

DWARF

Dwarves (Plural) / Dwarf (Singular)
Dwarves / Dwarf

Dwarves are a hardy and proud species who usually live in mountainous regions, but can be found in a variety of climates. They commonly live in vast cities they've built with precision and adorned with elaborate carvings and metal work. The most recognizable trait of a Dwarf is not their stature, as one might expect, because they are capable of growing as tall as any Human. Instead it is the Dwarf's glorious beard and braids that set them apart. Well-kept and adorned with jewelry or personal accessories, these features are a major part of their culture and a source of great pride for the species.

Dwarves are fierce warriors and rarely back down from challenges, either physical or verbal. As a long-lived species, up to five hundred years or so, they tend to live their lives with a "slow and steady wins the race" attitude. A Dwarf's attention to detail borders on obsession, and mixed with the other two traits, this can often lead to infuriating conversations. However, when it comes to war, they are quick and decisive. Glory in battle is a battle worth fighting to win. A Dwarf will go out of their way to help their own, and this is extended to include those to which they've bestowed the title of friend. Noble and unrelenting in battle, should someone manage to befriend a Dwarf, they will have a fiercely loyal comrade for life.

Conversely, Dwarves can hold a long grudge. Dwarves are long-lived and often harbor such grudges for generations. Typically loyal, Dwarves are true to their word; this includes keeping vows and making pledges, for good or ill. They respect tradition and tend to be decisive in action.

Generally peaceful, Dwarves harbor no ill will towards other species. Over their long lives many Dwarf societies have had to battle with Trolls for natural resources. This has resulted in many long and bloody battles between the two. This does not mean all Dwarves have grown up battling Trolls. Some Dwarves have never encountered these creatures because these monsters didn't exist in their home Realm.

Dwarves take great pride in their creations. These are not limited to smithing. From weapons and armor, to towering statues, down to the most delicate of jewelry, even the ale they make has the same passion poured into it. Dwarven artistry is held in the highest regard by most, prized throughout the Realms of Refuge. Be warned, considering the time and meticulous attention to detail that goes into everything they make, Dwarves are not amused by unwarranted criticism. When a Dwarf comes of age, they usually pick a craft to specialize in. Becoming a blacksmith, stone mason, or jeweler are common choices, though they may wind up choosing something completely different. The possibilities are endless for Dwarves venturing out into the world to discover themselves. Some have even been known to become incredible storytellers, though it's been said that their stories tend to be long winded and remarkably detailed. So much so that some have spent days telling them.

Dwarven cities, both large and small, exist all over the Realms of Refuge. This is typically where large amounts of ore and other natural resources can be found. The larger societies become a main hub of leadership and commerce between nations. Many of these hubs are kingdoms ruled by a monarch. Many of these cities are large enough to be broken down into districts for efficiency with governing. Some choose to have a council of district leaders run the country rather than a monarch.



The districts can vary from city to city, but there is usually an Agricultural district, responsible for both underground and surface farming as well as hunting. This is where people typically find some of the best foods and ale, and is the most frequented district by Dwarven and non-Dwarven visitors. It's been said that one hasn't lived until tasting the beer battered boar and frosted ale of the dwarves.

All Dwarves carry the story of their life and lineage with them within the braiding of their hair. These braids are one of the most treasured things in their life. There are two known styles of braiding amongst the Dwarves. One is a braided beard which contains at least two braids decorated with beads, runes, or beard coils. The other is head braids either one large or at least two smaller ones adorned with beads, runes, or coils. Some Dwarves have been known to sport both head and beard braids.

Special Abilities

1. Resist Poison
2. Resist Element
3. Hardy costs -1 XP
4. Blacksmithing costs -1 XP

Due to the trace amount of gases and poisons that can be found lingering in mine shafts deep within the earth where they regularly dwell and work, Dwarves are resistant to Poison. Years of frequent exposure has rendered their bodies more resilient to the toxic assault. They also have strong constitutions and seldom fall ill. The constant extreme physical activities of their daily life have made them tougher than most, and incredibly Hardy. They are toughened against the elements due to continuously being subjected to the intense hot and cold environments where they must perform most of their work. Dwarves are also natural Blacksmiths, finding that they can easily learn the craft.



Appearance Requirements

There are two options when physically representing this species. A beard with at least 2 braids decorated with beads, runes, or beard coils is required; and/or head braids either 1 large or at least 2 smaller ones adorned with beads, runes, or coils. Head braids should be visible from at least 10 feet and must be at least one and a half times shoulder length (from the top of your head to shoulder plus half that length). You may take a combination of both beard and head braids if you choose.

Roleplaying a Dwarf

So you've decided to play a Dwarf! Choosing a Dwarf does not mean you have to play the classic rough and tumble Dwarf from the mountains obsessed with axes and beer. If that is your thing that is always a valid option! Maybe you're from a society of Dwarves living on the coast or maybe a group of dwarves who've learned to live within the harsh sandy deserts. Some culture concepts will be listed here in this packet but you are by no means required to follow these to the

letter. It's your character and your backstory so make it your own. Check in with your local chapter for more ideas of Dwarves that may exist in that Realm. You can also be a Dwarf raised by another species and has never seen a Dwarven society. You can choose to be from anywhere within the worlds of Refuge. Species requirements like the beard and/or head braids are set in stone, but the story behind yours, and what you add to them, is entirely up to you.



Every single Dwarf carries their life experiences and lineage with them through their hair. Dwarves take a deep pride in their beard/hair braids and treat them with the utmost respect. These styles tend to vary from region to region, which means you can get quite creative, while adhering to the guidelines delineated in Prosthetics and Garb. From the time you are born to the day you die, jewelry and important trinkets will mark significant life events for your Dwarf. Each braid is commonly secured at the bottom with a family crest or other symbol deeply significant to your character. Once you choose a specialization, you may add something to represent that. A stone carver might add their first carved stone bead, a jeweler or smith may add a unique braid coil. Really it's up to you to decide what has meaning, when it comes to decorations. Another idea could be trophies from great battles, woven into your braid.

Dwarves might be loyal, decisive, and long-winded characters. They can also be taciturn and curt. They enjoy the finer things in life, and tend to love food and drink in particular. Dwarves are appreciators of arts and craftsmanship, and lovers of a good tale. A Dwarf player may want to seek out stories, especially those belonging to objects or attire. Curiosity may blossom over how objects were made, how weapons were obtained, and why jewelry is worn.