

Even more than others of your kin, you grew up valuing the past and keeping the stories and chants of your people. At a young age, you were apprenticed to the rune master and learned the secret magic of the dwarves.

You are tough, and hold much lore in your head, but sometimes have little time for fools. Your Constitution, Intelligence, 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. 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 learned the secrets of the runes. You become a level 1 Warrior-Mage. You gain the class abilities *Weapon Specialization*, *Spell Casting*, and *Sense Magic*, and the skill *Ancient History*. The tables below will further define your class abilities. **What secrets do you know?**

1d6	What did you learn best from the rune master?	Gain
1	Patience and hard work at the forge. You learned the spell Phantom Skill.	+2 Wis, a crafting skill of your choice, spell to left
2	The secrets of the past and the ways of dwarves, men, and all creatures. You learned the spell Sense Nature.	+2 Int, Skill: Ancient History, spell to left
3	Trickery and deceit, the traits of the fallen dwarves of the southern mountains. You learned the spell Veil of Sleep.	+2 Cha, Skill: Deceit, spell to left
4	Runes which will instill confidence into the hearts of your allies and friends. You learned the spell Word of Courage.	+2 Con, Skill: Command, spell to left
5	The ways of war and the defense of your own people. You learned the spell Mystical Shield.	+2 Str, Skill: Athletics, spell to left
6	The history of the forgotten tombs and cities of your people, and how to find them again. You learned the spell Bar the Way.	+2 Dex, Skill: Trapping, spell to left

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 craftsman's hammer of heavy iron. Your Weapon Specialization class ability is with the Hammer.	+3 Con, 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 finely decorated sword of a dwarven king. Your Weapon Specialization class ability is with the Short Sword.	+3 Str, 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	A group of traders took you for a lucky faerie and attempted to force you to lead them to a horde of gold. They fled when you made the lightning flash before their eyes. <i>The friend drove them off with you, and gains +1 Con.</i>	+2 Con, Spell: Flash of Brilliance
2	An evil, wandering knight hunted you to the village and planned to slay you for fame and glory, but you made him flee. <i>The friend to your right was the first to warn you that the knight was coming and was almost run down by his steed, and gains +1 Dex.</i>	+2 Dex, Spell: Searing Heat
3	You drove a crooked merchant from the village when he would have taken advantage of honest folk. <i>The friend to your right stopped the trader when he was caught stealing from the old widow, and gains +1 Wis.</i>	+2 Wis, Spell: Searing Heat
4	One winter, when a faerie creature from the hills wandered into the village with ill intent, you and your friend tricked it into swearing an oath to leave and never return. <i>The friend to your right recalled the thing's name from an old story, and gains +1 Int.</i>	+2 Int, Spell: False Friend
5	A wicked man from the western seas kidnapped one of the village children for evil purposes, but you struck him down. <i>The friend to your right fought with his body slave, and gains +1 Str.</i>	+2 Str, Spell: True Strike
6	You found a hidden cave and delved too deep, waking a spirit of ancient evil. <i>The friend to your right helped you flee after banishing the creature of darkness, and gains +1 Con.</i>	+2 Con, Spell: Abjuration

1d6	On what did you carve your first rune?	Gain
1	A mighty belt buckle of heavy iron.	+2 Str, an impressive belt buckle
2	The circlet of a long forgotten dwarf-lord of your clan.	+2 Cha, a sign of ancient kingship
3	One of the staves of the dwarven rune masters of old.	+2 Int, an authoritative staff
4	A golden knife.	+2 Str, a knife of faerie gold
5	The mail of your uncle, who fell to a goblin invasion.	+2 Con, a suit of chainmail
6	An ornate key to a lost hold.	+2 Wis, a silver key



FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Dwarven Rune Caster begins with the following equipment: dagger, fine dwarven clothing, a set of rune stones, a dwarven weapon (+1 to hit and damage, type determined by table above), leather armor (+2 AC), drink and food for a week, and 4d10 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 Dwarven Rune Caster, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a Dwarven Rune Caster.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 10 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. 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: d10

Initiative Bonus: +0

Armor: The Rune Caster 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.

Spell Casting: The Rune Caster may cast spells like a mage, but does not have access to cantrips or rituals.

Sense Magic: The Rune Caster may sense magic as a mage. See p.10 of the 'Core Rules' booklet for details.

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.

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	15	13	12	11
2	2,500	+2	14	15	13	12	11
3	5,000	+3	14	15	13	12	11
4	10,000	+4	14	15	13	12	11
5	20,000	+5	14	15	13	12	11
6	40,000	+6	13	13	11	10	9
7	80,000	+7	13	13	11	10	9
8	150,000	+8	13	13	11	10	9
9	300,000	+9	13	13	11	10	9
10	450,000	+10	13	13	11	10	9

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