

# DWARVEN GLORY

Minimalist Post-Ragnarök Roleplaying (Core Rules)

You are a **Dwarf**.

Not the proud and stubborn warrior found in so many fantasy novels and RPGs, however; but a crafty, elusive trickster with an affinity for magic. In Norse sagas and legends, the greatest magicians are often dwarves. They are associated with rocks, the earth, luck, craft, metal work, wisdom, and greed.

You live within an isolated dwarven enclave of Asgård. Your people were spared much of the hardship that fell upon other races during Ragnarök. However, there were still many smaller dwarf-holds and colonies that were lost to earthquakes, goblin hordes, fell monsters, or other disasters.

It is your mission to determine what has become of these settlements...

## Race and Class

In *Dwarven Glory*, all Player Characters are Asgårdian **Dwarves**. In addition to the traits listed below, dwarves possess darkvision with 6" range and gain combat bonuses against goblins, trolls, and giants.

Each PC must select a class. **Fighters** are good at combat and athletics. **Thieves** are skilled and sneaky. **Runecasters** have mastered the arcane secrets of runes. (Monsters and most NPCs do not have a class.)

Dwarf PCs may reach a maximum of 5th level as fighters, 7th level as thieves, and 9th level as runecasters.

## Hit Points

Characters have 1 HD per level. PCs start with maximum hit points at 1st level, then roll all HD at each additional level, ignoring the new result if it is lower than the previous value. **Fighters** have 1d10 hp per HD, **Thieves** have 1d8, and **Runecasters** have 1d6. (Monsters usually, but not always, have 1d8 hp per HD.) **Dwarves** gain +3 bonus hit points.

## Equipment

PCs will be provided with standard adventuring supplies (food, alcohol, etc.). In addition, each character may select 4 pieces of equipment. Medium armour counts as 2 selections. Heavy armour counts as 3 selections. 2 light weapons may be taken as 1 selection. Thieves may spend 1 selection for a thieves' tools. Runecasters can master 1 rune per equipment selection.

Armour	AC	Movement	Examples / Notes
None	9	9"	–
Light Armour	7	9"	Hide Armour, Leather Jerkin.
Medium Armour	5	7½"	Chain Hauberk, Breastplate.
Heavy Armour	3	6"	Dwarven Plate.
Shield	-1	–	Cannot use 2-handed weapon.

A lower AC makes you harder to hit, but is detrimental in other ways. Note that movement rates listed are for dwarves only. By convention, 1" equals 10 ft at the dungeon scale, and is typically 3 miles at the wilderness scale.

Weapon	Damage	Notes
Light Melee	1d6	Fast, concealable, can be thrown for 1d4.
Medium Melee	1d8	Requires 2 hands, 'standard' melee weapon.
Light Ranged	1d4	Fast, concealable, out of ammo on a 1.
Medium Ranged	1d6	Requires 2 hands, out of ammo on a 1 or 2.

Dwarves are unable to use heavy weapons and must wield medium-sized weapons with 2 hands. Regardless of weapon type, thieves can inflict a max of 1d8 base damage, and runecasters can inflict a max of 1d6 base damage.

## The Character Sheet

Invent a name, an appellation, a one-line description, and your character is ready to adventure! For example:

*Kivik Forkbeard*. Dwarf Thief 1 (XP 0), HD 1d8+3 (hp 11), AC 7 (leather jerkin), MV 9", SV +6, military pick (med melee Atk +0, 1d8), short bow (med ranged Atk +1, 1d6), thieves' tools. *A shrewd but lonely crafts dwarf.*

## Combat

**Surprise:** In cases where a group may be caught by surprise at the start of combat, a Subterfuge check must be made (see *Adventuring Skills*, below). Roll only once, using the worst skill value for each side. Success indicates that the other group is surprised, and loses one combat round.

**Initiative:** Each combatant rolls 1d6 to determine initiative. Fast weapons are +1 to initiative, slow weapons are -1. The combatant with the highest initiative acts first, with others following in descending order.

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**Attack:** Roll 1d20 + target's AC. **Fighters** add their level. **Thieves** add their level with light or ranged weapons, otherwise they add ½ their lvl (rounded down). **Runecasters** add ½ their level with light weapons only. Monsters add their HD. Ranged weapons cannot be used in melee. 20+ is a hit.

**Damage:** On a hit, roll damage dice and subtract the result from hit points. At 0 hp monsters are slain. A PC or important NPC is incapacitated at 0 hp, but will survive until he reaches a negative hit point total greater than his level. Incapacitated PCs are either left for dead or captured.

**Death's Door:** A fortitude save vs. death (see *Saving Throws*, below) is permitted to survive an effect that would otherwise cause a PC's demise. If successful, the character is reduced to minimum hit points and incapacitated.

**Morale:** In battle, NPCs and monsters are subject to morale. Both sides roll 1d20 and add the level (or HD) of their greatest combatant. If either side is doubled they will flee. The referee may roll separately for distinct groups of monsters, and may interpret other outcomes from the results, such as falling back or surrender. Combatants get a free attack against a fleeing opponent.

**Recovery:** PCs who remain above 0 hp recover 1 hp per full turn spent resting (when exploring a dungeon), or *all* lost hp by resting for a full movement phase (on the wilderness map). PCs who have been incapacitated recover at the much slower rate of 1 hp per *day* until fully healed, unless medical treatment (such as healing magic) is applied.

## Adventuring Skills

All skill checks are attempted by rolling 1d20 + AC. Player Characters (and NPCs) add ½ their level (rounded down) unless stated otherwise below. Monsters typically add ½ their HD. A result of 20+ indicates success.

**Athletics:** Swimming, climbing, running, jumping, forcing doors, lifting gates, horsemanship, taming a wild beast, and so on are all feats of Athletics.

**Fighters** add their level (instead of ½) and gain a +3 bonus to the check.

(**Dwarves** have a +2 bonus on Athletics checks involving strength or endurance, but take a -2 penalty to checks involving grace or agility.)

**Subterfuge:** Sneaking around, hiding in shadows, disguise, detecting traps, sleight of hand, sensing hazards in dungeons, and finding secret doors are all feats of Subterfuge. **Thieves** add their level and gain a +3 bonus.

(**Thieves** (only) can use their thieves' tools to open locks, remove traps, and disable mechanical devices of various sorts. This is accomplished with a Subterfuge check, and cannot be attempted if the thief wears heavy armour.)

**Lore:** Deciphering runes and inscriptions, solving riddles, negotiation and diplomacy, composing a fitting ode to a chieftain, and the like are all feats of Lore. **Runecasters** add their level and gain a +3 bonus.

(**Runecasters** (only) can prepare and activate runes with a successful Lore check. The caster cannot wear medium or heavy armour or use a shield.)

## Saving Throws

A saving throw allows a character to avoid a threat or lessen its effect. Roll 1d20 + level (or HD); 20+ is a success. **Fighters** add +4 to this roll, **Thieves** add +5, and **Runecasters** add +3. **Dwarves** have a +2 bonus to fortitude-related saving throws, but take a -1 penalty to reflex saves.

## Runic Magic

Runecasters are masters of magic, and dwarves are renowned runecasters. A **rune** is a particular magic effect which is linked to a specially-prepared carving. A starting runecaster may choose to master runes in exchange for initial equipment. Additional runes must be gained through adventuring.

A runecaster must first scribe and prepare a rune. A maximum of 1 rune per caster level can be prepared at a time. To trigger a prepared rune, the caster must touch it and recite an appropriate poem or ode, taking 1 round. A Lore check is then made, success meaning that the rune is activated as expected. Failure does not destroy the rune, and the caster may try again next round.

Refer to the *Runecasting* supplement for additional rules and sample runes.

## Experience

The referee will assign XP for treasure recovered, monsters defeated, and quests completed. All experience earned is divided evenly among surviving party members.

Starting PCs begin at 1st level with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current level to advance to each new level; i.e., a total of 1,000 XP to reach 2nd level, 3,000 XP to reach 3rd level, 6,000 XP to reach 4th level, 10,000 XP to reach 5th level, and so on.

A character must return to his clan hall for training, or be trained by a higher-level PC of the same class, before gaining the benefits of a new level.