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The sculpted corridors and resounding cells of glorious kingdoms are scattered through the Andrark like forgotten chains of Semi-precious stones. The kingdoms of Deveren like Xonathnor, Ugarn and Gargaur taught the less civilized races of Fa'ron what it means to hold on to power. Unlike the ancient human empires, dwarfs didn't trust magic, so they were never sedented to the heights of magical stupidity that brought down Nethrill and Amscar. Instead, the dwarfs were locked in eternal wars with goblins and the rest of the people in Andrark. One by one, the north's meaning empires failed, leaving only survivors scattered in mountains or parts not as much as the Andrark. The tribes that survived these battles are the shield gnomes. For many generations they have been divided into two types: the hidden, rendered for seclusion and secrey, and nomads, comfortable with other races and tend to explore. Since the Thunder's blessing, the older members of Hidden Clans are beginning to change their hearts. Within a few decades the differences between hidden and nomadic may be meaningless. Dwarven Shield areas hold exist in Damara, Impiltur, The North, Silver Marches, Vaasa, The Vast, and the Western Heartlands. Citadel Adbar is the most famous protector city. Most nudging protective characters in the forgotten kingdoms almost always have patron gods. For more information, see P.R.A. 39. Fighting dwarf shield racist features have all the reasoned racial traits given in Chapter 2 of The Player's Guide (p. 14) except for the bonus automatic languages mentioned above. Protective dwarfs are the dominant northern branch of folk stout. Dwarf protectors, known for their blacksmithing and craftsmanship, have suffered centuries of decline in the face of relentless wars with orcs, goblins, giants and trolls. Protective dwarfs are descendants of the founders of Shantar, a legendary degenerate empire that once ruled caves beneath the artist. Thir and Kalimshan of us all. After the fall of Shantar, the shield dwarfs wandered north, establishing kingdoms such as Amarinder, Delson, Jarjaur, the Ongdnar, Omren and Sarbarin. Although these kingdoms have also largely fallen, the People of the North are suffering. The blessing of thunder served as a welcome respite for the unrequited shield dwarfs, giving hope that the descendants of ancient Shantar could one day restore their glory. 20 feet higher than their golden dwarf cousins, dwarfs defend averages 4 1/2 feet tall and Like a grown man. A protective dwarf's skin is light or lightly tanned, and its eyes are usually green or silvery blue. Both sexes have long hair, and males (and very few female males) have long, carefully groomed beards and moustaches. Hair color ranges from light brown to red, with all shades fading to silver or white as time progresses. Condemning dwarfs keep their word, whatever the cost, and are very stubborn, unwilling to give up an inch unless there is no alternative. Such non-compromise has allowed dwindling protective dwarf populations to cling to ancient strongholds with only a fraction of their original shields. However, it also led to longstanding tribal conflicts and misunderstandings with other races that have deduphered the power of the Stout people. Protective dwarfs love slave beauty, seeing the world as raw material to be fake and sad for something more than the original. Protective dwarfs have the life expectancy and age categories defined for dwarfs in tables 6-4 and 6-5 of the Player's Guide, but use the following random height weight Shield, Male 4'2 +2d4 145lb x (2d6lbs). Dwarf Shield, Female 4'0 +2d4 110lb x (2d4) lb. Regions: Damara, Midget (Shield), Impiltur, North, Silverymoon, Vaasa, Vast, and Western Heartlands. Racial traits listed in the player's guide, except as follows: automatic languages: Dwarven, Common, Home Area, Bonus languages: Chondathan, Draconian, Giant, Goblin, Illuskan, Ore. Dwarf shield sculpted halls and resounding rooms of kingdoms scattered through the Andrark like forgotten chains of semi-precious stones. The kingdoms of Deveren, such as Xonathnor, Ugragan and Jarragauer, taught the less civilized races of Faharon what it means to hold on to power. Unlike the ancient human empires, dwarfs didn't trust magic, so they were never sedented to the heights of magical stupidity that brought down Nethrill and Amscar. Instead, the dwarfs were locked in eternal wars with goblins and the rest of the people in Andrark. One by one, the north's meaning empires failed, leaving only survivors scattered in mountains or parts not as much as the Andrark. The tribes that survived these battles are the shield gnomes. For many generations they have been divided into two types: the hidden, rendered for seclusion and secrey, and nomads, comfortable with the other races and tend to explore. Since the Thunder's blessing, the older members of Hidden Clans are beginning to change their hearts. Within a few decades the differences between hidden and nomadic may be Dwarven Shield areas hold exist in Damara, Impiltur, The North, Silver Marches, Vaasa, The Vast, and the Western Heartlands. The Edbar Citadel (north and east of Silveriron) is the most famous protector city. Most of the defender's nancy figures choose one from this homeland as their indigenous region. Racial Traits +2 Constitution, -2 Charisma. Protective dwarfs are robust and rugged but tend to be rough and saved. Medium: As medium-sized creatures, protective dwarfs have no special bonuses or penalties due to their size. The ground speed of the Dwarf Shield base is 20 feet. However, protective dwarfs can move at this speed even when wearing medium or heavy cargo (unlike other creatures, whose speed is reduced in such situations). Darkvision: Protective dwarfs can be seen in the dark up to 60 feet. Darkvision is only black and white, but it's otherwise like a normal look, and protective dwarfs can function just fine with no light at all. Stonea- This ability gives the dwarf a racial bonus shield +2 for search tests to notice unusual stonework, such as sliding walls, stone traps, new construction (even when built to fit the old one), unsafe stone surfaces, dilapidated stone ceilings, and so on. Something that is not a stone but it is disguised as a stone searching, and a protective dwarf can use the search skill to find stone traps as rogue can. A protective dwarf can also brown depth, sensing its approximate depth underground as naturally as a person can sense which way it is up. Protective dwarfs have a sixth feeling on stone, an innate ability that they get plenty of opportunities to practice and refine in their underground homes. Arms Acquaintance: Dwarf shields may refer to dwarven as military weapons, rather than exotic weapons. Stability: Dwarf Shield receives a +4 bonus for ability tests done to resist being bull rushed or tripped while standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground). +2 Racist bonus for saving anti-poison injections. Protective dwarfs are tough and resistant to toxins. +2 Racial bonus for saving shots against spells and effects like witchcraft. Protective dwarfs have innate resistance to magic spells. +1 Racial bonus for rolling attack against giant kind of monsters. This bonus represents special training that dwarfs undergo, during which they learn tricks that previous generations developed in their battles with giants. Every time a creature loses its castration bonus (if any) to an armored class, like when is it Flat-footed, he loses a Dodge bonus, too. +2 Racial bonus for tests that will be related to stone or metal items. Protective dwarfs are familiar with valuable items of all kinds, especially those made of stone or metal. +2 Racial bonus for craft tests related to stone or metal. Protective dwarfs are especially capable with stone or metal. Preferred class: Warrior. A multi-class shield dwarf's fighter class does not count when determining whether he takes a trial point penalty for multiple departments. Edit a warning on this page: This is Material 3.0 Edition. There may be a more recent version of 3.5 Edition. (Fairy Races, p. 168) You are a student of magic shield of shield dwarfs, studied at great cost during centuries of warfare and wandering. Dwarf prerequisite protector, you get +1 level cleared when casting a spell that creates or improves a suit of armor or shield. The tradition of the nancy shield wardens includes the following whispers at appropriate levels: 1 - entropic shield, sage armor, shield, defender of faith; 2 - Another defender; Third, magic clothes; Fire Shield 4; Stone Body 6; Iron body, protector of the law. Other spells gain this advantage if they target a suit of armor or shield. In addition, any magic armor or shield you create costs 5% less than pieces of gold do. The cost of the experience point is not affected. Unaffected.

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