

Dwarf

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins. More than any other race, dwarves have acquired a reputation as dour and humorless artisans of the earth. It could be said that their history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors. They are known for their skill in engineering, their ability to withstand physical punishment, their knowledge of the earth's secrets, their hard work, and their capacity for drinking ale. Their mysterious kingdoms, carved out from the insides of mountains, are renowned for the marvelous treasures that they produce as gifts or for trade.

Dwarf Racial Traits

- **Ability Score Racial Traits:** Dwarves are both tough and wise, but also a bit gruff. They gain +2 Constitution, +2 Wisdom, and –2 Charisma.
- **Size:** Dwarves are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Dwarves are humanoids with the dwarf subtype.
- **Base Speed:** (Slow and Steady) Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Languages:** Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Galkan, Giant, Goblin, Lalafellan, and Orc. See the Linguistics skill page for more information about these languages.

Defense Racial Traits

- **Bond to the Land:** Dwarves gain a +2 dodge bonus to AC whenever they are underground like within caves and dungeons.
- **Defensive Training:** Dwarves gain a +4 dodge bonus to AC against monsters of the giant subtype.
- **Hardy:** Dwarves gain a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Stability:** Dwarves gain a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Feat and Skill Racial Traits

- **Greed:** Dwarves gain a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.
- **Stonecunning:** Dwarves gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
- **Master Tinker:** Dwarves gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Dwarves are also treated as proficient with any non-exotic weapon they have personally crafted.

Offense Racial Traits

- **Hatred:** Dwarves gain a +1 racial bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.
- **Weapon Familiarity:** Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Senses Racial Traits

- **Darkvision:** Dwarves can see perfectly in the dark up to 60 feet.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Barrow Scholar:** Dwarves with this racial trait gain a +2 racial bonus on Knowledge (religion) checks to identify undead and can attempt them untrained. This racial trait replaces stonecunning.
- **Barrow Warden:** Dwarves with this racial trait gain a +1 bonus on attack rolls and a +1 dodge bonus to their AC against undead. This racial trait replaces defensive training and hatred.
- **Craftsman:** Dwarves are known for their superior craftsmanship when it comes to metallurgy and stonework. Dwarves with this racial trait receive a +2 racial bonus on all Craft or Profession checks related to metal or stone. This racial trait replaces greed.
- **Deep Warrior:** Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus on combat maneuver checks made to grapple such creatures (or to continue a grapple). This racial trait replaces defensive training.
- **Giant Hunter:** Dwarves with this racial trait gain a +1 bonus on attack rolls against humanoids with the giant subtype. Furthermore, they gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype. This racial trait replaces the hatred racial trait.
- **Healthy:** Dwarves with this racial trait gain a +2 racial bonus on saves against disease and poison, and they need one fewer consecutive successful save (minimum 1) to be cured of diseases and poisons. This racial trait replaces hardy.
- **Iifa Professor:** Dwarves who worship the life that the Iifa tree provides often research deeply into the lore and powers of said magics. Dwarves gain a +1 racial bonus on Knowledge (arcana) and Knowledge (nature) checks and counts them as class skills. This racial trait replaces greed and master tinker.
- **Lasting Grudge:** Dwarves are notorious for their long-lasting grudges. Those who live up to this racial reputation gain a +1 racial bonus on attack rolls against any individual creature that has attacked them 1 day ago or longer. This racial trait replaces defensive training and hatred.
- **Lorekeeper:** Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) checks that pertain to dwarves or their enemies. They can make such skill checks untrained. This racial trait replaces greed.
- **Magic Resistant:** Some of the older dwarven clans are particularly resistant to magic. Dwarves with this racial trait gain spell resistance equal to 5 + their character level. This resistance can be lowered for 1 round as a standard action. Dwarves with this racial trait take a –2 penalty on all concentration checks made in relation to all spells. This racial trait replaces hardy.
- **Minesight:** Dwarves with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a –2 penalty on saving throws against effects with the light descriptor. This racial trait replaces darkvision.
- **Mountaineer:** Mountain dwarves are skilled at climbing and navigating narrow ledges. Dwarves with this racial trait are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces. This racial trait replaces stability.
- **Mountain Familiarity:** There are some dwarves who live amongst the heights of mountains and around nature, becoming more in tune with said locales. Dwarves gain a +2 dodge bonus to AC whenever they are amongst mountains and hills, or forests (coniferous and deciduous). This choice is made at character creation, and cannot be changed. This racial trait replaces bond to the land.
- **Relentless:** Dwarves are skilled at pushing their way through a battlefield, tossing aside lesser foes with ease. Dwarves with this racial trait receive a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the dwarf and his opponent are standing on the ground. This racial trait replaces stability.

- **Rock Stepper:** Dwarves with this racial trait can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs when they take a 5-foot step. This racial trait replaces stonecunning.
- **Saltbeard:** Dwarves occasionally found iron cities along rugged seacoasts, and natives of such cities gain a +2 bonus on Profession (sailor) and Survival checks while at sea. They gain a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against creatures with the aquatic or water subtype. Their greed racial trait applies only to treasure found in or under the water, but applies to all such treasure regardless of whether or not it contains metal or gemstones. This racial trait replaces defensive training, hatred, and stonecunning.
- **Sky Sentinel:** As creatures with a deep affinity for the ground, dwarves are wary of attacks from above. Enemies on higher ground gain no attack roll bonus against dwarves with this racial trait, and they gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. This racial trait replaces defensive training, hatred, and stonecunning.
- **Stoic Negotiator:** Some dwarves use their unwavering stubbornness to get what they want in negotiations and other business matters. They gain a +2 racial bonus on Bluff, Diplomacy, and Profession (merchant) checks. This racial trait replaces defensive training, hatred, and stonecunning.
- **Stonesinger:** Some dwarves' affinity for the earth grants them greater powers. Dwarves with this racial trait are treated as one level higher when casting spells with the earth descriptor. This ability does not give them early access to level-based powers; it only affects the powers they could use without this ability. This racial trait replaces stonecunning.
- **Surface Survivalist:** Some dwarves have dwelt so long above ground they have lost their ability to see at night. However, their adaptation to extreme environments allows them to treat wind conditions (when determining whether or not they are checked or blown away) and either hot or cold climates (choose one) as one step less severe. This racial trait replaces darkvision.
- **Tavern Hopper:** A dwarf who frequents as many taverns as there are hours in the night. These dwarves are strong of gut and quick to make new friends, but all that drinking may have had an impact on their decision making. A dwarf with this racial trait has +2 Con, +2 Cha, and -2 Wis. This replaces normal starting racial stat modifiers.
- **Tightfisted:** Dwarves with this racial trait gain a +4 racial bonus to their CMD against disarm and steal combat maneuvers and a +2 racial bonus on Perception checks to notice Sleight of Hand attempts. If a dwarf with this trait notices a Sleight of Hand attempt to steal from him and the dwarf is not flat-footed or has Combat Reflexes, the attempt triggers an attack of opportunity from that dwarf. This racial trait replaces stability and stonecunning.
- **Unstoppable:** Some dwarves train from a young age to outlast orcs on the battlefield. They gain Toughness as a bonus feat and a +1 racial bonus on Fortitude saves. This racial trait replaces hardy.
- **Viscous Blood:** Dwarves with this trait takes 1 less point of hit point damage, ability damage, or ability drain (minimum 1) from bleed and blood drain. They can attempt Heal checks to staunch their own bleeding as a swift action each round. This racial trait replaces hardy.
- **Xenophobic:** Isolationist dwarves despise non-dwarven humanoids. They speak only Dwarven and do not gain any bonus languages from possessing a high Intelligence score. In addition, they learn only one language per 2 ranks of Linguistics they possess. However, their untrusting nature gives them a +1 bonus against mind-affecting effects, except for fear affects. This racial trait replaces a dwarf's normal languages.
- **Wyrmscourged:** Dwarves with this racial trait gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural, and spell-like abilities of dragons. They also gain a +2 racial bonus on Knowledge (arcana) checks to identify dragons and can make such checks untrained. This racial trait replaces defensive training, hatred, and stonecunning.

Variant Dwarf Heritages

Although many dwarves follow the general model of the standard dwarf, many more do not. Those of different lineages may evince dramatically different manifestations of their heritage, both in appearance and in ability. Here are 3 different potential heritages for dwarf PCs. If you choose to use a specific bloodline instead of the general rules for creating a dwarf, you should work with your GM to ensure that your character's appearance reflects that bloodline.

- **Alternate Ability:** While most dwarves focuses on their hatred of orcs and goblins, those of the variant heritages listed below gain a different ability.

Table 2-1: Variant Dwarf Heritages

Heritage	Ability Modifiers	Alternate Ability	Description
Conde Petie	+2 Con, +2 Wis, -2 Str	Dwarves select one ally, whenever that ally gets attacked by a creature, gain a +1 racial bonus on attack rolls against that specific creature until it is unconscious.	Unlike most of their kin, those from Conde Petie hold forests and sunlight sacred, and tend to live above the ground.
Firstborn	+2 Con, +2 Int, -2 Cha	Dwarves gain a +1 racial bonus on attack rolls against humanoid creatures of the construct and machina subtypes.	This insular tribe dwells upon great mountains, wearing large metal helms with scarves attached that take upon the appearance of a great beard. When removed, they can easily be mistaken as tarutaru.
Lilty	+2 Str, +2 Int, -2 Dex	Dwarves gain a +1 racial bonus on attack rolls against creatures of the swarm and troop subtypes.	The Lilty are proud, stout warriors and the absolute strongest tribe, with plant-like features on their heads.
Tomran	+2 Con, +2 Wis, -2 Dex	Dwarves gain a +1 racial bonus on attack rolls made against humanoid creatures of an evil alignment or evil subtype.	Protectors of one of the Dark Crystals, these highly intellectual dwarves create magnificent machines, some unbelievable to the age they live.

Racial Feats

The following feats are available to a dwarf character who meets the prerequisites.

- Brewmaster
- Cleave Through
- Cloven Helm
- Dented Helm
- Fight On
- Giant Killer
- Goblin Cleaver
- Hard-headed
- Improved Stonecunning
- Ironguts
- Ironhide
- Ledge Walker
- Let Them Come
- Orc Hewer
- Shatterspell
- Steel Soul

- Stone-Faced
- Stone Singer
- Toxic Recovery
- Twin Thunders

Racial Archetypes

The following racial archetypes are available to dwarves:

- [Dwarven Crossbowyer \(Archer; Dwarf\)](#)
- [Foehammer \(Fighter; Dwarf\)](#)
- [Forgemaster \(White Mage; Dwarf\)](#)
- [Stonelord \(Holy Knight; Dwarf\)](#)
- [Student of the Stone \(Monk; Dwarf\)](#)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1 foot to the range increment with bows or crossbows. This option has no effect unless the archer has selected it 5 times (or another increment of 5).
- **Astrologian:** Select one item creation feat known by the astrologian. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gil (50 gil if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.
- **Bard:** Reduce spell failure chance for performing bard songs when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.
- **Beastmaster:** Add +1 to an animal companion's CMD when adjacent to the beastmaster. If the beastmaster ever replaces his animal companion, the new animal companion gains this bonus.
- **Berserker:** Add +1 to the berserker's total number of rage rounds per day.
- **Black Belt:** Reduce the hardness of any object made from clay, stone, or metal by 1 whenever the object is struck by the black belt's unarmed strike (minimum 0).
- **Black Mage:** Select one item creation feat known by the black mage. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gil (50 gil if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.
- **Blue Mage:** Add +1/4 bonus to damage to the blue mage's natural attacks.
- **Chemist:** Add +1 foot to the range increment of the chemist's thrown splash weapons (including the chemist's bombs). This option has no effect unless the chemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.
- **Chocobo Knight:** Add +1 hit point to the chocobo knight's mount. If the chocobo knight ever replaces his mount, the new mount gains these bonus hit points.
- **Cleric:** Add +1/6 to the cleric's aura of resolve.
- **Dancer:** Add +1 to the dancer's base speed. In combat this option has no effect unless the dancer has selected it five times (or another increment of five). This bonus stacks with the dancer's fleet class feature and applies under the same conditions as that feature.

- **Dark Knight:** Add +1/2 hit point to the dark knight's harm touch ability (whether using it to heal or harm).
- **Dragoon:** Add +1/3 to the dragoon's attack rolls with spears, lances, and polearms.
- **Druid:** Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power.
- **Engineer:** Add +1/4 armor bonus to the AC of the engineer's automaton. If the engineer ever replaces his automaton, the new automaton gains this bonus.
- **Fencer:** Add +1/4 to the fencer's effective class level to determine the extra damage she deals because of the precise strike deed when wielding a light pick or a heavy pick. If the fencer has the Slashing Grace feat or another similar effect, she can treat the battleaxe or handaxe as a one-handed piercing melee weapon, and she gains this benefit when wielding the appropriate weapon for the feat as well.
- **Fighter:** Add +1 to the Fighter's CMD when resisting a bull rush or trip.
- **Freelancer:** Add +1 JP to the freelancer's JP pool. This has no effect unless the freelancer has selected this reward ten times.
- **Gambler:** Add +1/2 to Profession (Gambling) skill checks.
- **Geomancer:** Add +1/2 to earth spell or spell-like ability damage.
- **Gunbreaker:** Add +1/4 to the shield bonus of the keen edge ability.
- **Gunner:** Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.
- **Holy Knight:** Add +1 bonus on concentration checks when casting holy knight spells.
- **Illusionist:** Add +1 bonus on concentration checks when casting illusion spells.
- **Knight:** Add +1 to the knight's total number of defensive stance rounds per day.
- **Medic:** Add +1/2 hit point to the amount healed naturally through holistic care.
- **Monk:** Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).
- **Necromancer:** Add + 1/6 bonus of DR 1/- to the necromancer's damage reduction.
- **Ninja:** Gain a +1/3 bonus on Knowledge (dungeoneering) checks and on Survival checks when underground. If the ninja has a +1 bonus on Knowledge (dungeoneering) checks from this ability, he is also considered trained in that skill.
- **Red Mage:** Select one known ruby arcana usable only once per day. The red mage adds +1/6 to the number of times it can be used per day. Once that ruby arcana is usable twice per day, the red mage must select a different ruby arcana.
- **Samurai:** Add +1/2 to Intimidate skill checks.
- **Scholar:** Add +1/4 to the scholar's effective class level when determining the effects of the arcane barrier and arcane grimoire scholar exploits.
- **Summoner:** Add a +1/4 natural armor bonus to the AC of the summoner's avatar. If the summoner ever replaces his avatar, the new avatar gains this bonus.
- **Sword Saint:** Add a +1/4 of an additional use of the warleader ability.
- **Thief:** Add a +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.
- **Time Mage:** Add 1/6 of an additional d4 to one saving throw when you spend a mote to boost a saving throw. (+1d4 for every six times you select this option.)
- **White Mage:** Add a +1/2 bonus on Knowledge (planes) checks relating to the plane of earth and creatures with the earth subtype.