

Dwarf

At level 1, you gain the following features as a dwarf. You gain additional features based on your sublineage.

Feature	Description
Stonesense	You have a natural affinity for caving and the underground world. Gain +5 to any History, Geography, and Navigating* checks regarding the underground.
Darkvision	You can see in darkness to a limit, even without any light source. Gain 30 ft of Darkvision.

Sublineage

Choose one of the following sublineages and gain bonus 1st level features based on your selection.

Feature	Sub	Description
Ruin Dweller	Crag	Gain +6 Skill Points that you can spend on any of the following skills. With this feature, you may put up to +4 points into any individual skill. Acrobatics: Balancing, Contorting, Athleticism: Applied Force, Athletics, Crafting: Brewing*, Carpentry*, Cooking*, Leatherworking*, Masonry*, Pottery*, Weaving*, Woodcarving*, Knowledge: History, Luck: Scavenging, * Survival: Navigating*
Stone Minded	Crag	Your WILL increases by +1. When a creature or effect attempts to impose Charmed on you, it must roll 2d20 and take the lower.
Dangersense	Deep	Your ANT increases by +1. When making an AWR check to detect an ambush or trap, roll 2d20 and take the higher.
Deep Dweller	Deep	Gain +6 Skill Points that you can spend on any of the following skills. You cannot put more than +4 points into a single skill using this feature. Acrobatics: Balancing, Contorting, Athleticism: Applied Force, Athletics, Crafting: Alchemy*, Brewing*, Cooking*, Masonry*, Smithing*, Observation: Perceiving, Stamina: Forced March, Survival: Dungeoneering, Navigating*, Sneaking, Tracking
Frozen Fortitude	Mountain	Your FORT increases by +1. When making END checks to mitigate the effects of extreme cold, roll 2d20 and take the higher.
Mountainborn	Mountain	Gain +6 Skill Points that you can spend on any of the following skills. With this feature, you may put up to +4 points into any individual skill. Acrobatics: Balancing, Contorting, Athleticism: Applied Force, Athletics, Crafting: Brewing*, Cooking*, Jeweling*, Leatherworking*, Masonry*, Smithing*, Observation: Appraising, Stamina: Forced March, Survival: Dungeoneering, Evading, Navigating*, Tracking

All Dwarves

You gain an additional feature at the 5th, 10th, 15th, 20th, 25th, and 29th levels.

Feature	PreReq	Description
Craftsdwarf		<i>Repeatable.</i> Gain +6 Skill Points that you can spend on any skills with the crafting tag. With this feature, you may put up to +4 points into any individual skill.
Darkvision II	Darkvision	Gain +30 ft Darkvision.
Dwarven Constitution		<i>Repeatable.</i> Gain +6 Skill Points that you can spend on any skills with the athleticism tag. You cannot spend more than +4 points on a single skill in this way.
Dwarven Ingenuity		Gain +3 to AWR checks to detect hidden doors or traps.
Dwarven Ingenuity II	Dwarven Ingenuity	Gain Tripwire (1/Rest): You may now spend 10 minutes to set a tripwire trap, given that you have the appropriate materials handy. Choose a point within 5 ft of you. When a creature moves into that square, make an attack using your AWR against their ANT. On a hit, the target is Slowed until the end of its next turn. If a creature does not see you set this trap, they must make an AWR/Perceiving check against a DC equal to 10 + your AWR. A trap has 5 HP, an AR of 10, and can be disabled using the same DC.
Dwarven Ingenuity III	Dwarven Ingenuity II	Tripwire becomes 1/Recoup. Additionally, on a hit, your Tripwire ability now deals 1d6 sharp damage and knocks Prone in addition to being Slowed.
Earth-Blood		Gain Resist Toxic +3.
Earth-Blood II	Earth-Blood	Gain Resist Toxic +3, Immune Common Diseases, and Immune Uncommon Diseases.
Earth-Blood III	Earth-Blood II, Character Level 20	Gain Immune Toxic, Immune Common Poison, and Immune Uncommon Poisons.
Steel Heart		<i>Repeatable.</i> Your max HP increases by +5 each time you take this feature.
Stoutling		You can now carry three additional weapons and a total of three items with the unwieldy tag.
Treasure Hunter		<i>Repeatable.</i> Gain +3 to Lockpicking and +4 to Dungeoneering.