

RACES OF WULFGAR

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 Dwarvish.

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 Elvish.

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 Common and one extra language of your choice.

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 Goliath.