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ABANDONED ARTS® PRESENTS:

# AMAZING RACES: DWARVES!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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## RACIAL FEATS AND RACIAL CHARACTER TRAITS

Several new feats are featured below for members of the dwarf race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder® Roleplaying Game: Advanced Player's Guide*.™

### DWARVEN FEATS

#### BONDED CRAFTSMAN

*You can more easily augment your arcane-bonded object.*

**PREREQUISITES:** arcane bond (object), dwarf

**BENEFIT:** When adding magical abilities to your bonded object, you count your class level in the relevant class (usually wizard) as though it were 2 levels higher for the purposes of qualifying for the relevant item creation feat. If your bonded object is lost or destroyed, you may replace it with a ritual that costs 100 gold pieces per class level, plus the cost of the masterwork item. Finally, you gain a +4 bonus on Craft and Profession (but not Spellcraft) skill checks when attempting to add abilities to your own bonded object, and when creating or adding abilities to magic items of the same type.

**NORMAL:** Replacing a lost or destroyed bonded object requires a ritual which costs 200 gold pieces per class level, plus the cost of the masterwork item.

#### DWARVEN RINGSMITH

*You can imbue magical rings with a unique spiritual signature.*

**PREREQUISITES:** Forge Ring, dwarf

**BENEFIT:** You can imbue magical rings with a unique signature which responds only to your own personal power. As long as you wear only magical rings that you craft yourself, you may wear up to three magical rings while simultaneously gaining the benefits of all three. This personal signature also makes it immediately and empathically apparent to you when you don a magical ring that you did not create, no matter how finely-crafted a forgery of your own it might be.

Finally, if you also possess the Master Craftsman feat, you may count your skill ranks in the chosen skill as your effective caster level when creating magical rings.

**NORMAL:** You may wear and gain the benefits of two magical rings at once.

#### DWARVEN VITALITY

*You are remarkably resistant to disease.*

**PREREQUISITES:** hardy racial trait, dwarf

**BENEFIT:** You gain a +2 bonus on saving throws against disease.

#### GOLEM ENGINEER

*You can repair constructs reliably and quickly.*

**PREREQUISITES:** Craft Construct, dwarf

**BENEFIT:** As long as you have the relevant tools on hand, you can repair all damage to a single construct that you created. Repairing a construct in this way takes 8 hours of work.

#### IMPROVED SMITH'S SIGHT

*You gain special insights into the nature of artifice.*

**PREREQUISITES:** 5 ranks in any Craft skill, Smith's Sight, dwarf

**BENEFIT:** You gain a +4 insight bonus on Craft skill checks made to identify the properties of a magic item.

#### SMITH'S SIGHT

*You can discern the properties of magic items without spells.*

**PREREQUISITES:** 3 ranks in any Craft skill, dwarf

**BENEFIT:** You can identify the properties of magical items by making a successful Craft skill check in place of a Spellcraft skill check. The type of the Craft check must be the same type required to create the item (for example: Craft [weapons] for a sword, Craft [armor] for a shield, and so on). You do not need to cast the *detect magic* spell to identify the properties of an item in this way, but identifying an item with this feat takes a little longer than it would otherwise, requiring one minute of concentration per item examined.

**NORMAL:** Identifying a magic item requires a Spellcraft skill check and the use of a *detect magic* spell or similar magic.

### DWARVEN CHARACTER TRAITS

#### DWARVEN ARTISAN

*Your studies imparted you with a keen eye for craftsmanship.*

**BENEFIT:** You gain a +1 trait bonus on Appraise and Craft skill checks, and Appraise is always a class skill for you.

#### FROSTHOME MOUNTAINEER

*You hail from the frost-capped crowns of the world.*

**BENEFIT:** You gain cold resistance 1. This energy resistance does not stack with cold resistance from other sources.

#### MASTER OF THE MOLTEN FORGE

*Life amid vast volcanic foundries has made you tough.*

**BENEFIT:** You gain fire resistance 1. This energy resistance does not stack with fire resistance from other sources.

#### WARSONG WARDEN

*You keep the ancient songs and stories of the dwarves.*

**BENEFIT:** You gain a +1 trait bonus on Perform skill checks and on bardic knowledge checks.

## ALTERNATE RACIAL TRAITS

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As described in the *Pathfinder® Roleplaying Game: Advanced Race Guide™*, alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

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**DWARVEN PRIDE:** Dwarves with this racial trait may suppress most of the effects of the shaken condition as long as at least one ally can see them. The incurred penalty to saving throws still applies while the condition is suppressed, except against further fear effects.

This racial trait replaces the greed and hatred traits.

**SCHOLAR OF WAR:** Dwarves with this racial trait gain a +2 bonus on all Knowledge (local) and Knowledge (history) skill checks made to answer questions about or identify those humanoid enemies of dwarvenkind: the drow, derro and duergar, goblins and goblinoids, giants, and orcs.

This racial trait replaces the greed trait.

## RACIAL ARCHETYPES

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As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

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### THE GOBLINMASHER (DWARVEN RANGER ARCHETYPE)

Fast-breeding goblins pose a terrible threat to dwarvenkind, necessitating constant patrols of rangers and warriors dedicated to culling local goblinoid population levels, lest a veritable tide of green-skinned foes overwhelm the dwarves' mountain-homes.

A goblinmasher has the following class features.

**Class Skills:** Goblinmashers add Knowledge (local) to their list of class skills.

**Goblinfoe (Ex):** A goblinmasher must choose Humanoid (goblinoids) as his first favored enemy, and may apply the bonuses of that class feature to attack rolls and the usual skill checks against barghests and greater barghests, goblin dogs, goblin snakes, worgs and winter wolves, and any other creature directly affiliated with or related to goblins or goblinoids. If the goblinmasher possesses the hatred racial trait, he may apply the bonus granted by that trait to attack rolls against such creatures as well.

This ability alters the ranger's first favored enemy and replaces wild empathy.

**Scent Goblins (Ex):** At 3rd level, a goblinmasher gains the ability to detect goblinoids by scent, as though he possessed a limited version of the scent ability with a range of 10 feet. This ability does allow the goblinmasher to track goblinoids by scent.

This ability replaces Endurance.

**Goblinhunter's Bond (Ex):** At 4th level, the goblinmasher must choose to form a hunter's bond with his allies, and not with an animal companion. When the goblinmasher uses this ability to grant his allies a favored enemy bonus against goblinoids, those allies also gain the benefits of the ranger's goblinfoe class feature and his hatred racial trait, if he possesses it.

This ability alters hunter's bond.



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