

# Dwarf



**Requirements:** CON 9

**Prime Requisite:** STR

**Hit Dice:** 1d8

**Maximum Level:** 12

Dwarves have a reputation for having surly attitudes, and are particularly gruff with elves. Dwarves are stout, short, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves value precious metals and stones, and live underground. Perhaps not surprisingly, they have skin, hair and eye colors in earth tones. Due to their short height, dwarves cannot use two-handed weapons or longbows. However, they can use any other weapon or armor.

Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60 feet. From their experience underground, dwarves have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function. In addition to these abilities, dwarves are particularly hardy people, and have a strong resistance to magic, as reflected in their saving throws. Further, a dwarf character will speak the common tongue, dwarvish, and his own alignment language. Because of their frequent interaction underground with these creatures, dwarves will also speak goblin, gnome, and kobold.

**Reaching 9<sup>th</sup> Level:** When a dwarf reaches level 9, he has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his roof, but dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.

## Dwarf Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,187	2	2
4,375	3	3
8,751	4	4
17,501	5	5
35,001	6	6
70,001	7	7
140,001	8	8
280,001	9	9
400,001	10	+3 hp only *
540,001	11	+6 hp only *
660,001	12	+9 hp only *

\*Hit point modifiers from constitution are ignored.

## Dwarf Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-9*	7	4	6	5	8
10-12	4	2	4	3	6

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