

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

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

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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

**Sword and board:** Dwarves excel at fighting with less, or the overall attack fails, the deed fails as well, better result (see page 88). If the deed die is a 2 or deed succeeds. A higher roll on the deed die gives a deed die is a 3 or higher, and the attack lands, the deed die (above) determines the deeds success. If the

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

and small gold pieces.

*sllyS*

[illegible]

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*Penalty*

## *Possessions*

[illegible]