

Dwarven Races

The Dwarves of Kesperex were created, along with their larger cousins the Giants they were forged in whole cloth of magic and iron by the Mystic Mother in the Second Age. While some races, such as the Elves have gone through many changes over the years, the earliest forms of Dwarves (the self-styled “True Dwarves”) still exist—their race ruled by the Five Clans (or Sub-races) Cloud Dwarves, Fire Dwarves, Frost Dwarves, Stone Dwarves, and Storm Dwarves. Only the “lesser” Hill Dwarves have evolved later, and these are creatures to be pitied to the True Dwarves (though they are by far the most numerous of the Dwarven Sub-races—numbering more than all True Dwarves combined by the middle of the third age.

There is a debate between Giants and Dwarves about which of the Mystic Mother’s races came first—Dwarves will claim they were created, then corrupted, and that Giants are naught but over-grown Dwarves. The Giants hold that Dwarves are Giants in miniature. This debate has led to an eternal enmity between Dwarves and Giants turning natural allies into bitter rivals.

All Dwarven Sub-races are available for play in any era—though the later on in years the more common Hill Dwarves are, and the less common the other five races. By the end of the Third Age, some True Dwarves number their entire populations in the hundreds, though these few are almost certain to be adventurers and heroes of great renown. By the Third Age, the practice of Hill Dwarf Tribes and Nations being ruled by a small elite of one or more True Dwarf clans is common, and when the armies of a Dwarf Kingdom march as few as one in a ten may be a True Dwarf and the remainder Hill Dwarves.

Cloud Dwarves

Cloud Dwarves stand four feet tall and are thin compared to other Dwarves. Their skin ranges from white, to light blue, to azure and violet, with eyes typically of the opposite color (blue eyes in violet skinned dwarves or violet eyes in blue skinned dwarves.) Cloud Dwarves were the race touched most deeply by the Mystical of their creator, with natural proclivity to casting magic, but they are mercurial changing in their ways—considered by other True Dwarves to have squandered the Mother’s Gifts. Many Cloud Dwarves, however, are quick of tongue and find themselves leading the Armies of Dwarvenkind—or at least calling out the war chants. Cloud Dwarves grow morose if they live where they cannot see the open sky, preferring the vast plains and lowlands to the mountains of other Dwarves.

- +2 Con, +2 Cha, -2 Wis. Cloud Dwarves are hardy and friendly, but tend to lack discipline and focus..
- Humanoid—Cloud Dwarves are humanoid type.
- As medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or Heavy load (unlike other creatures whose speed is reduced in such situations.)
- Darkvision: Dwarves can see in the dark up to 60 feet.
- War chant: Once per day, a cloud dwarf with ranks in Perform (sing, chant, or drum) may perform a war chant. This is a Supernatural ability that does not provoke attacks of opportunity. The effect lasts as long as the Dwarf continues to chant, and two rounds thereafter. All allies within 30 ft, of the Cloud Dwarf gain a +1 Morale bonus to attacks, fortitude saves, will saves against fear, and to skill checks to ride or march into battle. In addition, allies moving in formation and performing no other actions may move an additional 10 ft. per round.
- Mastery of the Winds: Cloud dwarves double the range increment of all ranged weapons they use. They gain +1 to attack with projectile weapons, and +2 with thrown weapons. In addition they add +2 damage with thrown weapons against targets within 30 ft.

- **Weapon familiarity:** Cloud Dwarves are proficient with all thrown weapons, and treat any weapon with the word “Dwarven” in its name as a martial weapon.
- **Stability:** Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, ect).
- **+2 Racial saving throw bonus** against all spells, spell-like, and supernatural abilities. The touch of the Mystic Mother protects Dwarves against mystic attacks.
- **+1 racial bonus on attack roles and damage** against giant. The bonus doubles to +2 against Cloud Giants.
- **+4 Dodge bonus** against Giants.
- **+2 racial bonus to Bluff and Spot.** Cloud Dwarves grow up telling tall tales, and their hours spent among the great plains have honed their eyesight.

Fire Dwarves

Fire Dwarves tend to be shorter and stouter than other dwarves, reaching an average height of 3 ft 6 inches, but often being nearly as wide. With skin ranging from black to maroon, and orange, red, and black hair and eyes, Fire Dwarves cut an intimidating figure. In True Dwarf society, Fire Dwarves most commonly followed the Clerics path—though they tend towards the Darker Gods of Kesperex, favoring especially (LE God of the Sun and NE Fire God). Gruff to the extreme, Fire Dwarves are racial supremacists in the extreme—considering Fire Dwarves the only race that should be allowed to survive into the Fourth Age (though failing to carry out this plan). In later years, many Fire Dwarves have gathered cults or bands of “lesser” races including Orcs, Goblins, Bugbears, Gnomes, and Halflings. They roam the mountain passes and “requisitioning tithes” for the Gods. Only in Gold Peak are Fire Dwarves integrated much with normal dwarven society.

- **+2 Con, +2 Wis, -2 Cha.** Fire Dwarves are hardy and bear a deep connection to the gods, but their manner grates at any but the devout.
- **Humanoid—Fire Dwarves are humanoid type.**
- **As medium creatures,** dwarves have no special bonuses or penalties due to their size.
- **Dwarf base land speed is 20 feet.** However. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or Heavy load (unlike other creatures whose speed is reduced in such situations.)
- **Darkvision:** Dwarves can see in the dark up to 60 feet.
- **Touched By Flames(Su):** A number of times per day equal to their character level plus their Wisdom modifier, Fire Dwarves may call a small fire ball to their hands. They may use this as a Ranged touched attack, or melee touch attack dealing 2d6+ character level damage and calling and throwing it requires a standard action at 1st level, but at 7th level it can be thrown as part of a full attack action, and at 12th level or higher it can be used in place of any attack.
- **Resistance to Fire 5.** This resistance stacks with other sources of fire resistance.
- **Vulnerability to cold 1** (any cold based attack deals 1 additional damage to a Fire Dwarf per die of damage).
- **Weapon familiarity:** Fire Dwarves are proficient with the Greatsword, and treat any weapon with the word “Dwarven” in its name as a martial weapon.
- **Stability:** Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, ect).
- **+2 Racial saving throw bonus** against all spells, spell-like, and supernatural abilities. The touch of the Mystic Mother protects Dwarves against mystic attacks.

- +1 racial bonus on attack roles and damage against giants. The bonus doubles to +2 against Fire Giants.
- +4 Dodge bonus against Giants.
- +2 Racial bonus to Intimidate and Knowledge (Religion). Fire Giants are trained from an early age for religion, and are fearsome to behold.

Frost Dwarves

Frost Dwarves are (more sdescription—look like Frost Giants butdwarf sized, hate Fire Dwarves and Frost giants, ect—tend to be Clerics)

- +2 Con, +2 Wis, -2 Dex. Frost Dwarves are hardy and bear a deep connection to the gods, but clumsy.
- Humanoid—Frost Dwarves are humanoid type.
- As medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures whose speed is reduced in such situations.)
- Darkvision: Dwarves can see in the dark up to 60 feet.
- Touched By Ice (Su): A number of rounds per day equal to their character level plus their Wisdom modifier, Frost Dwarves may lower the ambient temperature of their bodies, causing any creature they touch (or that strikes them in melee combat) to take 2d6+character level Cold damage. Activate this ability as a Standard action at 1st level, as a Move Action at 5th level, as a Swift Action at 10th level, and as an immediate action at 15th level.
- Resistance to Cold 5. This resistance stacks with other soruces of Cold Resistance.
- Vulnerability to Fire 1 (any Fire based attack deals 1 additional damage to a Frost Dwarf per die of damage).
- Weapon familiarity: Frost Dwarves are proficient with the Greataxe, and treat any weapon with the word “Dwarven” in its name as a martial weapon.
- Stability: Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, ect).
- +2 racial saving throw bonus against all spells, spell-like, and supernatural abilities. The touch of the Mystic Mother protects Dwarves against mystic attacks.
- +1 racial bonus on attack roles and damage against giants. The bonus doubles to +2 against Frost Giants.
- +4 Dodge bonus against Giants.
- +2 racial bonus to Sense Motive and Knowledge (Religion). Frost Dwarves are expert at taking stock of their friends—and foes, and trained deeply in the religions of Kesperex.

Stone Dwarves

Stone Dwarves are (ect—look like stone giants but Dwarf sized; tend to be Sorcerers)

- +2 Con, +2 Dex, -2 Int. Stone Dwarves are hardy and nimble but lack the concentration of some of their kindred.
- Humanoid—Stone Dwarves are humanoid type.
- As medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or Heavy load (unlike other creatures whose speed is reduced in such situations.)
- Darkvision: Dwarves can see in the dark up to 60 feet.

- **Stonecunning:** This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- +2 Natural Armor.
- **Weapon familiarity:** Stone Dwarves are familiar with any weapon with the word "Dwarven" in its name as a martial weapon.
- **Stability:** Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, etc).
- +2 Racial saving throw bonus against all spells, spell-like, and supernatural abilities. The touch of the Mystic Mother protects Dwarves against mystic attacks.
- +1 racial bonus on attack rolls and damage against giants. The bonus doubles to +2 against Stone Giants.
- +4 Dodge bonus against Giants.
- +2 racial bonus to Spellcraft and any Craft Checks involving stone. Stone Dwarves are expert at carving in rock and stone, and have an inherent flair for recognizing spells.

Storm Dwarves

Storm Dwarves are (like Storm Giants but Dwarf sized; tend to be Wizards)

- +2 Con, +2 Int, -2 Dex. Stone Dwarves are hardy and quick of wit, but slow of hand.
- **Humanoid**—Storm Dwarves are humanoid type.
- As medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or Heavy load (unlike other creatures whose speed is reduced in such situations.)
- **Darkvision:** Dwarves can see in the dark up to 60 feet.
- **Storm's Children:** Storm Dwarves are immune to the harmful effects of Winds less than Hurricane force, and treat Hurricane and higher winds as though they were two wind categories less.
- **Spark of Life:**): A number of times per day equal to their character level plus their Intelligence modifier a Storm Dwarf may call a small spark of Lightning to their hands. This can be used as a touch attack, thrown as a ranged touch attack with a -2 penalty, or used as a healing spell only on creatures below 0 hit points. If used as an attack it deals 2d6 damage; if used as a healing spell on a dying ally it restores 2d4 hit points of damage.
- **Resistance to Lightning:** 5
- **Weapon familiarity:** Storm Dwarves are familiar with the long bow and any weapon with the word "Dwarven" in its name as a martial weapon.
- **Stability:** Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, etc).
- **Natural Researcher:** +5 to the bonus provided for researching any knowledge skills or information and to all checks involving the use of libraries and other knowledge depositories.

- +2 Racial saving throw bonus against all spells, spell-like, and supernatural abilities. The touch of the Mystic Mother protects Dwarves against mystic attacks.
- +1 racial bonus on attack rolls and damage against giants. The bonus doubles to +2 against Storm Giants.
- +4 Dodge bonus against Giants.

Hill Dwarves

Look like Dwarves in most settings; considered the lowest of the Dwarves, but are the most common.

- +2 Con, +2 to Any one ability, - 2 Cha
- As medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However. Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or Heavy load (unlike other creatures whose speed is reduced in such situations.)
- Darkvision: Dwarves can see in the dark up to 60 feet.
- Bonus feat: Hill Dwarves select one additional feat at 1st level
- Weapon familiarity: Storm Dwarves are familiar with any weapon with the word "Dwarven" in its name as a martial weapon.
- Stability: Dwarves are exceptionally stable on their feet. A dwarf gains +4 bonus on ability checks to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, ect).
- +2 Racial saving throw bonus against all spells, spell-like, and supernatural abilities. The touch of the Mystic Mother protects Dwarves against mystic attacks.
- +1 racial bonus on attack rolls and damage against giants. The bonus doubles to +2 against Hill Giants.
- +4 Dodge bonus against Giants.