**DnD Summary of Races**

**Dwarves:**

Dwarves are short and stocky and are recognized for their stature and size. On average they are between 4'' to 4''8" tall. They have dark eyes, dark hair, and rosy cheeks. Dwarves usually live up to 350 years old. They come from mountainous or hilly regions and do not like the sea. They treasure things of the earth such as gems, rubies, diamonds and most of all, gold. They are non-magical creatures but are more suited for fighting, warcraft and scientific arts such as engineering.

**Available Classes:**

Cleric

Fighter

Thief

**Multi-Classes:**

Fighter/Cleric

Fighter/Thief

**Positive Modifiers:**

Constitution: +1

Constitution Saving Throw: +1 for every 3 Constitution Points, against Magical Items/Spells and Poisons

Chance to Hit: +1 against orcs, half-orcs, goblins, and hobgoblins

Chance to be Hit: -4 for Large Creatures

**Negative Modifiers:**

Charisma: -1

Magical Items: 20% chance to malfunction (except for class specific items, such as a cleric using priest items

**Race Skills:**

Infravision: See up to 60' in the dark

Detect Mining Phenomenon from 10' away:

Detect grade or slope in a passage: 1-5 on 1d6

Detect new tunnel/passage construction: 1-5 on 1d6

Detect sliding/shifting walls or rooms: 1-4 on 1d6

Detect stonework traps, pits, and deadfalls: 1-3 on 1d6

Determine approximate depth underground: 1-3 on 1d6

**Elves:**

Elves are somewhat shorter and slimmer than humans. Their physical features are finely chiseled and delicate, and they speak in melodic tones. Although they appear to be weak and frail, but are instead quick and strong. Elves can live for over 1,200 years, although they often feel it is time to leave the realms of men and mortals well before this time. It is uncertain, where they go, but it is an irresistible urge of the elven race. There are five main types of elves: aquatic, gray, high, wood and dark. High elves are the most common. Elves find magic and swordplay fascinating and if they have any weaknesses, it is in these interests.

**Available Classes:**

Cleric

Fighter

Wizard

Thief

Ranger

**Multi-Classes:**

Fighter/Mage

Fighter/Thief

Fighter/Mage/Thief

Mage/Thief

**Positive Modifiers:**

Dexterity: +1

Resistance: 90% against sleep and charm spells

Damage: +1 to Bow (other than crossbow)

+1 short or long Sword

Surprise Attacks: -4 for opponent, -2 if opening a door (elf must not be wearing metal armor, alone or with a full party of elves/halfling, also not in metal armor, or 90'' feet away from their group)

**Negative Modifiers:**

Constitution: -1

**Race Skills:**

Infravision: See up to 60' in the dark

Detect Secret and Concealed doors from 10' away:

Chance to notice: 1 on 1d6

Find if actively searching for door: 1-2 on 1d6

Find if actively searching for concealed portal: 1-3 on a 1d6

**Gnomes:**

Gnomes are significantly shorter than their relative dwarven race and are less round, as they proudly maintain. Their noses, however, are significantly larger and have dark tan or brown skin and white hair. Gnomes typically live up to 350 years old. Gnomes are lively and have a sly sense of humor and have a great love for living things and finely wrought. They love precious stones and are masters at gem polishing and cutting. Gnomes tend to live in rolling, rocky hills and wooded areas that are uninhabited by humans.

**Available Classes:**

Cleric

Fighter

Illusionist

Thief

**Multi-Classes:**

Fighter/Thief

Illusionist/Thief

**Positive Modifiers:**

Intelligence: +1

Constitution Saving Throw: +1 for every 3 Constitution Points, against Magical Items/Spells

Chance to Hit: +1 against kobolds and goblins

Chance to be Hit: -4 for Large Creatures

**Negative Modifiers:**

Wisdom: -1

Magical Items: 20% chance to malfunction (except for weapons, armor, shields, illusionist items, and (if the character is a thief) items that imitate thieving abilities)

**Race Skills:**

Infravision: See up to 60' in the dark

Detect/Determine from 10' away:

Grade or slope in a passage: 1-5 on 1d6

Unsafe walls, ceiling, or floors: 1-7 on 1d10

Approximate depth underground: 1-4 on 1d6

Approximate direction underground: 1-3 on 1d6

**Half-Elves:**

Half-Elves are the most common mixed-race beings. Half-Elves usually take on physical characteristics of their elven parent. Half-Elves are only such, if their ancestors are the equal or more elven than human. They are on average 5’6” and live 160 years. Half-Elves tend to mingle with both groups of humans and elves and do not have a language of their own. They have a mixture of qualities of that of humans and elf.

**Available Classes:**

Cleric

Druid

Fighter

Ranger

Mage

Specialist Wizard

Thief

Bard

**Multi-Classes:**

Cleric/Fighter

Cleric/Fighter/Mage

Cleric/Ranger

Cleric/Mage

Fighter/Mage

Fighter/Thief

Fighter/Mage/Thief

Mage/Thief

**Positive Modifiers:**

Resistance: 30% against sleep and charm related spells

**Negative Modifiers:**

**Race Skills:**

Infravision: See up to 60' in the dark

Detect Secret and Concealed doors from 10' away:

Chance to notice: 1 on 1d6

Find if actively searching for door: 1-2 on 1d6

Find if actively searching for concealed portal: 1-3 on a 1d6

**Halfling:**

Halflings are much like small humans and have round and flushed complexions, with curly hair and hair on their feet. They prefer to be barefoot and typically live up to 150 years old. Halflings enjoy peaceful and quite lives and overall enjoy their homes to a dangerous journey. They are generous and hardworking and are observant and conversational in friendly company. There are three type of halflings: Hairfeets, Tallfellows, and Stouts, where Hairfeets being the most common type.

**Available Classes:**

Cleric

Fighter

Thief

**Multi-Classes:**

Fighter/Thief

**Positive Modifiers:**

Dexterity: +1

Constitution Saving Throw: +1 for every 3 Constitution Points, against Magical Items/Spells and Poisons

Damage: +1 to Thrown weapons and slings

Surprise Attacks: -4 for opponent, -2 if opening a door (elf must not be wearing metal armor, alone or with a full party of elves/halfling, also not in metal armor, or 90' feet away from their group)

**Negative Modifiers:**

Strength: -1

**Race Skills:**

Infravision: Upon Character creation normal (0’), half (30’) and full (60’), 15%, 25% and 75% chance, respectively

Detect/Determine from 10' away (only if character is half/full Stout):

Grade or slope in a passage: 1-3 on 1d4

Approximate direction underground: 1-3 on 1d6

**Human:**

Humans are exactly as we find them on Earth, ranging from pale to very dark skin. Average height of 5’10” and can live up to 120 years old. Humans are the most social and tolerant of all the other races. Due to their natural qualities, they tend to be major powers in the world and have ruled empires, whereas the other races, due to their own racial qualities, would find it difficult to achieve.

**Available Classes:**

Any Class

**Multi-Classes:**

Any up to 3

**Positive Modifiers:**

**Negative Modifiers:**

**Race Skills:**

Infravision: Normal (0’ away)