

Beléar's Band of Dwarves from Abarrane-Abaruch

Golnar Tarnitch

Male Black Dwarf – Fighter 2; medium sized humanoid (dwarf); HD: 2d10+8; hps: 24; Init +4 (Improved Initiative); Speed 20 ft; AC 16/14/11 (+6/+4/+2 chain shirt); Attack: BAB: +2; +4 (melee), +2 (ranged), +5 (warhammer; weapon focus); Dmg: 1d8+3 (war hammer)
SV Fort +7, Ref +0, Will +1; AL LG - Str 14, Dex 11, Con 18, Int 11, Wis 12, Cha 10

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone

Skills: Climb +4, Craft (armor-smithing) +2, Handle Animal +3, Literacy (dwarvish) +1, Spot +2

Feats: Power Attack, Improved Initiative, Weapon Focus (warhammer)

Tolnar Tarnitch

Male Black Dwarf – Fighter 2; medium sized humanoid (dwarf); HD: 2d10+7; hps: 22; Init +0; Speed 20 ft; AC 16/14/11 (+6/+4/+2 chain shirt); Attack: BAB: +2; +6 (melee), +2 (ranged), +7 (maul; weapon focus); Dmg: 1d10+6 (masterwork short sword)
SV Fort +5, Ref +0, Will +1; AL LG - Str 18, Dex 10, Con 15, Int 9, Wis 12, Cha 10

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone

Skills: Climb +5, Craft (weapon-smithing) +2, Handle Animal +2, Jump +6, Literacy (dwarvish) +0

Feats: Power Attack, Toughness, Weapon Focus (maul)

Jolnar Tarnitch

Male Black Dwarf – Fighter 2; medium sized humanoid (dwarf); HD: 2d10+4; hps: 22; Init +3; Speed 20 ft; AC 20/18/16 (+6/+4/+2 chain shirt, +3/+3/+3 Dex, +1/+1/+1 small shield); Attack: BAB: +2; +3 (melee), +5 (ranged), +3 (short sword); Dmg: 1d6+1 (short sword)
SV Fort +5, Ref +3, Will +0; AL LG - Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 11

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone

Skills: Climb +3, Craft (weapon-smithing) +2, Handle Animal +1, Jump +3, Literacy (dwarvish) +3, Spot +1

Feats: Dodge, Mobility, Toughness

These three dwarven brothers are very close, both on and off the battlefield. They are strong dwarven traditionalists who hope to create a bond with another dwarven stronghold by traveling there and marrying three dwarven women (or at least that is their plan). They love song, hate orcs and distrust humans. They keep an eye out on each other in battle and work well together as a team.

Captain Adalar Barnath

Male Black Dwarf – Fighter 4 / Rune-thrower 2; medium sized humanoid (dwarf); HD: 4d10 + 2d8 + 18; hps: 51; Init +1; Speed 20 ft; AC 17/18/19 (+6/+7/+8 splint mail, +1/+1/+1 Dex); Attack: BAB: +5; +7 (melee), +6 (ranged), +9 (masterwork great axe; weapon focus); Dmg: 1d10+5 (masterwork great axe)
SV Fort +7, Ref +2, Will +6; AL LG - Str 15, Dex 13, Con 16, Int 11, Wis 14, Cha 11

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone, Spell Prog (3+1), Turn Undead (3/day), Rune-Throwing,

Skills: Climb +3, Jump +4, Heal +3, Literacy (dwarven) +3, Literacy (ancient dwarven) +2, Knowledge (Religion) +3, Knowledge (dwarven history) +2, Handle Animal +3, Literacy (common) +2, Profession (engineer) +2, Scry +4, Concentration (+5), Spot +4, Listen +3.5

Feats: Fleet-Footed, Power Attack, Cleave, Improved Charge, Weapon Focus (great axe), Weapon Specialization (great axe), Dodge, Two-Weapon Fighting (virtual)

Equipment: Great Axe, 2 battle axes, 3 throwing axes, splint mail, helm.

Captain Adalar is young for his position of captain, being only 54 years old. He only recently joined the priesthood and is having a hard time tempering himself – thus his dedication to Krauchaar. Captain Adalar hates humans and elves. He has mixed feelings about Helrahd. He respects him for his ability, but dislikes his outlook. Adalar is very protective of the Tarnitch brothers, hoping to guide them and mold them into powerful warriors for the gods.

Helrahd of the Riverbed

Male Red Dwarf – Ranger 4; medium sized humanoid (dwarf); HD: 4d10 +12; hps: 39; Init +2; Speed 25 ft; AC 18/16/14 (+6/+4/+2 chain shirt, +2/+2/+2 Dex); Attack: BAB: +4; +6 (melee), +6 (ranged), +5/+5 (two hand axes), +6 (short bow); Dmg: 1d6+2/1d6+1 (hand axes), 1d6+2 (short bow built for str)
SV Fort +6, Ref +3, Will +3; AL CG - Str 14, Dex 15, Con 16, Int 12, Wis 14, Cha 13

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone, Spell Prog (1), Species Enemy (Goblinoids, +1 to damage)

Skills: Animal Empathy +4, Climb +2, Craft (weapon-smithing) +3, Handle Animal +4, Heal +4, Hide +8, Intimidate +3, Knowledge (goblin-lore) +2, Listen +4, Move Silently +9, Speak Language (goblin) +2, Spot +6, Wilderness Lore +8

Feats: Ambidexterity, Two-Weapon Fighting, Weapon Focus (hand axe), Tracking, Fleet-footed

Equipment: Three hand axes, strength short composite bow, 20 arrows, chain shirt, healer's kit

Helrahd of the Riverbed is a hill dwarf, and he and his sister Kirla are the only survivors of their stronghold, Krauch-targan, which was overrun by bugbears and goblins. Slightly older than his sister, he never became used to the black dwarf lifestyle, and spent most of his formative years out in the woods, learning the lore of the wilderness and how to track and hunt, as a special clan of dwarves in his home stronghold had. Helrahd is not well-liked among the dwarves of [insert stronghold name], especially since he is held responsible for the “odd” behavior of his sister. Helrahd is strange for a dwarf in that he can speak the goblin language and will converse with humans and elves to gain information, and prefers sleeping under the open sky than in a cave. Helrahd does not speak much. He is succinct in all topics.

Kirla

Female Red Dwarf – Fighter 3; medium sized humanoid (dwarf); HD: 3d10 + 15; hps: 35; Init +1; Speed 20 ft; AC 18/16/14 (+6/+4/+2 chain shirt, +1/+1/+1 Dex, +1/+1/+1 small shield); Attack: BAB: +3; +4 (melee), + 4 (ranged), +5 (light flail; weapon focus); Dmg: 1d8+1 (light flail) SV Fort +7, Ref +2, Will +4; AL LG - Str 13, Dex 13, Con 18, Int 11, Wis 12, Cha 13

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone.

Skills: Climb +3, Jump +4, Heal +3, Literacy (dwarven) +3, Literacy (ancient dwarven) +2, Knowledge (Religion) +3, Knowledge (dwarven history) +2 Handle Animal +3, Literacy (common) +2, Profession (engineer) +2, Scry +4, Concentration (+5), Spot +4, Listen +3.5

Feats: Iron Will, Dodge, Weapon Focus (flail), Toughness

Equipment: Chain Shirt, Helm, Small shield, light flail, light crossbow (15 bolts).

Kirla is a shield-maiden, that is, a dwarven female warrior trained in the defense of a stronghold. She came to Abarrane-Abaruch in her late childhood, but remembers her early life and the months in the wilderness with her brother very well. She is an obstinate and has an independent spirit that is often looked down upon by the black dwarves she has lived with until very recently. This is because of her refusal to take a husband. As a shield-maiden she is allowed to choose whatever unpromised husband she likes in a community but has refused to do so despite the strong dwarven taboos against not being married, because she “has not met the right dwarf”. Unlike her brother (and many dwarven women) Kirla talks a great deal and never hesitates to give her opinion on things, even if unasked for.

Blodnath

Male Black Dwarf – Fighter 1 / Rogue 4; medium sized humanoid (dwarf); HD: 1d10 + 4d6 +13; hps: 37; Init +2; Speed 20 ft; AC 18/16/14 (+6/+4/+2 chain shirt, +2/+2/+2 Dex); Attack: BAB: +4; +5 (melee), + 7 (ranged), +6 (masterwork short sword), +6 (heavy crossbow); Dmg: 1d6+2 (masterwork short sword), 1d10 (heavy crossbow bolt)
SV Fort +5, Ref +6, Will +1; AL NG - Str 13, Dex 15, Con 15, Int 14, Wis 11, Cha 9

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone.

Skills: Appraise +8, Balance +2 (+4), Climb +3 (+5), Concentration* +1, Craft (trap-making) +8, Decipher Script +8, Disable Device +11, Escape Artist +1 (+3), Handle Animal +2, Heal* +1, Hide +5 (+7), Jump +1 (+3), Listen +5, Literacy (dwarven) +4, Move Silently +5 (+7), Open Lock +10, Search +7, Spot +4, Use Rope +5

Feats: Toughness, Skill Focus (disable device), Point Blank Shot

Equipment: Chain Shirt, short sword, heavy crossbow (15 bolts).

Blodnath

Baervard

Male Black Dwarf – Fighter 2 / Rogue 1; medium sized humanoid (dwarf); HD: 2d10 + 1d6 + 9; hps: 30; Init +1; Speed 20 ft; AC 17/15/13 (+6/+4/+2 chain shirt, +1/+1/+1 Dex); Attack: BAB: +2; +4 (melee), + 3 (ranged), +4 (masterwork short sword) and +3 (short sword); Dmg: 1d8+2 (battleaxe) and 1d6+1
SV Fort +6, Ref +3, Will +0; AL NG - Str 14, Dex 13, Con 16, Int 12, Wis 10, Cha 10

Special Abilities: Darkvision, +2 racial bonus on all saves vs. magical effects, +2 racial bonus on all saves vs. poison, Stone-cunning, +1 to racial bonus to attack orcs and goblinoids, +4 dodge bonus to AC vs. giants, +2 racial bonus to appraise stone or metal items or gems, +2 racial bonus to Craft skills related to working on metal or stone.

Skills: Bluff +4, Climb +3 (+5), Jump +2 (+4), Listen +3, Literacy (dwarven) +2, Move Silently +1 (+3), Search +2, Spot +3, Swim +1 (+3), Tumble +4 (+6)

Feats: Ambidexterity, Two-Weapon Fighting, Weapon Focus (short sword), Alertness

Equipment: Chain Shirt, Helm, short sword, hand crossbow (30 bolts).