

Dwarf (Gemstone):

This race appears as a thick, muscular man (3'-6" tall). The skin of this dwarf looks like the surface of an green emerald. Dwarves take pride in growing a prominent beard.

Abilities: Explanation and rulings for Abilities:

Base Defense: 7.

Body Weapons: Attacks per turn: 2 (punch, punch).
Damage: Punch: 1-D4, Punch: 1-D4

Damage Mastery: There is a 2 in 6 chance (roll 1-D6: a 1-2) to take no damage from a spell attacks.
Damage-reduction: 1 vs. all forms of physical and spell damage.

Life-points: This race will begin with 45 life-points at level #1.
Life-points per level advanced: 1-D8.

Reagent Mastery: This race does not need reagents (spell components) to cast a spell.

Weapon Mastery: An axe in the hands of a Dwarf will cause an additional 1-D6 damage. An additional 1-D6 damage will be added per 10 levels advanced above level #1.

Note:
This race cannot learn or cast magical spells.