

NERO Vanguard

Dwarves

Dwarves are a race of the NERO International 8th Edition Rule Book. As a race they have +1 body points to start. Dwarves can purchase the skill Resist Poison for 4 build points and receive both Armorsmith and Weaponsmith at -1 build point cost. They must pay double cost for Read Magic and cannot purchase the skill two-handed weapon.

Clans and Restrictions

There are two major clans of Dwarves. The Frostaxe who reside in the mountains of Efferton Keesa and the Bloodhammer Clan who reside among the people.

Bloodhammer Dwarves are available to be portrayed by any player who wishes to portray a Dwarves from the Lands of Frostaxe.

Frostaxe Dwarves are a restricted race and must gain NERO Vanguard plot approval before being portrayed as a player character.

Bloodhammer Clan

The Bloodhammer Clan live among the people. They have strong economical relations with the militia & the guard via crafting and repairing weapons and armor for their extensive use. Bloodhammer dwarves pride themselves in their smithing abilities. Apprentice weaponsmiths and armorsmiths must pass a right of passage before officially being recognized as a Grand Master Smith by their peers.

Frostaxe Clan

The Frostaxe Clan mines the snow capped mountains of Efferton Keesa. The Frostaxe Clan is typically secluded from the rest of the Kingdom for few non-dwarves dare to test the mountain's deadly peaks. They appear to be set in the old ways and don't appear to be open to new methodologies.