

# Dwarven Titan

## The Dwarven Titan (Hero)

### Background:

The Dwarven Titan has a true connection with the metal he works. Weather from the Gods or some other source no one knows or remembers. This path dates back to the early days of the dwarves. It is believed that a dwarf found a titan and repaired or healed it? The titan gave him a gift. That gift has been in his family line ever since. The Dwarven Titan is a path of blood and strength for any dwarf who wants to become one must go through.

### Characteristics:

This is a very small group of dwarves. Often isolated from Dwarven society, a choice they made 900 years ago. They prefer the deep places of the earth. They rarely stray from the underground they love so much. It is also of note that a different group of dwarves splintered off from this group, they travel the seas and waterways underground and they make their home in Siginzâr in western Aviron.

## Membership Requirements

15+ Profession (Mining)  
Commune with earth alone and underground for 1 month. You must survive to gain this path.

### Titan Requirements & Benefits

Path Rank	gc	CP	Benefits
1	500	4	Commune with Earth
2	1,000	3	Improved Stone, Earth Stance
3	1,000	8	Titan Strength, Stone Armor
4	2,000	3	Earth shaping
5	2,500	5	Iron Fist

**Commune with Earth (SU):** You sit on any patch of earth and commune with the earth for 3 minutes. You will know the general lay of the area, any unstable areas and the depth underground you are. Further, you will know what riches are within in 60' of your location that are naturally part of the earth. This is usable 1 time per day per path rank.

**Earth Stance (EX):** Earth Stance is a bonus that stacks and gives you an added +4 vs. being bull rushed or any other thing that might try to move you, such as knock back, and combat maneuvers that hit opponents and alike. This only works when on the ground.

**Titan Strength (EX):** You gain a +1 to your strength ability score for every Dwarven Titan Rank.

**Stone Armor (SU):** You can call upon this ability 1/Dwarven Titan Rank per day. It lasts 1 minute per Dwarven Titan Rank. It changes any armor you are wearing to the hardness of stone. Giving you DR 4. At rank 5 your body becomes Iron and gains DR 6.

**Earth Shaping (SU):** You use your own energies to shape the earth. This ability allows you to shape an area of earth/stone into a shape of your liking. You can shape a 5'x5'x5' area for each rank you are.

**Iron Fist (SU):** You can use your fists to dig, pulverize rock or for combat. You now have a burrow movement with Iron Fist of 3. If you don't have unarmed combat you do now, if you have that you are then trained, if you have that then you are expert, if you have that then you gain weapon focus in unarmed combat. Your fists never take damage from punching, you gain AP 2, and your damage die is 1 better than normal unarmed combat for you. Finally, your grip is such that while trying to maintain a hold or grip on something or someone you gain a +4.