

From the distant home of your people you have come to the lands of men, peddling your wares as you go and living a life of freedom. For some reason, you picked this village to settle in. You don't even like it. To make matters worse, there are these damned kids who won't leave you alone, and they have so, so much to learn.

You are tough, wise, and deft, but sometimes have difficulty holding your tongue. Your Dexterity, Constitution, and Wisdom begin at 10, 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. These kids became your fast friends, however. 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 traveled the lands of men and then settled in the village. You become a level 2 Warrior-Rogue. You gain the class abilities *Knacks* and *Highly Skilled*, and one crafting skill of your choice. The tables below will further define your class abilities. **What do you have to teach these human kids?**

1d6	What trick did you pick up in your younger days?	Gain
1	How to find, build, and collapse hidden passages.	+2 Int, Skill: Architecture
2	How to name your price and never back down in a deal.	+2 Cha, Skill: Haggling
3	How to make the most ridiculous threats sound frightening despite your stature.	+2 Str, Skill: Intimidation
4	How to avoid the notice of trolls, men, and beasts alike.	+2 Dex, Skill: Stealth
5	How to watch your own back and those of your companions beneath the mountains.	+2 Con, Skill: Alertness
6	How to find your way deep in the mountains while traveling the inhabited and the forgotten caverns of your people.	+2 Wis, Skill: Mining

1d6	Which of your old stories is your favorite?	Gain
1	The one about the the time you stopped a treasonous traitor in your own clan.	+2 Wis, Knack: Fleet, Skill: Investigation
2	The one about the time you knew the drink was poisoned and you drank it anyway.	+2 Con, Knack: Resilience, Skill: Herbalism
3	The one about the monster's claw that got stuck in your shield.	+2 Con, Knack: Defensive Fighter, Skill: Monster Lore
4	The one about when you saved your clan single-handedly from a dire threat in the high mountains.	+2 Str, Knack: Great Strike, Skill: Athletics
5	The one about the time you turned the tables on the brigands.	+2 Str, Knack: Defensive Fighter, Skill: Intimidation
6	The one about stealing the faerie queen's heart.	+2 Cha, Knack: Resilience, Skill: Charm



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Con and -1 Cha, and shares this event with you.</i>	Gain
1	When you came to the village, a band of goblins followed you. You felt obligated to take care of the problem. <i>The pupil to your right volunteered to go with you, saw battle for the first time, and gains +1 Str.</i>	+1 Str, Skill: Survival
2	When travelers came to the last festival, the strangers mocked you selling wares at your stall and tried to chase you from your new home. <i>The pupil to your right shamed them to silence, and gains +1 Cha.</i>	+1 Cha, a crafting skill of your choice (or improve the one you already have)
3	When you were feeling a bit lonely (but would never admit it), the youth came to learn a bit of your craft, deeply and correctly impressed with your dwarven skills. <i>The pupil to your right was a natural study, and gains +1 Dex.</i>	+1 Dex, a crafting skill of your choice (or improve the one you already have)
4	When the mill collapsed, dropping its great stone into the stream, you constructed a pulley to set things right. <i>The pupil to your right helped design the rigging, and gains +1 Int.</i>	+1 Int, Skill: Engineering
5	During a particularly harsh winter, a band of wicked wolves attacked the village. <i>The pupil to your right stood with you, striking down one of the beasts, and gains +1 Str.</i>	+1 Str, Skill: Athletics
6	When a fire started in the village at night last summer, you were the first to notice and smell the smoke. <i>The pupil to your right helped you raise the alarm, and gains +1 Wis.</i>	+1 Wis, Skill: Alertness

1d6	What is the most useful thing in your pack?	Gain
1	Your favorite cooking pot.	+1 Con, an iron pot
2	A needle and thread.	+1 Dex, mending supplies
3	A knife that never seems to dull.	+1 Str, a fine knife
4	The lamp from your childhood home.	+1 Wis, a lantern
5	Dwarven fire-starting tools.	+1 Int, flint and tinder
6	The warmest blanket around.	+1 Cha, a woolen blanket



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 Mentor begins with the following equipment: dagger, ordinary clothing, the tools for your craft, a small cart, your chosen weapon, leathers (+2 AC), a shield (+1 AC), 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 2 warrior-rogue, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior-rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- To start, your hit points are 10 plus your Constitution bonus. Add 1d10 + Con bonus for your second level.
- 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.

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: d10

Initiative Bonus: +1

Armor: The Dwarven Mentor may wear any armor.

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.10 of *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc).

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	13	16	12	15	14
2	2,000	+2	13	16	12	15	14
3	4,000	+3	13	16	13	15	14
4	8,000	+4	13	16	13	15	14
5	16,000	+5	12	15	11	13	12
6	32,000	+6	12	15	11	13	12
7	64,000	+7	12	15	11	13	12
8	120,000	+8	12	15	11	13	12
9	240,000	+9	11	14	9	11	10
10	360,000	+10	11	14	9	11	10