



DWARF



BUGBEAR



HUMAN



HALFLING



ELF (WOOD)



ELF (HIGH)

DWARF

- » A +10 to starting STR.
- » A +5 to starting body points (this is in addition to the BP a dwarf has).
- » Infravision (12 spaces, sight using infra-red signatures in the infra-red spectrum when light is not present).
- » Dwarf Resilience (resist poison and miasma).
- » Move 6 spaces.
- » Speaks dwarfish tradespeak.

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HUMAN

- » A +10 to starting WIL.
- » Human Versatility (one additional description).
- » Resilience (+10 to all resistance checks).
- » Moves faster.
- » Speaks many and tradespeak.

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ELF (WOOD)

- » A +10 to starting DEX.
- » Natural Training (+10 to hit with longbows and longswords).
- » (+20 to checks involving climbing trees).
- » Dexterity (12 spaces, allows not being hit in low-light, as long as a single star is present in the sky).
- » Elf Resilience (resist charm spells).
- » Move 9 spaces.
- » Speaks elven and tradespeak.

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BUGBEAR

- » A +10 to starting STR and DEX.
- » Infravision (12 spaces, sight using infra-red signatures in the infra-red spectrum when light is not present).
- » Savage (to social interactions with civilized races).
- » Move 8 spaces.
- » Speak goblin tradespeak. By default bugbears are mute.

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HALFLING

- » A +10 to starting DEX.
- » Luck (each encounter, re-roll failed check).
- » Furtive (+10 any checks to hide or sneak).
- » Moves faster.
- » Speaks many and tradespeak.

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ELF (HIGH)

- » A +10 to starting LOG.
- » Arkvision (12 spaces, allows sight in low-light, as long as a single star is present in the sky).
- » Natural Bellcaster (can wear any armor and cast spells without penalty regardless of STR).
- » Elf Resilience (resist charm spells).
- » Move 9 spaces.
- » Speaks elven and tradespeak.

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