

RACES OF WULFGAR

DWARF

Dwarves in the world of Wulfgar are a isolationist race that resides almost exclusively in underground cities in the mountainous region of the Kaur's Range.

Dwarven society is structured in a clan based system with a strong emphasis on brotherhood and sisterhood above familial bonds.

DWARVEN ETHNICITY

Dwarves are ethnically cohesive due to their isolationist culture and strong blood. As a result even dwarves that live outside the kingdoms in the mountains tend to have dwarven children.

DWARF TRAITS

This are your Dwarf characters traits.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score increases by 1.

Age. Dwarves reach adulthood in their late teens and live little more than a century.

Alignment. Dwarves live in large familial clans with strong hierarchical structure where the eldest members rule over their clans. As a result dwarves tend towards lawful alignments, believing firmly in the benefits of a well-ordered society.

Size. Dwarves stand between 4 and 5 feet tall and have bulky builds. Your size is Medium.

Speed. Your base walking speed is 20 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Masterful Artisan. You are proficient in a artisan's tools of your choice. Whenever you make a check with that tool you have advantage.

Languages. You can speak, read, and write Dwarvish.

HEIGHT AND WEIGHT

You can generate the height and weight of your character using the Random Weight and Height table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. The same number multiplied by the dice roll of the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

RANDOM HEIGHT AND WEIGHT

Ethnicity	Base Height	Height Modifier	Base Weight	Weight Modifier
Dwarf	3'8"	+2d4	115 lb.	x (2d6) lb.

ELF

Elves are tall and slender humanoids with light skin tones and slightly pointed ears. They are commonly found in the Boreal Forest region but some reside in other regions, such as the human dominated Kings Plains.

Elves are deeply religious believing the Old Gods...

ELVISH ETHNICITIES

Elves are mostly homogeneous as a race but they are divided into two ethnicities, the Elyrians and Slivarians.

ELYRIANS

Elyrians are slightly tanned elves, with pale blond to golden brown hair, and with brown eyes.

They are commonly found in the Gold-pine Valley of the Boreal Forest.

SILVARIANS

Silvarians are paler skinned elves, with dark-brown or black hair, and grey eyes.

They are commonly found in the SUBREGION of the Boreal Forest.

ELF TRAITS

This are your Elf characters traits.

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score increases by 1.

Age. Elves reach adulthood in their late teens and live little more than a century.

Alignment. Elves tend toward no particular alignment. The best and the worst are found among them.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Keen Senses. You have proficiency in the Perception skill.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Languages. You can speak, read, and write Elvish.

HEIGHT AND WEIGHT

You can generate the height and weight of your character using the Random Weight and Height table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. The same number multiplied by the dice roll of the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

RANDOM HEIGHT AND WEIGHT

Ethnicity	Base Height	Height Modifier	Base Weight	Weight Modifier
Elf	4'8"	+3d8	90 lb.	x (1d4) lb.

GOLIATH

GOLIATH TRAITS

This are your Goliath characters traits.

Ability Score Increase. Your Strength and Constitution scores each increase by 1, and one other ability score increases by 1.

Age. Goliaths reach adulthood in their late teens and live less than a century.

Alignment. Goliaths live in small clans where everyone must be self-sufficient or else be held accountable. As a result goliaths have a strong bent towards lawful neutral alignments.

Size. Goliaths range from under 6 up to 7 feet tall and have towering builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Mountain Born. Goliaths live in frigid mountains and harsh tundras as a result you have the following features:

- You have advantage on Constitution saving throws against extreme cold.
- You ignore difficult terrain related to thick snow.
- You're also acclimated to high altitude, including elevations above 20,000 feet.

Languages. You can speak, read, and write Goliath.

HEIGHT AND WEIGHT

You can generate the height and weight of your character using the Random Weight and Height table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. The same number multiplied by the dice roll of the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

RANDOM HEIGHT AND WEIGHT

Ethnicity	Base Height	Height Modifier	Base Weight	Weight Modifier
Goliath	6'0"	+2d10	150 lb.	x (1d6) lb.

HUMAN

Humans in the world of Wulfgar are the most common race, residing in vast numbers in cities, towns, and villages from the Nhar banks in the Adernian Dunes to the kingdoms of the Kings Plains.

In addition, some humans live within regions dominated by other races or in succeeded residences outside of any nation or empire.

HUMAN ETHNICITIES

Humans have a large variety of body types, skin colors, hairs, and eyes. But the majority

In the continent of Wulfgar, four human ethnic groups are widely recognized, though over a dozen others are found in more localized areas of Wulfgar.

ADERNIANS

Slender in build than most other humans, Adernians have dusky brown skin, curly black hair, and oak brown eyes.

They're found primarily in the free cities of the Nhar Banks of the Adernian Dunes.

ASTORANS

Astorans are tall, tan skinned folk with brunette or golden hair, and oak brown eyes.

They're found primarily in the Highlands of the Kings Plains.

FORROSANS

Taller and larger than most other humans, Forrosans have ashy white skin, golden or fire red hair, and blue eyes.

Forrosans inhabit the Windlands of the Kings Plains.

HAFEXIANS

Shorter and slighter in build than most other humans, Hafexians have moon white skin, raven-black hair, and bluish gray eyes.

They're found primarily in the Stormlands of the Kings Plains.

HUMAN TRAITS

This are your Human characters traits.

Ability Score Increase. One ability score increases by 2, and two other ability score increases by 1.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Skilled. You are proficient in a skill, tool, vehicle, armor, or weapon of your choice.

Languages. You can speak, read, and write Common and you can speak one extra language of your choice.

HEIGHT AND WEIGHT

You can generate the height and weight of your character using the Random Weight and Height table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. The same number multiplied by the dice roll of the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

RANDOM HEIGHT AND WEIGHT

Ethnicity	Base Height	Height Modifier	Base Weight	Weight Modifier
Adernian	4'8"	+2d10	110 lb.	x (2d4) lb.
Astoran	4'8"	+2d10	110 lb.	x (2d4) lb.
Forrosan	4'8"	+3d8	110 lb.	x (3d4) lb.
Hafexian	4'8"	+2d8	110 lb.	x (2d4) lb.