

Advanced Swords & Sorcery

Silver Blade Adventures

Dwarves

Being short, stocky and invariably bearded, dwarves are perhaps the most easily identifiable of the demi-human races. They dwell mainly in the mountains, into and beneath which they have cut great halls of stone and mighty fortresses atop deeply delved mines. Dwarves pursue the riches of the earth, using them to craft beautiful and wondrous works with virtually unsurpassed skill. What they lack in magical ability they make up for in their strength, wisdom and tenacity, whilst in war craft and as fighters dwarves have a formidable and well deserved reputation. It is thought that orcs were made in mockery of them, and in the dark places beneath the world the dwarves slay these hated enemies wherever they find them.

Alignment: Any

Movement: 90

Size: Medium (c. 5 feet tall and 150 pounds)

Attributes:

Strength	9/18
Dexterity	6/18
Constitution	12/18
Intelligence	6/18
Wisdom	6/18
Charisma	6/18

Add 1 to constitution in return for reducing any other attribute by 1.

Class Level Limits:

Fighter	9
Magician	N
Cleric	9
Thief	12

Multi-Classes: Fighter/Thief, Fighter/Cleric, Fighter/Cleric/Thief

Abilities:

Listening: Improved hearing, 1-in-6 becomes 2-in-6

Magic Resistance: +4 on saving throws versus magic or poison

Fighting Ability: +1 to hit

Underground: 4-in-6 chance of determining depth and detecting new stonework, doors, traps, slopes or other anomalies.