

# Delvar Ironfist

Character Class: **Fighter**

Race: **Dwarf**

Strength 15

Dexterity 9

Constitution 16

Intelligence 11

Wisdom 13

Charisma 8

Movement 6

## Saving Throw

1st level 13

2nd level 13

3rd level 12

## THAC0

1st level 20

2nd level 19

3rd level 18

Damage 1d8

(battle axe)

Armor Class 4

(chain mail & shield)

Hit Points 12

(+2 bonus for Constitution)

## Starting Equipment

Chain mail

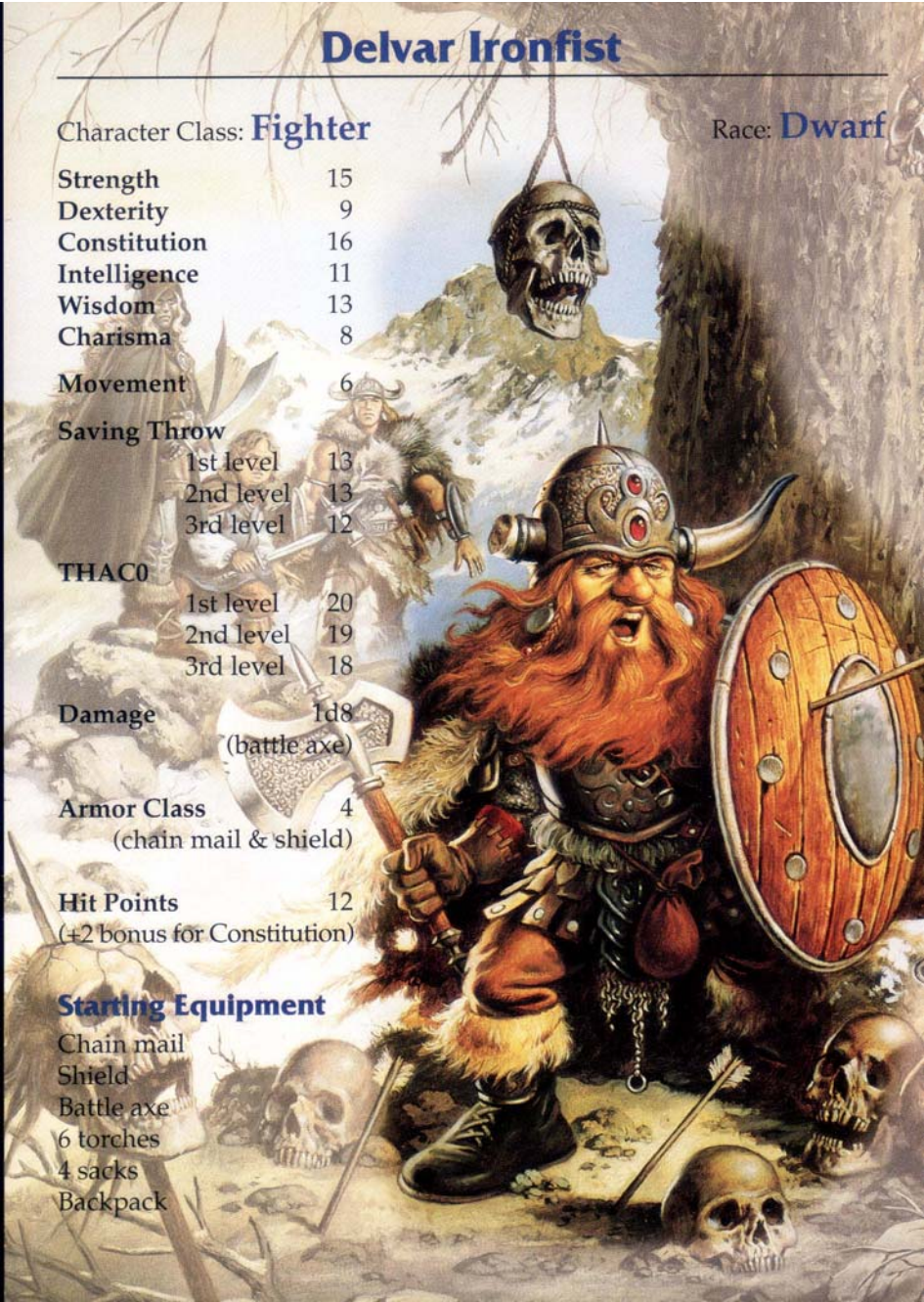
Shield

Battle axe

6 torches

4 sacks

Backpack



# Dwarf Fighter General Rules

One round = one minute.

Dwarves can see in the dark, up to 60 feet.

## In One Round You Can...

- Move 60 feet.
- Make one attack.
- Move 30 feet and make an attack.
- Try one unusual action.

## How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

## If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

## Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

## Experience Points

Your character earns experience points for defeating monsters and doing clever things. When characters get enough experience points, they gain a level. Every level makes your character tougher.

Experience Points	Character's Level
Under 2,000	1
Up to 4,000	2
Up to 8,000	3

## Each Level...

- Your THAC0 gets better.
- Add 1d10+2 to your hit points.