

Dwarven Warrior

Prime Attribute: Strength

Armor/Shield Permitted: Any

Weapons Permitted: Any*

Level	Experience	HD	Saving Throw	Attack Bonus
1	0	1d8	14	0
2	2,200	2d8	13	0
3	4,400	3d8	12	+1
4	8,800	4d8	11	+2
5	17,000	5d8	10	+2
6	35,000	6d8	9	+3
7	70,000	7d8	8	+4
8	140,000	8d8	7	+5
9	270,000	9d8	6	+6
10	400,000	+2hp	5	+7
11	530,000	+2hp	4	+7
12	660,000	+2hp	4	+8
13	790,000	+2hp	4	+9
14	920,000	+2hp	4	+9
15	1,050,000	+2hp	4	+10
16	1,180,000	+2hp	4	+11
17	1,310,000	+2hp	4	+12
18	1,440,000	+2hp	4	+12
19	1,570,000	+2hp	4	+13
20	1,700,000	+2hp	4	+13

Abilities

- Darkvision 60'
- +4 saving throw bonus vs. Magic
- Can easily spot various features of stonework including: sloping corridors, moving walls, and whether stonework is recent or not. No roll required.
- Spot stonework traps: 1-4 or 1 if only passing by. These are traps made of stone – in particular: Holes & gaps, falling blocks, rigged ceilings, and tiny arrow slits designed to release poison darts or gas.
- Benefits from strength bonuses as a Fighter does
- Due to their short height, Dwarves can only use small or normal sized weapons. They cannot use longbows or two-handed swords. Battle axes, long Swords, and bastard swords must be wielded two-handed.