

Dwarven Survivalist

Prime Requisite: DEX
Requirements: CON 9
Hit Dice: d6
Maximum Level: 11

lvl	XP	Title
1	0	Dwarf Vagrant
2	2000	Dwarf Drifter
3	4000	Hillbilly Dwarf
4	8000	Backwoods Dwarf
5	16000	Country Dwarf
6	32000	Hinterland Dwarf
7	64000	Dwarf Rambler
8	130000	Dwarf Forester
9	260000	Dwarf Explorer
10	390000	Dwarf Ranger
11	520000	Dwarf Warden

Unlike their brethren, Dwarven Survivalists enjoy spending time *outside* their caves. In fact, they spend quite a bit of time outdoors, and are quite the wilderness experts.

Dwarven Survivalists wear **leather armor** or less, and wield **axes** and **bows/crossbows**, though they cannot use longbows. They can choose one **fighting style**. They can **move silently** and **climb walls** as a thief of their level. They can **detect traps**, false walls, hidden construction, and notice if passages are sloped with a proficiency throw of 14+ on 1d20.

As dwarves, they have a certain **Sensitivity to Rock**, and gain a +1 bonus to surprise rolls when underground. They speak **Dwarf, Gnome, Goblin, and Kobold**. They are a **hardy people**, and gain a +3 on saving throws versus Blast and Breath and a +4 bonus on all other saving throws. Finally, they gain a **+2 to all proficiency and thief skill rolls**.

Years spent in the wilderness have honed the dwarven survivalist's **alertness**, giving a +1 to surprise, as well as a +4 bonus to hear noises, and a +4 to detect secret doors. They can spot secret doors on an 18+ with only casual observance.

Dwarven survivalists are **difficult to spot**; on a 3+ in the wilderness, or a 14+ in a dungeon, they can become effectively invisible if they remain motionless. They also have strong **wilderness evasion** skills, giving them a +5 bonus to evade, evading on a 19+ even when surprised. They are experts at **tracking**, and can successfully follow a trail on an 11+.

As a friend of birds and beasts, they can identify plants and animals on an 11+, and can understand the subtle body language of all animals. They gain a +2 to reactions for animals.

Finally, **survival** is key; dwarven survivalists automatically forage enough food to feed themselves, and gains a bonus of +4 to his proficiency roll when feeding others.

At level 9, a dwarven survivalist can build a **Dwarven Vault**, which attracts 3d6x10 1st level dwarves who live there and support for free. It must be built in the wilderness or in a dwarven area.

After level 9, the dwarven survivalist gains 2 HP per level.

HD 1: 500XP

d6

Fighter 1a: 500XP

narrow armor (leather or less)

narrow weapon (axes, bows/crossbows)

1 fighting style

+3 powers

Thief 2: 400XP

5 skills (move silently, climb walls, +3 powers)

Dwarf 2: 600XP

Max level 11

Sensitivity to Rock: All dwarves gain a +1 bonus to surprise rolls when underground.

Dwarf Tongues: All dwarves speak four bonus languages: Dwarf, Gnome, Goblin, and Kobold.

Detect Traps: Because of their experience underground, all dwarves may detect traps, false walls, hidden construction, and notice if passages are sloped with a proficiency throw of 14+ on 1d20.

Hardy People: All dwarves gain a +3 bonus on saving throws versus Blast and Breath and a +4 bonus on all other saving throws.

+2 general proficiencies

+2 to all proficiency rolls

Dwarven Vault 3d6x10 1st level dwarves

total powers: 6

alertness (+1 spr, +4 hear, +4 detect secret doors or 18+ casual obs)

difficult to spot (3+, or 14+ in dungeon)

friend of birds and beasts (identify on 11+, understand reactions, +2 to reactions for animals)

survival (automatically feeds self; +4 to feed others)

tracking (follow on 11+)

wilderness evasion (party +5 to evade, 19+ evade even when surprised)