

# Mül (Half-Dwarf)

Tough as a dwarf, and as stubborn as a human

## RACIAL TRAITS

**Average Height:** 5'6"-6'2"

**Average Weight:** 160 – 230 lb.

**Ability Scores:** +2 Strength, +2 Constitution

**Size:** Medium

**Speed:** 6 squares

**Vision:** Normal

**Languages:** Common, Dwarven

**Skill Bonuses:** +2 Endurance, +2 Athletics

**Dual Heritage:** You can take feats that have either dwarf or human as a prerequisite (as well as those specifically for müls,) as long as you meet any other requirements.

**Indomitable Defense:** When you use your second wind, you gain an additional +2 bonus to all defenses until the start of your next turn.

**Shrug It Off:** You can use Shrug It Off as an encounter power.

**Stubborn as a Mül:** When making a death saving throw, if you roll a 19 or a 20 you may spend a healing surge (page 295). In addition, anytime you spend a healing surge because you rolled 19 or higher on a death saving throw, you gain a number of additional hp equal to your Constitution Modifier.

## Shrug it Off (Mül Racial Power)

Your enemies attempt to wear you down is laughable.

**Encounter**

**Immediate Reaction** [1] **Personal**

**Trigger:** You are hit by an effect that a save can end.

**Effect:** Reroll your saving throw against a condition. You must take the second roll, even if it's lower.

Very rarely do dwarves and humans mate. When they do, the couples are more often than not biologically incompatible to bear offspring. In the unlikely event that the parents are capable of produce a child the result, regardless of parentage, is always a mül.

Born to mixed couples they are often the subject of prejudice in both their native societies. Due to their inability to bear children many find solace in religious sects or in leadership positions where they can be a figurative father or mother. Their hardy physique makes them very capable fighters and warlords. Fortunately their natural toughness makes them apt candidates for adventuring.

Play a mül if you want . . .

- to be able to shrug off ruining pain, survive in the most unforgiving environments and stand firm against waves of enemies.
- to show a world its not who you were born to but what you do that determines your greatness.
- to be a member of a race that favors the fighter, warlord and cleric class.

## PHYSICAL QUALITIES

Müls are as slightly shorter than their human parents and typically not as broad as their dwarven parents. They are born hairless and only grow eyebrows and eyelashes, along with nose & ear hair, within a few weeks of being born. That is all the hair they will ever grow. Skin tones and eye color run the typical gamut of human and dwarf norms.

Many villages frown upon the birth of a mül child as they are all sterile or barren and cannot produce offspring to help sustain a community. Thus, many are led to live violent and arduous lives of the second-class citizenry. Most of the relatively few müls to exist become warriors.

There is no commonality to mül society. One might say there isn't one since there are so few of them in the world.

On the off chance that two of these beings should ever meet they're just as likely to rejoice in commonality as to manifest an instant dislike for the other because of what they represent, an outcast in a cruel and unfair world.

Müls don't live any longer than their human parents but like their dwarven parents manage to stave off the effects of old-age right up until the last few months of life.

## PLAYING A MÜL

Inheriting the best parts of their mixed parentage müls are ideally suited to live the life of an adventurer. They typically see the world from the perspective of a victim as they are usually treated unfairly by a world that doesn't want them. That is not to say that they are all anti-social misanthropes but most members of the mül race are at least cautious when first introduced to new people.

One trait that is universally shared by all müls is their almost iron built bodies. They are able to endure beyond the limits of any other humanoid race. They can perform grueling, intense labor for days at a time without rest, food and with very little water. This, unfortunately, makes them especially attractive to slavers and more than a few of these rare breed beings have been captured and sold into unwilling servitude.

Mül Characteristics: Angry, cautious, defiant, hard-nosed, lonely, uncouth

## MÜL ADVENTURERS

Three sample mül adventurers are described below.

Rikus was born into slavery but his spirit was always free. Pitted to face horrible creatures for the amusement of a cruel king for most of his life he was at last able to secure his freedom when he helped over throw the corrupt monarch and slavery was outlawed. Now, Rikus uses his sword to lead mighty legions against slave owning nations in a bloody crusade to end slavery across the land.

Negotiations, after all, are for more civilized races.

Ezekiel was abandoned at birth on the doorstep of a church dedicated to Moradin. He was raised as a ward of the church and trained in the holy texts of the creation god.

Now a grown man, Ezekiel has begun a pilgrimage to preach the word of Moradin and do good deeds in his name. He ultimately hopes to create a great cathedral to his patron god and fill it with his converted followers. They will be his children and he their father.

Tulg was raised by the cruel world that rejected him. The streets were his home and from them he learned self-reliance, pride in himself and that the strong must do whatever it takes to survive; even take from the weak. Tulg resents his life and wonders what it would be like to live the charmed life of a noble. Perhaps when he accumulates enough wealth he will find out.



## Racial Feats:

### ARENA BRED

Heroic Tier

**Prerequisite:** Mül, Martial Class

**Benefit:** You gain proficiency with the Whip, the Bola, or the Net, and gain a +2 feat bonus to damage with your choice.

### Stone Tackle

Heroic Tier

**Prerequisite:** Mül

**Benefit:** When you successfully bull rush an opponent, they are knocked prone at the end of the push.

### Like a Rock

Paragon Tier

**Prerequisite:** Mül

**Benefit:** You gain resist all 1.

### Relentless Will

Paragon Tier

**Prerequisite:** Mül

**Benefit:** When you use your Shrug it Off Racial ability, you gain a bonus to the save equal to your con modifier. This supersedes the normal +2 bonus.

### Defiant Unto Death

Epic Tier

**Prerequisite:** Mül

**Benefit:** You must fail four death saves instead of three to die.