

RACES OF WULFGAR

The world of Wulfgar is populated by four humanoid races, each occupying one or more regions of the world.

DWARF

Dwarves are short humanoids with strange eyes, bulky builds, and are usually very hairy. They are an isolationist race that resides almost exclusively in cities built into the mountains of Kaur's Range.

Dwarven society is structured in a clan-based system with a strong emphasis on family lineage, as they believe that their ancestors were demigods tasked with guiding the dwarven race. Occasionally outsiders can become part of a dwarven clan.

DWARVEN NAMES

Dwarves are given a name at birth by their parents with the approval of the clan's elders. All dwarves inherit a clan name that they inform as a suffix to their name in the following structure: "Leif of Arrynar".

The following are some of the various dwarven names.

Male Names: Arvit, Bjorn, Egil, Eirik, Erling, Espen, Geirik, Haakon, Jorgen, Leif, Nils, Ove, Robert, Svein, Thubrel, Tore, Knut, Sverre, Vidar, Sigurd, Stein, Torbjorn, Oystein, Gunnar, Frederik.

Female Names: Astrid, Anna, Anne, Bjorg, Benet, Cecile, Camilla, Helga, Heidi, Eva, Ida, Liv, Mona, Ruth, Torill, Unni, Karen, Signe, Turdi, Inger, Elin, Aslaug, Iaila, Lisbeth, Wenche.

Clan Names: The following are the great clans; Arrynar, Armuren, Karunar, Melmuren, Raghdun, Saldinar, and Sarinar. Then there are the minor clans; Blackhand, Forstbeard, Rambreaker, Stonedrinker, Hammerhand, Ironfist, Hardfeet, Twilightaxe, Warmpike, and Frostforged. Finally there are the traitor clans; Hurbeknar, Ormenar, and Kahrenan.

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 25 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 an artisan's tool 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 in powerful beasts that were created by the twin progenitor elves as guardians and earthly guides of their race.

ELVISH ETHNICITIES

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

ELYRIANS

Elyrians are slightly tanned elves, with pale blond to golden brown hair, and with brown eyes. Elyrians are famous for being brash and loud with little to no political cohesion between the many cities of the valley, but with a strong brotherhood when it comes to dealing with outsiders.

They are commonly found in the Goldpine Valley of the Boreal Forest.

SILVARIANS

Silvarians are paler skinned elves, with dark-brown or black hair, and grey eyes. Silvarians are famous for being reclusive and silver tongued with a strong sense of nationality.

They are commonly found in the Sgaathan Basin of the Boreal Forest.

ELF NAMES

Elves are given a name at birth by their parental figures, this name is then used by the community at large. Elves don't have a clan name like the dwarves or a surname like the humans, instead elves refer to one of their parents name and their city of origin as if they were surnames, like in the following structure: "Aiden son of Ainnor of Visby".

The following are some of the various elvish names.

Male Names: Aiden, Ailean, Baird, Barry, Bowyn, Cailen, Calum, D'Ary, Dacian, Daryn, Egan, Egon, Erynn, Ewan, Fagen, Finn, Kael, Manus, Mannis, Nolan, Oran, Riley, Roy, Sullivan, Tully.

Female Names: Aigneis, Ailie, Barabell, Breandan, Caela, Caila, Calynn, Ceit, Eshne, Erline, Frangag, Kallie, Keely, Leitis, Liusaidh, Mairi, Nuria, Neala, Onora, Raonaid, Seana, Shanley, Silis, Trina, Una.

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

Goliaths are tall and bulky humanoids with grayish white skin, blue eyes, and angular faces. They reside in the frigid and mountainous tundras of the Vrostian Peaks.

Most goliaths live in nomadic tribes that hunt and forage to survive or in small rural communities, but some reside in the only two cities of the kingdom.

GOLIATH NAMES

When a new goliath is born the members of the tribe vote on the infants name, while the parents veto the names proposed. Goliaths have no use for clan names or surnames as their tribes rarely exceed fifty members. Instead goliath society encourages its members to create permanent body markings in the styles of their tribes.

The following are some of the various gliath names.

Male Names: Askan, Aleksan, Blaz, Bogdan, Borovir, Chestmir, Dalibor, Dragomir, Glebu, Kazimir, Kresimir, Iskan, Kyrilu, Milosh, Nikola, Permislav, Ratmir, Rostislav, Ross, Vasil, Velmir, Yaro, Yarognev, Yaromir, Zbignev.

Female Names: Anya, Anastasia, Daria, Nadia, Luka, Sveta, Endellion, Feodora, Ondrea, Korva, Lexa, Nagda, Peryn, Ilka, Zivka, Lavera, Ivania, Iskara, Ajla, Zorrah, Evonnina, Kitka, Kalene, Vrushka, Minushka.

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	5'8"	+2d10	150 lb.	x (1d6) lb.

HUMAN

Humans are the most common and varied humanoids, 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. Alternatively you can increase four different ability score increase 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.