Races

# Salamander

Molts 3 times, any element, can spit that type of breath, gain resistance to that element/damage type. Gains wings at a certain level.

strength 2  
vitality   
willpower   
dexterity   
perception 1  
intelligence 3  
arcana 2  
charisma   
luck

Intrinsic flat bonus to spells they molt into.  
Alignment: 40 base

# Minotaur

Cannot wear helmets, horns automatically attack with you 30% of the time in melee damage base d on strength and level. Start with bull rush ability, charge and stun enemy within 8 tiles, 4 turn cooldown.

strength 4  
vitality 2  
willpower 1  
dexterity 1  
perception   
intelligence -3  
arcana -3  
charisma -2  
luck

Bonuses to 2 handed weapons, combat mastery, combat brutality  
Alignment: 25 base

# Human

1 bonus stat point per level, very slight bonuses to all weapon types, all magic types

Alignment: 50 base

strength 1  
vitality 1  
willpower 1  
dexterity 1  
perception 1  
intelligence 1  
arcana 1  
charisma 1  
luck 1

# Dwarf

Mountain Dwarf  
Deep Dwarf

# Elf

Wood Elf  
Drow