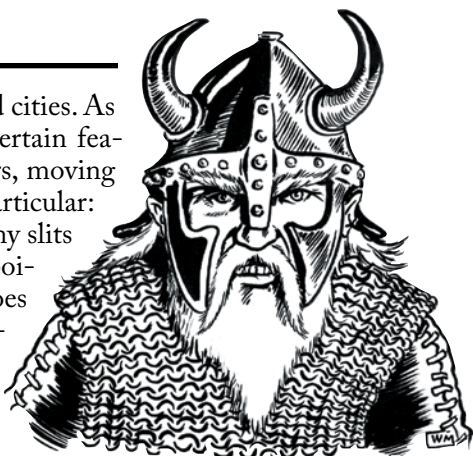


# The Dwarf

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Dwarves tend to live 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). What the Dwarf does or does not perceive is for the Referee to decide but for an optional die roll to use, see the Keen Detection racial ability.



## Dwarven Abilities

### CHARACTER ADVANCEMENT

Dwarfs can choose between two classes, the Fighter or Thief (if used), and they are typically allowed to advance 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 (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

### SAVING THROW

Dwarves do not use magic and 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.