

# NAME

# LOOK

*Names:* Austri, Aurvang, Bömbur, Dáin, Dvalin, Glóin, Hannar, Lofar, Nár, Ónar, Regin, Thórin, Thrór, Vestri, Vígg

*Clan Names:* Alebringer, Blackrock, Boathater, Broadbeam, Darkminer, Drakeslayer, Firewheel, Grimtrigger, Petty-Kin, Ploughswain, Shear-Beard, Skyforger, Stonefoot, Underhill, Vulcan

Weary Eyes, Hard Eyes, or Beady Eyes  
Braided Beard, Flowing Locks, or Immaculate Sideburns  
Calloused Skin, Bronzed Skin, or Freckled Skin  
Broad Shoulders, Wide Girth, or Muscular Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE		ARMOR		HP	
	D10			CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

# ALIGNMENT

Choose an alignment:

LAWFUL

Endanger yourself to punish a liar or oathbreaker.

NEUTRAL

Create something of worth or lasting value.

EVIL

Take for yourself what is meant for others.

# STARTING MOVES

You start with these moves:

**BUILT LIKE A DWARF**

You ignore the *clumsy* tag on armor you wear. In addition, the weight of *dwarf-made* armor you wear does not count towards your Load.

**CLEAR THE PATH**

When **something stands between you and where you're going and you charge through it**, roll+CON. **On a 10+**, choose two. **On a 7-9**, choose one:

- You do not break something of value
- You do not damage yourself or leave yourself open
- The noise does not attract further danger

**GREED IS GOOD**

When you **see a treasure or particularly valuable item which you desire**, you may declare it to be the object of your greed. When you **act directly to secure the object of your greed for yourself**, take +1. You cannot gain this bonus for a different item until you have acquired the object of your greed or it becomes unattainable.

**WISDOM OF THE ANCESTORS**

When you **consult the traditional songs of your people or recount the deeds of your dwarven ancestors**, you may Spout Lore using +WIS instead of +INT.

# RACE

Choose which race of dwarves you belong to:

STONEBORN

Your kin were the first to see sunlight when they emerged from the stone, and have stood ever since. When you **stand on solid ground**, you cannot be knocked off your feet.

DEEPELVE

Your people mined more deeply than any other. You can see in total darkness. When you **Spout Lore about the treasures and horrors of the deep**, take +1.

FIREBEARD

Your people have been riven by tragedy and bloodshed. When you **enter an important location (your call)**, you may state one way in which it has been involved in the tumultuous history of your people.

# BONDS

Fill in the name of one of your companions in at least one:

I owe \_\_\_\_\_ a life debt.

\_\_\_\_\_ knows of my secret shame.

I would shear my beard for \_\_\_\_\_.

\_\_\_\_\_’s forefather and mine knew one another.



# THE DWARF

LEVEL   
XP

# GEAR

Your Load is 13+STR. You start with dwarven hardtack (ration, 7 uses, 1 weight), chainmail (1 armor, worn, 1 weight) and a fistful of semi-precious gems worth 50 coins. **Choose your weapon; all are close, dwarf-made and 1 weight:**

- A fine axe, gilded and engraved
- A heavy warhammer, stamped with the seal of a master smith
- A simple mace, plain but functional

**Choose one:**

- Crossbow (near, +1 damage, reload, 3 weight) and bolts (3 ammo, 1 weight)
- Shield (+1 armor, 2 weight) and adventuring gear (5 uses, 1 weight)
- A keg of dwarven stout (4 weight)

What is the one possession you hold most dear? **Choose one:**

- The first thing you ever smithed yourself, badly-worn but still in one piece
- A family heirloom, reminding you of what you have lost
- A set of simple tools for wood- and stone-wrighting

**New item tag:**

*dwarf-made*: imbued with the secrets of dwarven craftsmanship, *dwarf-made* items do not suffer the ravages of time and cannot be damaged or destroyed by anything less than dragonfire or secrets known only to the dwarves.

# ADVANCED MOVES

**When you gain a level from 2-5, choose from these moves:**

**BATTLEDWARF**

Choose one move of your level or lower from the Fighter class list.

**BULLRUSH**

When you **Clear the Path**, you also deal damage equal to your level to anyone in your way.

**DWARF-CRAFT**

When you **craft or repair weapons or armor**, you may imbue them with the craft of the dwarves. If you do so, in addition to its usual properties, the item gains the *dwarf-made* tag.

**GOOD FOR WHAT ALES YOU**

While you **are drunk**, take +1 armor. Additionally, when you Carouse, add +CON to your roll.

**LET ME AXE YOU**

When you **attack a creature with an axe or other appropriate dwarven weapon**, deal +1 damage. Additionally, axes and other dwarven weapons you wield have the *thrown* and *near* tags.

**LONGBEARD**

When you **meet another dwarf**, roll+WIS. **On a 10+**, tell the GM two things they have heard about you and for which they respect your experience. **On a 7-9**, tell the GM one thing and the GM will tell you another.

**MOUNTAIN STANCE**

When you **spend hold from Defend to redirect an attack to yourself**, take +1 armor against that attack.

**STONEBORN STAMINA**

You never become tired from exertion alone, and can go without sleep for a number of days equal to your CON. You recover from mundane illnesses and poisons (but not more serious debilities) by Making Camp, without requiring bed rest or magic.

**SWORN ENEMIES**

The dwarves have long memories, and bear long-lasting grudges. **Choose one of the following categories of creatures**; your people have sworn deathly vengeance against them for past slights:

- Orcs and Goblinoids
- Giants and Giantkin
- Elves and their Allies
- Dragons and their Minions
- The Deep Things that Lurk Below
- Oathbreakers and Kinslayers

When you **attack a creature of that type**, deal +1d4 damage.

**THUNDERER**

When you **are hit by an enemy**, your next melee or thrown attack against that enemy is *forceful*.

**When you gain a level from 6-10, choose from these moves or from the level 2-5 moves:**

**A CRAFTSMAN'S EYE**

When you **first lay eyes upon a fine work of stone or metal**, you may ask the GM who made it and what its true value is. The GM will then ask you what is significant about this work and how it relates to the dwarves.

**A FRIEND IN GREED**

When you **do battle to acquire the object of your greed**, deal +1d4 damage ongoing and take +1 armor ongoing until you've obtained it or the fight is over.

**ANCIENT ALLIANCES**

When you **call upon an ancient ally bound by oath to aid you**, tell the GM who (or what) they are. They will arrive within days to aid you. Choose two:

- They say their oath to you is fulfilled, and they cannot be called upon again
- You and your kin will owe an equal favor in turn
- They will want a share of whatever spoils are ahead
- They will exact some dark and terrible price (the GM will tell you what)

**DWARF OF WAR**

Choose one move from the Fighter class list. Alternatively, choose one move from any other class list as if you were one level lower.

**FOEHAMMER**

When you **Hack and Slash, on a 12+**, you may choose to damage or destroy a piece of equipment the enemy are using, in addition to dealing your damage

**GRUDGEBRINGER**

*Requires: Thunderer*

When you **attack an enemy that has previously wounded you**, your attacks have +1 piercing.

**FORGE MASTER**

*Requires: Dwarf-Craft*

You can create magic items. It will be expensive and require exotic materials, but it can be done so long as you fulfill some of the following conditions (choose two):

- It will become precious and dear to you to an extreme, and you will not let it out of your sight or trust others with or even near it
- You will give too much of yourself to the crafting, permanently losing some feature of yourself (a memory, a body part, a bond), never to be regained
- Its making will arouse envy and greed among other dwarves, humans and terrible monsters, all of whom will seek to attain it
- Neither you nor anyone of your line will ever wield, wear or use the item, lest terrible tragedy strike your people

**LORD UNDER THE MOUNTAINS**

Whenever you **enter a steading with the dwarven tag**, you are recognized by others there as a dwarf worthy of respect and admiration. Additionally, all dwarven hirelings in your service start with +1 loyalty and one free point in the Warrior skill.