Dwarf Heroes

This supplement provides you with all you need to create Dwarf Heroes for your Dungeon Plungin' Adventures.
You can have a party made up completely of Dwarves or they can be mixed in with Heroes of other races.
Start by coming up with names and concepts for your Dwarf Characters. There are plenty of ideas like a wild and tough slayer, maybe a cunning and strong miner or a veteran of the King's guard.

Special Abilities

A Dwarf Hero can also purchase a special ability as a starting Character. The player only has to pay half the cost of the ability when using creation points. A Dwarf Hero can take any of the Special abilities from the main rulebook. The only exception is the Acrobat ability which costs 100 points for a Dwarf. (50 points if it is bought with creation points)

Below is a list of new Special Abilities. These can be taken by other races as well. The "Extra Tough" and "Hard Headed" Abilities cost 100 points if taken by a race other than Dwarf.

SPECIAL ABILITY	COST	EFFECT	PREREQUISITE
Pit Dweller	50pts	The Hero is familiar with pitfalls and can ignore the effects of pits, holes or any sort of opening in the floor. Instead they will always be able to move beside the pit or hole when it forms.	DEX 2
Dark Sight	50pts	The Hero can see in the Dark. He is immune to effects of darkness or night, but not blindness.	
Extra Tough	50pts	When a Hero loses his last LIF, roll a D6. On a 4+ he doesn't lose it but instead stays with 1 LIF	
Hard Headed	50pts	The Hero will always recover from a stun and requires only one success to recover from incapacitation.	
Unbreakable	150pts	The Hero has an iron will, nothing can break his spirit; Any time the Hero rolls a RES, 4s, 5s, and 6s all count as successes.	RES 2

Spellcasting

A Dwarf Hero can only use spells if he has a magic stat of at least 2 and has the 'Magic School' ability.
The Hero may have a maximum number of spells equal to his Magic stat (including free spells). They can be in any combination and always cost full price (There is no bonus for starting Heroes).
You may use XP to purchase additional spells (up to your maximum) between Dungeons quests.
The following two Magic schools are available to all magic users, not just Dwarfs.

Magic School Stone

Toughen – A difficulty 2 Spell that targets a Hero on the current Tile. The Hero's skin turns stony grey as it goes hard like rock. The recipient receives an Armor bonus of +2. Any damage the Hero receives immediately ends the spell. Cost: 20

Door charm – A difficulty 2 Spell that Targets an adjacent Door. The Hero places his hand against the door and a loud hum fills the room. Any traps on the door have been removed. Cost 15

Giant Badger – A difficulty 3 Spell that Targets an empty square on the current Tile. A giant badger burrows through the floor, with the following stats:

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-10*	2	2	1	0	4	1	1

Attack: 1-10 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every 1 point of Magic the Attack stat increases by one up to a maximum of ten.
Powers: None
The caster's player controls the Badger. The summoned creature remains till its life is reduced to 0.
Cost: 50

Rock fall – A difficulty 1 Spell that targets a Character up to 6 squares away. The Magic user points at the ceiling above the target and mutters an incantation to disrupt the rocks. Use the Magic roll as if it were an Attack roll with a weapon Bonus of +2. Cost: 15

Time slow - A difficulty 2 Spell that targets all the Characters on the current Tile. All the sound in the room is muffled and every movement seems to slow down. All Heroes are able to study their actions as they make them and see their errors and strengths. Any Monsters killed this round earn double XP points. The spell lasts only one round Cost: 25

Way Seer – A difficulty 4 Spell that targets the Caster. The Caster's eyes roll back into his head as he receives a vision. The next time the Caster's player is responsible for constructing the Dungeon. He will roll twice on each of the tables and choose which result to use. Cost: 50

Magic School Metal

Dome – A difficulty 2 Spell that targets a 3x3 block of squares centered on the Caster. The Hero stands tall as a mirrored dome advances from up-stretched hands to the floor. Any Monsters in the 3x3 block are pushed back. If they cannot be pushed back then they remain in the dome. The dome lasts for one action phase and no combat can occur through it. Cost: 15

Reflect – A difficulty 3 Spell that targets a Hero on the Current Tile. The Caster stamps his foot and a metal ball rises from the floor and floats around the target Hero. When the Hero is attacked the Ball blocks the attack and then moves and shatters on the attacker, dealing damage equal to the initial attack. The Attacker does get a DEF roll Cost: 30

Forge - A difficulty 3 Spell that targets the caster or an adjacent Character. The Hero seems to take a deep breath as a glow travels around the body and disappears with bright sparkles of light. Returns 1d6 Life instantly to the Hero up to the current maximum. Cost: 25

Cogg – A difficulty 4 Spell that targets an empty square on the current Tile. A Cogg appears with the following stats:

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-8*	5	0	0	0	6	1	1

Attack: 1-8 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every point of Magic the Attack stat increases by one up to a maximum of eight.

Powers: None

The caster's player controls the Cogg. The summoned creature remains till its life is reduced to 0. Cost: 40

Unlock – A difficulty 1 Spell that targets a Chest. The Hero places his hand against the chest and a loud hum fills the room. Any traps on the chest have been removed and any locks are also bypassed. Cost: 25

Find – A difficulty 5 Spell that Targets Hero. The Caster mutters a canticle and points to the target Hero. The next time the Hero opens a chest, he may roll twice on the Treasure chart and choose which item to take. Cost 30

Equipment

Lastly you will need to equip your Hero for a dungeon Quest.

Each Character starts with 100 Gold to spend on Weapons Armor and items

Heroes have a wide variety of things to use to aid them in exploring a dungeon, from weapons and armor to common items and potions. The first Equipment position is Armor. You may only carry one suit of armor (The one you are wearing) and it gives a Bonus to your DEF stat. The next two Equipment positions are your Hands. These may carry a Weapon, Shield or any combination of the two. Some weapons are two handed and require both positions.

The next Position is Attire and includes anything you can wear that isn't armor. Some common items of Attire are gloves, helmet, boots, rings, amulets and capes.

The next 4 positions are for other items. If you have a backpack (in one of the first four positions) you gain the last 4 positions for items as well.

Look at the **Item List**. This list offers all the various weapons, armor and other things you can purchase for your Hero.

Item List				
Name	Bonus	Range	Special	Cost
Weapons				
Knuckle Duster	+1	0	None	25 Gold
Pick	+1	0	-1 to opponent's DEF rolls	40 Gold
Large Crossbow	+3	8	Takes up both Hand positions, Takes one Action to reload	40 Gold
Hand gun	+3	8	Takes one Action to reload	60 Gold
Armor				
Spiked Shield	+1	0	Takes up a Hand position +1 ATK Bonus	35 Gold
Spiked Scale	+3	0	+1 ATK Bonus	100 Gold
Items				
Pot Bomb	4	4	One-time use weapon. See the item section	25 Gold
Lantern	0	0	Used to light dark rooms. See the Item section.	50 Gold
Lantern refill	0	0	Used to refill a Lantern. See the Item section.	10 Gold
Attire				
Trap Goggles	0	0	Used to aid in detecting traps. See the Item section.	150 Gold
Spike Boots	0	0	Used to aid in moving on slippery surfaces. See the item section	35 Gold
Rock Cape	0	0	Used to decrease detection. See the item section	100 Gold

Items

Items include anything not considered to be a weapon and armor. They encompass other tools that may be helpful depending on what the Heroes encounter in the dungeon. A Hero may only carry 4 items at a time without benefit of something else to carry them in. Some items are considered one time use items. When their use is finished that item is removed from the Hero's list of items. When an item's use is finished, is detailed with each item. Other items are considered permanent and just having them allows the Hero to benefit from it. Finally there are items of attire that can be worn. To use an item a player simple has to meet the requirements of the item if there are any. Below is a list of some of the common items a Hero can possess and use.

Pot Bomb	This is a onetime use weapon. Choose a square within 4 squares of the Hero. That square is Hit with a 4D6 attack. All Squares adjacent to the first Square are hit with a 3D6 attack.
Lantern	This is a onetime use item. The Lantern can be used to negate the effects of Darkness. Lanterns will last for an entire quest, but need to be refilled
Lantern refill	This is a replacement wick and oil that will enable you to use a lantern again after it has been used.

Attire

Trap Goggles	A Hero wearing Trap Goggles gets +1 to WIT rolls when detecting Traps
Spike Boots	A Hero wearing Spike Boots can ignore the effects of Ice and other slippery surfaces in rooms
Rock Cape	A Hero wearing a Rock cape is at -1 to all detection rolls

Runes

Defense Runes can be placed on shields or armor.
Offense Runes can be placed on weapons
Only one Rune can exist on any single piece.
Example: You have an E Rune on your Plate armor, a U Rune on your shield and a V Rune on your sword.

B Rune	+1 ATT against Rodents
C Rune	+1 ATT against Lizards and Dragons
D Rune	+1 DEF against Dwarf kind
E Rune	+1 DEF against Elf kind
F Rune	+1 ATT against Elf kind
G Rune	+1 DEF against Green Skins
H Rune	+1 DEF against Humans
L Rune	+1 DEF against Lizards and Dragons
M Rune	+1 ATT against Humans
O Rune	+1 ATT against Green Skins
R Rune	+1 DEF against Rodents
U Rune	+1 DEF against Undead
V Rune	+1 ATT against Undead
W Rune	+1 ATT against Dwarf kind

All Runes cost 25 points for Dwarfs and 35 points for other races.

Dungeon Plungin'

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