



## WARF, HILL

Called Daer Colin in the Daeron language, hill dwarves are the most numerous of all the dwarven subraces, having more numbers than the other two races combined. Living above ground in villages nestled within foothills and low mountains, the hill dwarves organize elaborate mining efforts both on the surface and within the earth. One of the reasons for the success of the race is the fact that they are the least solemn of the races, most apt to tell tall tales and generally behave in an interactive, gregarious manner. In addition, they are well known as brew masters and connoisseurs of fine alcohol. Hill dwarves are the largest race of dwarves, being extremely broad and stocky, often with barrel chests and dense muscle mass. Their skin tones have a wide range, spanning from ruddy to fair and tanned to dark. Most commonly, hill dwarves possess hair in various shades of brown, black is fairly common, while blond is rare. Their eye color runs the span of earth tones, with shades of brown being standard. During the Age of Wars, it was hill dwarves who consistently made up the main force during battles and garnered them a reputation as hearty warriors

**Average Height** 4' 6"  
**Average Weight** 185 lbs

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

### RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock hill dwarf will have the \* abilities at 59cp with 11cp free)

*10cp	+1 to Stamina subability	5cp	Lesser Nightvision (50 yards)
10cp	+1 to Muscle subability	*10cp	Nightvision (100 yards)
*10cp	+1 to Health subability	15cp	Greater Nightvision (full vision range)
10cp	+1 to Fitness subability	10cp	Sense Stone/Earth (5%/lvl to identify type)
*5cp	Crossbow Bonus (+1 with crossbows)	*5cp	Detect Underground Construction (8%/lvl)
5cp	Mace Bonus (+1 with maces)	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	Enhanced Magic Resistance (+1%/lvl)
*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/3 pts of CON)	2cp	Modern Lang: Common
4cp	Engineering Proficiency	*2cp	Literacy: Daeron
2cp	AK: Dwarven Kingdoms	2cp	Literacy: Common
2cp	Ancient History: Dwarven	2cp	Mining Proficiency
2cp	Blacksmith Proficiency	2cp	Metallurgy Proficiency
2cp	Trade Skill: Brewing	2cp	Stonemasonry Proficiency

**note** -- hill dwarves are generally suspicious of elves and orcs as a result of the trickle down from ancient hatreds