

**#1 WITH A BULLET POINT**  
**ONE IDEA. ONE PAGE. ONE DOLLAR**

# 13 DWARVEN QUESTING FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

**#1 With A Bullet Point** is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



**SUPER  
GENIUS  
GAMES**

**PATHFINDER®**  
ROLEPLAYING GAME COMPATIBLE



**THE HIGH CONCEPT:** Feats designed to allow dwarves to draw on a rich and storied heritage as a proud people who go on many (well-organized) quests.

## ANCIENT SECRETS

Your ancestors went on many quests, and as a result you have been left with many maps and secrets about how and where your foes may hide their valuables.

**Prerequisites:** Greed or lorekeeper dwarf racial traits.

**Benefit:** You have many maps and snippets of knowledge, passed down from the deeds and histories of your family, that allude to where various creatures hide their treasure. As a result when you have access to your possessions (where it is presumed you keep your maps and histories) you may use create treasure map as a spell-like ability (with a caster level equal to your character level). After using this ability you may not do so again for one month or until you gain another character level (whichever comes first).

## BATTLE NAME

In your past you were part of a famous battle, where you earned an honorific name and learned the weaknesses of one kind of foe.

**Prerequisites:** Ancient enmity, defensive training, giant hunter, hatred, saltbeard or wyrmscourged dwarf racial trait.

**Benefit:** You gain an honorific name (such as Hammershield, Ironeye, or Worgslicer), which ties to a notable battle you took part in against a specific kind of enemy. Select one type of favored enemy from the ranger class feature of the same name. You may apply

your bonuses from your ancient enmity, defensive training, giant hunter, hatred, saltbeard or wyrmscourged dwarf racial trait to your selected favored enemy as well. You also gain a +2 bonus to all Charisma-based ability and skill checks with dwarves, and a -2 penalty to all Charisma-based ability and skill checks with creatures of the same type as your favored foe.

## BY THE NUMBERS

You do not easily lose track of your companions.

**Prerequisites:** Craftsman, greedy, or lorekeeper dwarf racial trait.

**Benefit:** As a free action once per round you may make a Perception check to locate all your traveling companions (or all the members of your dwarven questing band if you are part of one – see Questing Proconsul), and their rough condition (untouched, damaged but above 50% of their hit point total, at 50% or less of their hit point total, unconscious, or dead). The DC for this check is 5 + the number of people in your group or questing company. If you make the check but one or more members are not in your line of sight, you instead know when that person last was in your line of sight, and their condition at the time.

## DWARVEN WEAPON FOCUS

You know that a quest can call for different weapons to overcome different problems, and have practiced with all weapons. Or, at least, all dwarven weapons.

**Prerequisites:** Weapon Focus (with a battleaxe, heavy picks, warhammer, or a weapon with the word “dwarven” in its

name), weapon familiarity dwarf racial trait.

**Benefit:** You can apply the +1 attack bonus from the Weapon Focus feat you used as a prerequisite for this feat to attacks with all battleaxes, heavy picks, and warhammers, as well as any weapon with the word “dwarven” in its name with which you are proficient.

## DWARVEN WEAPON SPECIALIZATION

If it can be smashed, sliced, or perforated, you are ready for it!

**Prerequisites:** Dwarven Weapon Focus, Weapon Focus (with a battleaxe, heavy picks, warhammer, or a weapon with the word “dwarven” in its name), Weapon Specialization (with a battleaxe, heavy picks, warhammer, or a weapon with the word “dwarven” in its name), fighter 4, weapon familiarity dwarf racial trait.

**Benefit:** You can apply the +2 damage bonus from the Weapon specialization feat you used as a prerequisite for this feat to damage rolls for battleaxes, heavy picks, and warhammers, as well as any weapon with the word “dwarven” in its name with which you are proficient.

## HOLD THE LINE

You know a group often must stand together, or it will fall apart.

**Prerequisites:** Base attack bonus +1, stability dwarf racial trait.

**Benefit:** As a move action, you can brace your allies and help them keep their feet. Until the beginning of your next turn, all allies in adjacent squares gain a circumstance bonus to their CMD against bull rush and trip attacks equal to your stability bonus.



## QUESTING PROCONSUL

You know the ins and outs of forming a dwarving questing company.

**Prerequisites:** Dwarven greed racial trait.

**Benefit:** You can create and oversee a contract to form a dwarven questing company. The contract must at least specify the goal of the company's quest, who leads the company (it's acceptable for a questing company to have no set leader but in that case it should be noted), and how treasure is to be divided (the most common solution being equal shares of profits after expenses, but any clear set of rules is acceptable). Larger companies require more complex contracts, so the largest company you can create a contract for is equal to your Wisdom score.

While you are overseeing a company under contract (as part of the questing company), all the members of the company enjoy a sense of security and camaraderie that improve their performance in adversity. As long as members of the questing company can see at least one other member, they receive a +2 morale bonus to AC against attack rolls made to confirm critical hits, and to saving throws against fear.

## SEASONED

You have tested yourself on many quests, and proven your ability to resist most harmful effects.

**Prerequisites:** Hardy dwarf racial trait.

**Benefit:** You gain a +2 bonus to saving throws against curses and diseases.

## SHORT DISTANCES

Sometimes, a quest requires you to hustle.

**Prerequisites:** Racial bonus to Constitution, racial movement rate of 20 ft.

**Benefit:** You can increase your base speed to 30 feet as a free action at the beginning of your turn. At the beginning of your next turn, you must make a Fortitude save (DC 10 + the number of rounds you have used this feat today). On a failed save you are fatigued. Getting a full night's sleep removes the fatigue. You can use this feat a total number of rounds per day equal to your Constitution score.

## STORIED HERITAGE

You are from a long line of noble dwarves who went on many quests, and who made their line (including you) mightier as a result.

**Prerequisite:** Dwarf.

**Benefit:** You gain one of the following dwarf racial traits, without losing any of the standard racial traits: ancient enmity, craftsman, deep warrior, giant hunter, lorekeeper, magic resistant, mountaineer, relentless, rockstepper, stonemonger, stubborn, or surface survivalist. Alternatively, you may take one of the following dwarf racial traits and lose 1 fewer standard dwarf racial traits that normal: saltbeard, sky sentinel, wyrmscourged.

## TOMB SMASHER

You are skilled at breaking onto stone tombs and rock dungeons.

**Prerequisites:** Stonecunning dwarf racial feature.

**Benefit:** You ignore half the hardness of stone targets, and can score critical hits against stone inanimate objects (and earth elementals). If using a pick, your threat range against stone objects (as well as earth elementals) is doubled.

## VENGEFUL

You do not take it kindly when your questing companions are hurt.

**Prerequisite:** Hatred dwarven racial trait.

**Benefit:** When you see an attacker cause a member of a questing company you are a signatory to (see Questing Proconsul) to suffer a critical hit, be knocked unconscious, killed, or made helpless, you gain a +1 bonus to all attack and damage rolls against that attacker until the end of the encounter. If the attacker is of the orc or goblinoid subtype, you also gain the bonuses from your hatred trait as normal.

## VETERAN

You are experienced adventurer, used to assisting others who are in the same questing company as you, or who have similar training to your own.

**Prerequisite:** Racial bonus to Wisdom, age 50+ years.

**Benefit:** You can shout direction to allies who have a strong bond of trust or understanding with you (anyone who has a Teamwork feat you also have, or who is in the same dwarven questing company as you). You may make an aid another check to help such allies at range, as long as both the ally and the creature it is fighting are within line of sight, and the ally is able to hear and see you. Your ally does not need to be adjacent to the foe you aid him against.

You may also aid another to grant bonuses to skill checks at range. You must be able to see both the ally and what task the ally is attempting to accomplish with a skill check.

**Normal:** You may only aid another against an opponent you are in a position to make a melee attack against.

# WE ERR ON THE SIDE OF AWESOME!

**Designer:**  
Owen K.C. Stephens

**Illustrations:**  
Tamas Baranya

**Creative Director:**  
Stan!

**Produced By:**  
Super Genius Games  
[www.supergeniusgames.com](http://www.supergeniusgames.com)

**Graphic Design and Typesetting:**  
R. Hyrum Savage and Lj Stephens

Contents ©2012 Owen K.C. Stephens  
Used with permission.

For more information about Super Genius Games and our upcoming products, follow us on  
Facebook: [www.facebook.com/supergeniusgames](http://www.facebook.com/supergeniusgames), via Twitter: Owen: @Owen\_Stephens, and/or  
Super Genius Games: @SuperGeniusRPG, or at our  
Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>  
All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the “#1 With a Bullet Point: 13 Dwarven Questing Feats” name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook, Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player’s Guide, Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

#1 With a Bullet Point: 13 Dwarven Questing Feats. © 2012, Super Genius Games. Author: Owen K.C. Stephens