

# ROBO-DWARF

## ROBO-DWARF TRAITS

**ABILITY SCORE INCREASES:** Your Constitution and Dexterity scores increase by 2.

**AGE:** Robo-Dwarves are assembled in an adult configuration at the Mother Factory. They do not age and may function indefinitely with regularly scheduled maintenance.

**ALIGNMENT:** Properly functioning Robo-Dwarves are Lawful. Though more complex alignment systems might deem them Neutral, their desire to Kill All Humans leads most scholars to deem them Evil.

**SIZE:** Robo-Dwarves stand between 4 and 5 feet tall and constructed of dense and exotic materials such as vulcanized rubber on a titanium frame, average about 270 pounds. Your size is Medium.

(Dwarf, Robo-: Base Height 4' Height Modifier +2d4 Base Weight 260lb Weight Modifier x (2d12) lb.)

**SPEED:** Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

**ROBOTRONIC EYES:** Equipped with precision-calibrated Robo-tronic Eyes, 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.

**ROBOTIC RESILIENCE:** You have advantage on saving throws against necrotic and poison, and you have resistance against necrotic and poison damage (explained in chapter 9).

**VULCANIZED COATING:** While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

**COMMUNE WITH STONE:** Whenever you make an Intelligence (Investigation) check to find traps or other anomalies within stonework, you are considered proficient in the Investigation skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus, so long as your hands are in contact with the stone.

**RAW MATERIALS PROCESSING SYSTEM:** You consume oil instead of water and metal or stone instead of food, which you require in half the volume humans do. If you consume human food, or if you drink or are submerged in water, you have Disadvantage on Strength and Constitution checks, and vulnerability to all damage until you take a long rest and engage your internal repair cycles.

**KILLBOT PROGRAMMING PACKAGE:** You have proficiency with the Battleaxe, Warhammer, and Light and Heavy Crossbows. You have proficiency with most Medium armor but lose proficiency with any armor made from organic materials.

**TOOL PROFICIENCY.** You gain proficiency with the artisan's tools of your choice: Alchemist's Supplies, Mason's Tools, Smith's tools, or Poisoner's Kit.

**LANGUAGES.** You can speak, read, and write Common and Xho. Xho is expressed via rapid strings of binary numbers, punctuated by beeping noises. Your translator module also comes pre-loaded with a halting "Trial" version of the Underworld pidgin of Trappers, Mimics, Cloakers, Storopers, Ear Seekers, and other "dick" monsters.