

DWARF

A tough creature of the underworld, hard to hurt with magic spells, good at making and fixing things, and able to draw mysterious runes of power.

Dice:		Bonus Dice
Battle	3	+1 when you're using a war hammer
Magic	0	
Make	6	+4 when you're fixing or making things from stone
Muscle	4	+4 against poison
Notice	2	+2 for hidden doors; +0 in dim light; -2 in darkness
Resist	6	+2 to resist magic spells
Shoot	2	+1 when you're using a heavy crossbow
Sneak	1	
Stunt	1	
Talk	1	

Dwarfs are short, rugged creatures who live beneath the earth, digging for gold, silver, and gems. They are good at making and fixing things, and at figuring out how machines and gadgets work. Without any knack for magic, they are suspicious of elves, wizards, and other magical folk. The only supernatural gift they possess is the *runes of power* -- mysterious symbols that can be scrawled on any stone surface to draw upon the powers of the earth.

Dwarfs are famous for their toughness, being nearly immune to poison and very resistant to magic. They are also skilled battlers, since their dark realm is filled with many foes. People of few words, they are not easily fooled or taken in by others.

POWERS

Stoneform: *turn to stone for a short time. Costs 2 Luck.*

Roll your Resist dice. For each success, you spend one turn as a stone statue, including your clothing, weapons, and gear. While in *stoneform*, you can't move, speak, or try any actions, but you have 5 Armor against your foes' Battle rolls and against most other dangers that would hurt a living person, like fire or

extreme cold. At the end of the last turn, you return to your usual living self.

Ironform: *turn to iron for a short time. Costs 6 Luck.*

Like your Stoneform power, except you have 7 Armor instead of 5 Armor.

Hearth Rune — *Make a magic rune that warms you and your friends and provides light. Costs zero Luck.*

Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make a glowing rune that warms the air for six paces around it, removing any ill effects of cold temperature. It also provides bright light for a distance of ten paces. The rune lasts until you decide to remove it.

Sentinel Rune — *Make a magic rune that warns you when someone passes it. Costs zero Luck.*

Pick a solid stone surface you can touch. Roll your Make dice. One success allows you to make an invisible rune that will alert you magically when a living creature passes within a pace of it. The rune lasts until someone passes it or until you decide to remove it. You can only have one sentinel rune in play at a time.