

Dwarf

Ability Scores: +2 CON, +1 STR

Hit Dice: 1d10 per level

Hit Points (1st level): 10 + CON modifier

Hit Points (subsequent levels): 1d10 + CON modifier

Speed: 25' (heavy armour does not reduce)

Darkvision: 60'

Background

You are a soldier from the deep subterranean realms of your people.

Choose your speciality (or roll 1d8): 1: Officer, 2: Scout, 3: Infantry, 4: Cavalry, 5: Healer, 6: Quartermaster, 7: Standard bearer, 8: Support staff (cook, blacksmith, or the like).

Military Rank: You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or steeds for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Proficiencies

Languages: Common, Dwarfish

Arms: All armour, Shields, All weapons

Saving Throws: STR and CON

Tools: Land Vehicles, **choose** one Gaming Set (dice, dragon chess, playing cards, or 3-dragon ante), plus **choose** one of Smith's Tools, Brewer's Supplies, Mason's Tools

Skills: Athletics, Intimidation, History (related to stonework), plus **choose** two of Acrobatics, Animal Handling, History, Insight, Medicine, Perception, Survival

Features

Fighting Style: **choose** one of:

- *Archery:* +2 to ranged Attack Rolls.
- *Defence:* When wearing armour: +1 AC.
- *Duelling:* When wielding a Melee Weapon in one hand and no other weapons: +2 damage with that weapon.
- *Great Weapon Fighting:* When wielding a Two-Handed or Versatile Weapon in two hands: re-roll one 1 or 2 on a damage die.
- *Protection:* When wielding a shield: Use your Reaction to impose Disadvantage on an Attack Roll against an ally within 5'. You must be able to see the attacker.
- *Two-Weapon Fighting:* When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Resilience: Advantage on saves against poison. Resistance (half damage) against poison.

Second Wind: On your turn, as a Bonus Action, regain 1d10 + level HP. Long/short rest to recharge.

Equipment

An insignia of military rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or deck of cards, a set of common clothes, a belt pouch containing 10gp.

Choose either (a) chain mail or (b) leather armour, longbow, 20 arrows.

Choose either (a) a battle axe and a shield or (b) a warhammer and a light hammer.

Choose either (a) a light crossbow and 20 bolts or (b) two handaxes.

Choose either (a) a dungeoneer's pack or (b) an explorer's pack.

Level Advancement

2nd level: *Action Surge:* On your turn, take an additional Action as a Bonus Action. Long/short rest to recharge.

3rd level: *Improved Critical:* Weapons crit on 19-20.

4th level: Ability Score Improvement

5th level: *Extra Attack:* Attack two times per Attack Action.

6th level: Ability Score Improvement

7th level: Add half your Proficiency Bonus to any STR, DEX, or CON check to which it doesn't already apply.

7th level: Add your STR modifier to the distance in feet of your Running Long Jump.

8th level: Ability Score Improvement

9th level: *Indomitable:* Reroll a failed Save. Long rest to recharge.

10th level: Pick a second Fighting Style.

11th level: Extra Attack → 3 times per Attack Action.

12th level: Ability Score Improvement

13th level: Indomitable → 2 per Long Rest.

14th level: Ability Score Improvement

15th level: Improved Critical → 18-20.

16th level: Ability Score Improvement

17th level: Action Surge → 2 per rest, but still only once per turn.

17th level: Indomitable → 3 per Long Rest.

18th level: At the start of your turn, if you are below half, but above 0 HP, regain 5 + Con modifier HP.

19th level: Ability Score Improvement

20th level: Extra Attack → 4 times per Attack Action.