

# Dwarf

*Ability Scores:* +2 CON, +1 STR

*Hit Dice:* 1d10 per level

*Hit Points (1<sup>st</sup> 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

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

3<sup>rd</sup> level: *Improved Critical:* Weapons crit on 19-20.

4<sup>th</sup> level: Ability Score Improvement

5<sup>th</sup> level: *Extra Attack:* Attack two times per Attack Action.

6<sup>th</sup> level: Ability Score Improvement

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

7<sup>th</sup> level: Add you STR modifier to the distance in feet of your Running Long Jump.

8<sup>th</sup> level: Ability Score Improvement

9<sup>th</sup> level: *Indomitable:* Reroll a failed Save. Long rest to recharge.

10<sup>th</sup> level: Pick a second Fighting Style.

11<sup>th</sup> level: Extra Attack → 3 times per Attack Action.

12<sup>th</sup> level: Ability Score Improvement

13<sup>th</sup> level: Indomitable → 2 per Long Rest.

14<sup>th</sup> level: Ability Score Improvement

15<sup>th</sup> level: Improved Critical → 18-20.

16<sup>th</sup> level: Ability Score Improvement

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

17<sup>th</sup> level: Indomitable → 3 per Long Rest.

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

19<sup>th</sup> level: Ability Score Improvement

20<sup>th</sup> level: Extra Attack → 4 times per Attack Action.