



WARF, GRAY

Also known as the Druegar or Deep Dwarves, these short, stocky people are fond of the depths of the Underdark. There are two major dwarven kingdoms and each are main homelands for the Druegar, as well as other dwarven races. Gray dwarves are communal and generally possess a desire to delve deeper and deeper into the networks of caverns of the Underdark. This constant exploration, mining and construction has fostered the growth of other Druegar populaces more removed from general dwarven society. Gray dwarves are thinner and more muscular in appearance than their surface cousins with skin tones ranging from a light grayish color to a deep charcoal. Their hair ranges from a stark white, through various shades of gray to a dark black, while their eyes are almost universally black. Though the Druegar

recognize their own kings separately from their surface cousins, during the Age of Wars all of the dwarves were united under a single great king. During this time, the gray dwarves were primarily responsible for reconnaissance and raids within the narrow tunnels of the Underdark and gained a reputation as hearty and crafty warriors. Since that time, the Druegar have become more reclusive as a society and although they are on excellent terms with their surface cousins, they do not go out of their way to deal with them

Average Height 4' 0"
Average Weight 125 lbs

Strength	4d6	(Stamina maximum 21, Muscle maximum 20)
Dexterity	3d6	(Balance maximum 20, Aim maximum 20)
Constitution	5d6	(Health maximum 22, Fitness maximum 22)
Intelligence	3d6	(Reason maximum 20, Knowledge maximum 20)
Wisdom	3d6	(Intuition maximum 20, Willpower maximum 19)
Charisma	3d6	(Leadership maximum 20, Appearance maximum 18; -1 Appearance)
Perception	4d6	(18 maximum)
Luck	3d6	(18 maximum)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock gray dwarf will have the * abilities at 58cp with 12cp free)

10cp	+1 to Stamina subability	5cp	Lesser Nightvision (50 yards)
*10cp	+1 to Health subability	*10cp	Nightvision (100 yards)
20cp	+2 to Health subability (cannot be combined)	15cp	Greater Nightvision (full vision range)
*10cp	+1 to Fitness subability	10cp	Infrared Vision (50 yards)
20cp	+2 to Fitness subability (no combo)	*5cp	Detect Underground Construction (8%/lvl)
5cp	Crossbow Bonus (+1 with crossbows)	5cp	Know Approximate Depth (8%/lvl)
5cp	Axe Bonus (+1 with axes)	5cp	Detect Stonework Doors and Traps (5%/lvl)
*5cp	Hammer Bonus (+1 with hammers)	5cp	Awareness (Surprised only 1 in 8)
*5cp	Lesser Spell Resist (+1 sv/5 pts of CON)	4cp	Detect Illusion
10cp	Greater Spell Resist (+1 sv/3 pts of CON)	*2cp	Ancient Lang: Daeron
*5cp	Minor Poison Resist (+1 sv/4 pts of CON)	2cp	Modern Lang: Drusunge Emakiel
15cp	Poison Immunity (complete immunity; DM)	*2cp	Literacy: Daeron
2cp	AK: Underdark	2cp	Literacy: Drusunge Emakiel
2cp	Ancient History: Dwarven	*2cp	Mining Proficiency
2cp	Navigation: Underdark	2cp	Metallurgy Proficiency
*2cp	Survival: Underdark	2cp	Stonemasonry Proficiency