8+ 7+ 6+ 5+ 4+ 3+ 2+ 1+

[illegible]

Penalty