

a mighty boulder tumbles through a subterranean cavern. Take a Step into the square of a foe that is your size or smaller, and the foe must move into the empty space directly behind it. The foe must move even if doing so places it in harm's way. The foe can attempt a Fortitude saving throw against your Athletics DC to block your Step. If the foe attempts this saving throw, unless it critically succeeds, it takes bludgeoning damage equal to your level plus your Strength modifier.

If the foe can't move into an empty space (if it is surrounded by solid objects or other creatures, for example), your Boulder Roll has no effect.

DWARVEN WEAPON CUNNING

FEAT 5

DWARF

Prerequisites Dwarf Weapon Familiarity

You've learned cunning techniques to get the best effects out of your dwarven weapons. Whenever you critically hit using a battle axe, pick, warhammer, or a dwarf weapon, you apply the weapon's critical specialization effect.

9TH LEVEL

MOUNTAIN'S STOUTNESS

FEAT 9

DWARF

Your hardiness lets you withstand more punishment than most before going down. Increase your maximum Hit Points by your level. You also decrease the DC of recovery checks when you have the dying condition by 1.

If you also have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and you decrease the DC of recovery checks by 4.

STONEWALKER

FEAT 9

DWARF

You have a deep reverence for and connection to stone. You gain *meld into stone* as a 3rd-level divine innate spell that you can cast once per day.

If you have the Stonecunning dwarf ancestry feat, you can attempt to find unusual stonework and stonework traps that require legendary proficiency in Perception. If you have both Stonecunning and legendary proficiency in Perception, when you're not Seeking and the GM rolls a secret check for you to notice unusual stonework, you keep the bonus from Stonecunning and don't take the -2 circumstance penalty.

13TH LEVEL

DWARVEN WEAPON EXPERTISE

FEAT 13

DWARF

Prerequisites Dwarf Weapon Familiarity

Your dwarven affinity blends with your training, granting you great skill with dwarven weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for battle axes, picks, warhammers, and all dwarven weapons in which you are trained.

DWARVEN ADVENTURERS

Dwarven adventurers tend to work as treasure hunters or sellswords. They often leave their citadels and subterranean cities in search of wealth to enrich their homeland or to reclaim long-lost dwarven treasures or lands taken by the enemies of their kin.

Typical dwarven backgrounds include acolyte, artisan, merchant, miner, and warrior. Dwarves excel at many of the martial classes, such as barbarian, fighter, monk, and ranger, but they also make excellent clerics and druids.

