



DWARF, MOUNTAIN

Called Daer Gr|mad| in the Daeron language, mountain dwarves are the descendants of dwarven nobility. They live high in the mountains within fortresses and halls of stone, being masters of ancient dwarven architecture. Overall, it is the mountain dwarves who are the most deeply rooted in ancient history and national pride. As such they are much more reclusive than their lowland brothers and many of their ancient dislikes pervade their modern society. Mountain dwarves are considered the average size among the dwarven races, being muscular and stocky, but less broad and thick. Their skin tones are similar to that of their hill dwarf cousins, but they tend to have a grayish tint in the pigment. Likewise, their hair color mimics that of their lowland cousins, but most have a tinge of gray, even when young, and fully white or gray hair is also prevalent. As with hill dwarves, mountain dwarf eye color spans the earthen tones, but gray and blue are the most common. During the Age of Wars, it was a mountain dwarf king who united the entire nation of dwarves (something they are exceedingly proud of) and it is their efforts as a race which have generally kept the Daeron language free of foreign influence

Average Height 4' 4"
Average Weight 140 lbs

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

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock mountain dwarf will have the * abilities at 54cp with 16cp free)

*10cp	+1 to Health subability	5cp	Lesser Nightvision (50 yards)
10cp	+1 to Fitness subability	*10cp	Nightvision (100 yards)
10cp	+1 to Intuition subability	15cp	Greater Nightvision (full vision range)
*10cp	+1 to Willpower subability	10cp	Sense Stone/Earth (5%/lvl to identify type)
20cp	+2 to Willpower subability (cannot combine)	*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	Enhanced Magic Resistance (+1%/lvl)
*5cp	Lesser Spell Resist (+1 sv/5 pts of CON)	15cp	Major Magic Resistance (+3%/lvl)
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	Literacy: Daeron
4cp	Engineering Proficiency	2cp	Mining Proficiency
2cp	AK: Dwarven Kingdoms	2cp	Metallurgy Proficiency
2cp	Ancient History: Dwarven	2cp	Stonemasonry Proficiency
2cp	Etiquette: Dwarven	4cp	Detect Illusion Proficiency
2cp	Heraldry: Dwarven	4cp	Endurance Proficiency

note -- mountain dwarves generally dislike elves and orcs and are suspicious of all zân / and r / u kind as a result of ancient hatreds passed down from generation to generation of staunch dwarven loyalists