Dwarf

Dwarf Traits

Your dwarf character has an assortment of inborn

abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score

increases by 2.

Age. Dwarves mature at the same rate as humans,

but they’re considered young until they reach the

age of 50. On average, they live about 350 years.

Alignment. Most dwarves are lawful, believing

firmly in the benefits of a well-‐‑ordered society. They

tend toward good as well, with a strong sense of fair

play and a belief that everyone deserves to share in

the benefits of a just order.

Size. Dwarves stand between 4 and 5 feet tall and

average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your

speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you

have superior vision in dark and dim conditions. You

can see in dim light within 60 feet of you as if it were

bright light, and in darkness as if it were dim light.

You can’t discern color in darkness, only shades of

gray.

Dwarven Resilience. You have advantage on

saving throws against poison, and you have

resistance against poison damage.

Dwarven Combat Training. You have proficiency

with the battleaxe, handaxe, light hammer, and

warhammer.

Tool Proficiency. You gain proficiency with the

artisan’s tools of your choice: smith’s tools, brewer’s

supplies, or mason’s tools.

Stonecunning. Whenever you make an

Intelligence (History) check related to the origin of

stonework, you are considered proficient in the

History skill and add double your proficiency bonus

to the check, instead of your normal proficiency

bonus.

Languages. You can speak, read, and write

Common and Dwarvish. Dwarvish is full of hard

consonants and guttural sounds, and those

characteristics spill over into whatever other

language a dwarf might speak.