

The lands of your own people in the hills and mountains are no longer a home for you. You have journeyed to the lands of men to find your fortune and make your own way. Somehow, you have made strange friends in places where you expected to find only foes. And more importantly treasure.

You are strong and hardy, but sometimes have difficulty holding your tongue. Your Strength begins at 10, your Constitution begins at 12, your Charisma begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What is the history of your clan?	Gain
1	They made great warriors in the goblin wars.	+2 Str, +1 Dex, 1 Con, +1 Wis
2	One of your forefathers slew a ferocious wyrm which had long troubled your people.	+2 Int, +1 Str, +1 Dex, Skill: Boasting
3	Your clan made its home in the rolling foothills, farming the land and providing for those of their kind who lived in the caves below them.	+1 Dex, +1 Con, +1 Wis, +1 Cha, Skill: Farming
4	The beards of your people grow long and silky, a source of great pride.	+3 Cha, +1 Str, +1 Wis
5	For long ages your clan has forged the finest weapons.	+2 Dex, +2 Int, Skill: Weaponsmithing
6	They were the ruling clan of a mighty hold.	+2 Cha, +1 Con, +1 Int, +1 Wis
7	They are chanters and storytellers who keep the old songs.	+2 Cha, +2 Int, +1 Wis
8	They have always worked the deepest mines, mining the richest veins of precious metals and gems.	+2 Str, +2 Con, Skill: Mining
9	The ale made in your clan's holding is the greatest of all dwarven drink.	+2 Wis, +1 Int, +1 Cha, Skill: Brewing
10	Your forefathers had to leave one of the great dwarven kingdoms ages ago and found their own home in unwelcoming lands.	+2 Con, +1 Str, +1 Int, +1 Cha
11	Your people have always lived near the lands of men, trading with them and sharing stories.	+2 Cha, +1 Dex, +1 Con, +1 Wis
12	Your clan possesses the greatest greed of all dwarven peoples. Your eyes burn with it.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis



1d8	What drove you from the lands of your people?	Gain
1	You broke a sacred oath and must now live in shame elsewhere.	+2 Wis, +1 Con
2	Simple curiosity led you far from home.	+2 Int, +1 Cha
3	Being a kind-hearted soul, you believe that men and dwarves can help one another.	+2 Cha, +1 Dex
4	Ancient songs led your tireless legs far from home.	+1 Con, +1 Int, +1 Wis
5	You decided that the age of men had arrived, and wanted to be a part of their great deeds.	+2 Con, +1 Wis
6	You were confident that your unusual skills would help you earn your way amongst men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your race.	+1 Str, +1 Con, +1 Int
8	Your hold was destroyed by goblins.	+2 Str, +1 Con

1d8	When you left your own people, you found it difficult to live with humans. However, the other characters became your fast friends. Who else became your friend?	Gain
1	The blacksmith is fascinated by you and wishes to learn the ways of your people.	+2 Str, +1 Con
2	You overcame your fear of moving water with the fishermen.	+2 Dex, +1 Wis
3	Most humans found you too strange, and were frightened of you. You spent much time alone.	+1 Con, +1 Int, +1 Wis
4	One of the human elders told you ancient stories of elves and men.	+2 Int, +1 Wis
5	The local lord swears that his grandfather fought with your people in a nearly forgotten war.	+2 Str, +1 Cha
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Cha
7	You served your time with a human militia, aiding them in the protection of their lands.	+1 Str, +1 Con, +1 Cha
8	The old witch knows your true name but is far too kind to ever use it against you.	+1 Dex, +1 Int, +1 Wis



You began to seek your fortune by strength of arms. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and one crafting skill of your choice. The tables below will further define your class abilities.

What have you learned on your adventures so far?

1d6	How do you plan to build your hoard?	Gain
1	Your road leads you on many dangerous journeys, but wealth is at the end of them all.	+2 Wis, Skill: Survival
2	You will build your hoard by picking your battles.	+2 Str, Skill: Stealth
3	It's easier to mine a rich man's house than a vein of gold.	+2 Dex, Skill: Lockpicking
4	You hold in your memory the locations of the entrances to several lost elven tombs and you plan to take their faerie gold.	+2 Con, Skill: Trapping
5	There are many forgotten dwarf holds in the mountains, riddled with traps and monsters. You will enter them all.	+2 Int, Skill: Trapping
6	You plan to settle down after you have enough money for your own workshop.	+2 Dex, a crafting skill of your choice (or improve the one you already have)

1d6	Like all respectable dwarves, you bear the weapon of your fathers. What is it?	Gain
1	A battle axe bearing golden runes. Your Weapon Specialization class ability is with the Battle Axe.	+3 Str, specialization to left
2	A short but broad blade of heirloom steel. Your Weapon Specialization class ability is with the Short Sword.	+3 Con, specialization to left
3	A mighty warhammer. Your Weapon Specialization class ability is with the Hammer.	+3 Con, specialization to left
4	A pair of fine hand axes. Your Weapon Specialization class ability is with the Throwing Axe.	+3 Dex, specialization to left
5	A huge axe, tall as you are. Your Weapon Specialization class ability is with the Great Axe.	+3 Str, specialization to left
6	A stout bow and a quiver of black arrows. Your Weapon Specialization class ability is with the Bow.	+3 Dex, specialization to left



1d6	What was your first big hassle amongst the tall people? <i>The friend to your right was there with you.</i>	Gain
1	You were waylaid by a pack of giant spiders near the mountains. <i>Your friend burned their webs as they descended from the trees, and gains +1 Str.</i>	+2 Str, Knack: Defensive Fighter
2	Two human lords were fighting a border skirmish and you got caught in the middle. <i>The friend to your right fought with you and withstood a terrible blow and replied in kind, and gains +1 Con.</i>	+2 Con, Knack: Weapon Specialization
3	One day at dusk, you and your friend came upon two wizards having a shapechanging duel in the wilderness. <i>The poor friend to your right didn't have to stay a frog for all that long, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
4	A tinker tried to pass you false gold, but you found him out and struck him in anger, nearly killing the cheat. <i>The friend to your right put you on your guard, and gains +1 Cha.</i>	+2 Cha, Knack: Great Strike
5	It fell to you to save the bonny milkmaid from brigands on the road. <i>The friend to your right got all the credit with the girl, and gains +1 Dex.</i>	+2 Dex, Knack: Defensive Fighter
6	You mistakenly stepped into a faerie ring and had to face the guardian. <i>The friend to your right broke the circle and helped you escape, and gains +1 Int.</i>	+2 Int Knack: Resilience

1d6	What treasure do you keep that first drew the other characters to you?	Gain
1	A clockwork toy.	+2 Int, a mechanical sentry
2	A great ring, set with a large ruby.	+2 Cha, an impressive ring, a distant enemy
3	A bright hood of beautiful silk.	+2 Con, a traveler's hood which never frays
4	A heavy oaken shield bearing your sign.	+2 Str, a sturdy shield
5	An untarnished silver chalice.	+2 Con, a cup which purifies its drink
6	A special song.	+2 Wis, a voice which can open gates when the moon is right



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Dwarven Adventurer begins with the following equipment: dagger, traveler's clothing, a dwarven weapon (+1 to hit and damage), chainmail (+4 AC), drink and food for a week, and 4d10 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 12 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

Ability Score Checks: Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

Saving Throws: Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

Combat Rolls: Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

CLASS ABILITIES

Hit Dice: d12

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.8 in the "Core Rules" booklet for rules for the different Knacks and for gaining new ones.

Dwarf: As a dwarf, you also have the Dwarven Vision, Strength of Stone, and True Name special rules, found on p.25 of the 'Core Rules' Booklet. Note that your hit dice increase from Strength of Stone is already included above.

FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

Help a Friend: Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

Second Chance: A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10