

Chapter 3

Character Races

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Referee determines what non-human races, if any, you can choose for your character.

The Dwarf

Dwarves tend to grow up in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). There are no established rules or die roll for making use of these abilities; exactly what the Dwarf does or does not perceive is for the Referee to decide.

Dwarven Race Abilities

Character Advancement: The only character class available to Dwarves is that of the Fighter, and they are typically allowed to advance only as high as 6th level.

Weapon and Armor Restrictions: Like human Fighters, Dwarves have been trained in warfare and have no restrictions on the weapons or armor they may use.

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

Keen Detection: Dwarves are good at spotting traps, slanting passages, and construction while underground.

Saving Throw: Dwarves do not use magic and, as such, are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic (whether or not the alternate "Saving Throw Matrix" is used).

Languages: For campaigns that give each race its own dialect, Dwarves should be able to speak with gnomes, goblins, orcs, and kobolds.