

Type
Humanoid

Size
Medium (4-5 ft tall)

Speed
30 ft

PROFICIENCIES

Languages: Common, Dwarvish,
(pick one) Sign Language — Draconic — Elvish — Giant — Gnomish — Goblin — Halfling — Orc

FEATURES

Darkvision: 120 feet.

Dwarven Resilience: Resistance to Poison damage. Advantage on saving throws versus Poisoned.

Dwarven Toughness: Increase hit points by 1 each level (including first).

Stonecunning: Bonus Action while on stone to gain Tremorsense 60 feet for 10 minutes. Use a number of times equal to proficiency (2). Refresh on Long Rest. ☐ ☐



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