

KOROPOKURU (EASTERN DWARF)

You are a short stocky demi-human with a love for the natural world. You love the forests, the fresh air and sleeping outdoors under the stars. Only out of necessity will you venture underground, to the dark caverns your western kin call home. Most consider you a dwarf; while you share many similarities to the dwarves of the west, you possess several characteristics that sets you apart from your western kin.

Koropokuru are short stocky folk, possessing similar proportions as their western kin. Koropokuru stand on average a few inches shorter than their western cousins, with the average koropokuru standing 4 feet tall. Like their cousins in the west, koropokuru grow thick long beards. Their hair tends to be black in colour, with greying appearing in the middle years.

Hit points: A koropokuru gains 1d10 hit points at each level.

Weapon Training: Koropokuru are trained in the use of the following melee weapons: longswords, clubs, daggers, darts, flails, hand-axes, maces, short-swords, spears and war hammers. As for ranged weapons, koropokuru are trained to use: short bows, crossbows, slings and javelins. Koropokuru can wear whatever types of armour they can afford. Due to their small stature, koropokuru are unable to wield the following weapons: two-handed swords, lances, polearms, battle axes and longbows.

Alignment: Most koropokuru are lawful, respectful folk, who obey the rules set out by their elders and follow the laws of their communities. Neutral koropokuru are less common, and those of the neutral alignment typically lean towards the life of adventure, leaving their homes to explore the world beyond the boundaries of their forest homes. Chaotic koropokuru are very rare, and those of the chaotic alignment are typically outcasts, expelled from

their communities for deviant behaviour.

Attack modifier: Like dwarves and warriors, koropokuru do not receive a fixed attack modifier at each level. Instead, they receive a deed die, which is applied as bonuses to their attack and damage rolls, or used perform mighty deeds of arms (see warrior description in the DDC rulebook for more detail).

Mighty Deed of Arms: Like warriors and dwarves, koropokuru can perform mighty deeds of arms in combat.

Sling: From an early age, koropokuru have been trained to use the sling. A koropokuru could use their action die to make two sling attacks with a -1d penalty (e.g. if a koropokuru's action die is 1d20, they can make two sling attacks using 2d16); these attacks could target a single opponent or multiple opponents. Like the halfling's ability of due-weapon fighting, fumbles only occurs when a koropokuru rolls a natural ones on both dice.

Koropokuru have a natural talent for finding ammunition for their slings. A koropokuru can replenish a supply of 20 sling stones by searching an area for 10 minutes. This area must contain materials that could be used as sling stones (e.g. small pieces of rock).

Luck: At 1st level, a koropokuru's luck modifier is applied to both their attack and damage rolls when using a sling. **Infra-vision:** Koropokuru can see up to 60' in total darkness.

Slow: Like dwarves, koropokuru have a base movement speed of 20'.

Sense Fresh Water: Gold and gems are not as important to the koropokuru as they are to their western kin. Instead, koropokuru value the outdoors, the fresh air and their forest homes. While their western cousins have the gift for sensing gold

and gemstone, koropokuru have the talent for finding fresh sources of water. A koropokuru will automatically tell the direct of fresh water when they are within a 100' of a fresh water source. Moreover, a koropokuru could determine, by scent alone, whether something has been contaminated or poisoned (e.g. poison that has been slipped into a meal).

Woodland Skills: Due to generations of living in the woodland realms, koropokuru have developed skills in foraging for food and medicine, by identifying and using the various plants, herbs and roots that are found in a woodland environment. As well, koropokuru are skilled trackers, fishermen and hunters (they only hunt out of necessary as their preferred diet is fish). Thus, when making

skill checks involving these skills, koropokuru are considered trained in these skills and roll 1d20 for these checks.

Handling Animals: Koropokuru have a natural ability in handling animals. Therefore, all skill checks made to handle animals are made with 1d20.

Languages: At 1st level, a koropokuru will automatically know Common, the koropokuru racial language and one randomly determined language (see dwarf entry in Appendix L of the DCC rulebook). Koropokuru with high intelligence scores will gain an additional language for every point of their intelligence modifier (see dwarf entry in Appendix L).

Action dice: A Koropokuru receives a second action die at 5th level.

TABLE 1-22: KOROPOKURU

Level	Attack (Deed Die)	Crit Die/Table	Action Die	Ref	Fort	Will
1	+d3*	1d10/III	1d20	+1	+1	+1
2	+d4*	1d12/III	1d20	+1	+1	+1
3	+d5*	1d14/III	1d20	+1	+2	+1
4	+d6*	1d16/IV	1d20	+2	+2	+2
5	+d7*	1d20/IV	1d20 + 1d14	+2	+3	+2
6	+d8*	1d24/V	1d20 + 1d16	+2	+4	+2
7	+d10+1*	1d30/V	1d20 + 1d20	+3	+4	+3
8	+d10+2*	1d30/V	1d20 + 1d20	+3	+5	+3
9	+d10+3*	2d20/V	1d20 + 1d20	+3	+5	+3
10	+d10+4*	2d20/V	1d20 + 1d20+1d14	+4	+6	+4

* A koropokuru's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both the attack and damage rolls. At higher levels, the koropokuru adds both a die and a fixed value.

TABLE 1-23: KOROPOKURU TITLES

Level	Title by Alignment		
	Lawful	Neutral	Chaotic
1	Disciple	Wanderer	Outcast
2	Teacher	Pioneer	Trouble-maker
3	Mentor	Traveller	Deviant
4	Chief	Explorer	Vagabond
5	Master	Seeker	Rebel

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