

## Dwarven Warrior

**Prime Attributes:** Strength 15+ (+10% xp)

**Minimum Stats:** None

**Armor/Shield Permitted:** Any

**Weapons Permitted:** (See Below)

**Alignment:** Any

**Restrictions:** Dwarves cannot use longbows or two-handed swords. Battle axes, long Swords, and bastard swords must be wielded two-handed.

Level	XP	HD	ST	AB
1	0	1d10	14	0
2	2,500	2d10	13	0
3	5,000	3d10	12	+1
4	10,000	4d10	11	+2
5	20,000	5d10	10	+2
6	40,000	6d10	9	+3
7	80,000	7d10	8	+4
8	160,000	8d10	7	+5
9	320,000	9d10	6	+6
10	450,000	+2 hp	5	+7
11	600,000	+2 hp	4	+7
12	750,000	+2 hp	4	+8
13	900,000	+2 hp	4	+9
14	1,050,000	+2 hp	4	+9
15	1,200,000	+2 hp	4	+10
16	1,500,000	+2 hp	4	+11
17	1,650,000	+2 hp	4	+12
18	1,800,000	+2 hp	4	+12
19	1,950,000	+2 hp	4	+13
20	2,100,000	+2 hp	4	+13

## Abilities

**Strength Bonuses:** Like Fighters, Dwarven Warriors can also take advantage of strength bonuses above 16. These bonuses can only be applied to melee attacks however.

**Darkvision:** 60 feet

**Keen Detection:** Can easily spot various features of stonework including sloping corridors, moving walls, and whether stonework is recent or not. No roll required. Can spot stonework traps on a 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.

**Fighting Giants:** Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting Dwarves, and only inflict **half** the normal damage against them.

**Saving Throw:** Dwarves do not use magic and are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic.