

Dwarf

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Deep in the mountains, the dwarves carve out their homes from the rocky earth, always on guard against the savage races that threaten them. The dwarves are known for their steadfastness and their dedication to the arts of the earth, crafting incredible works of stone and metal. Many outsiders believe that the dwarves are a dour and humorless people, but that is only because they have seen the hard exterior that the dwarves use to protect themselves.

Despite their hard exterior, the dwarves are fiercely loyal to their kin and their allies. They have a long and storied history of defending their mountain homes against the giants, goblins, and other dark creatures that

seek to invade their lands. For this reason, many dwarves become skilled warriors or craftsmen, honing their skills to a razor's edge to protect their homes and their people.

Ability Score Caps: Dwarves cannot exceed +3 in any ability except for Constitution, where they can have up to a +4.

Ability Score Max: Dwarves have a max total combined ability total of 5

Size: 4 – 5 foot tall, 120 – 250 lbs

Speed: 90 feet

Languages: Common, Dwarfish and choose one from Halfling, Goblin, Kobold

Special Racial Abilities:

- Darkvision: 60 feet
- Know direction underground
- Construction Expert: +3 bonus to Notice for hidden doors, sliding walls, sloping corridors, and new constructions.
- Sturdy: +1 hit point per level.
- Magic Resistant: +4 when saving against any magical effects

Class Restrictions: Dwarves may only choose from Cleric, Cavalier, or Thief.

Limitations or Restrictions: Dwarves may not use two-handed swords or longbows (short bows and crossbows are permitted). They prefer axes or hammers.