Shadowdark Race as Class

Sample File

Designed for use with

ShadowDark RPG



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The Elf Hero

Elves are fey demihumans with pointed ears. They are typically slender and slightly shorter than humans.

Elf adventurers tend to follow a specific pattern as opposed to those who stay among their people.

While Elves tend to stay in the woods the they call home those that do venture forth tend to be masters of both sword and spell. Elves adventurers are curious about the human world and sometimes this naivete can get them in trouble as they are typically not familiar with human customs. Humans are also somewhat offput by elven habits.



Weapons: All but heavy (2 slot weapons) & warhammer

Armor: leather or mithril (any)

Hit Points: D6 per level

Ancestry Bonus: Elves can take a +1 bonus to either their ranged attacks or spellcasting abiliity

Magic Casting: Elves can cast magic from the wizard spell list. Use INT skill against DC 11 + spell level

Spells

Level	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	3	2	2	1	-
8	3	2	2	2	-
9	3	3	2	2	1
10	3	3	3	2	1

Elf Talents

2d6	Effect
2	Can Learn New Spells From Scrolls per wizard skill
3-6	+1 to melee or ranged attacks
7-9	+2 to Dexterity, Intelligence, Wisdom
10-11	+1 to Spell Casting
12	Choose a talent or + 2 points to distribute to stats

Sample file

The Dwarf Hero

Dwarves are short and stocky, bearded demihumans, who are known for their skill in both weapons and artisan tools. Dwarf craftsmanship is sought out by many races it is as close to perfection one can get. Dwarves typically live underground in communities.
Dwarves pride themselves on their craft and work ethic.
They are a hardy people and have a strong resistance to magic
Dwarf adventurers tend to stick out for their straightforward and practical mannerisms and thought and tend not very jovial.



Armor: All armor and shields

Weapons: All weapons

Hit Points: D6 per level

Ancestry Bonus: Dwarves add +2 to their base HP and roll HP with advantage at each level.

Magic Resistance: DC of spells cast against elves are +1

Dwarvencraft

Wetstone: Int DC 11 - Sharpen 1 weapon. Damage increases +1 until miss attack. Can ONLY be done in camp

Delving: WIS DC 12 - Dwarves have an innate sense of direction underground. Detecting Slope and Air Currents

Architectural Insight: WIS DC 13 - Understand a humanoid made structure. Recognize builder. Strengths and Weakness of Design, etc

Builders Secrets: WIS DC 13 - Dwarves can detect hidden features of built structures such as secret compartments, doors, and traps

Failing a skill roll results in no longer able to perform again till rest

Dwarf Talents

2d6	Effect
2	Weapon Mastery per Fighter Skill
3-6	+1 to melee or ranged attacks
7-9	+2 to Strength, Constitution, Wisdom
10-11	Reduce DC of 1 Dwarvencraft skill by 1
12	Choose a talent or + 2 points to distribute to stats

Sample file

The Halfling Hero

Halflings are small, husky demihumans with auburn curly hair on their feet and heads.
Halflings are typically very good natured even if a little wary of strangers.
Halfling society is built around comradery with their fellows, enjoying the simple life and the natural world and nothing epitomizes this more than their growing and smoking leaf.
They treasure the comforts of home and are not typically known for travelling outside their borders. Those that are adventurers are usually a bit odd.



Weapons: Clubs, Dagger, Javelin, Mace, S. Bow S. Sword, Spear, Staffs

Armor: leather + shields.
(can use any mithril armor if acquired)

Hit Points: D6 per level

Ancestry Bonus: Halflings can "turn invisible" once per day. This affect lasts 3 rounds

AC Bonus: Due to their size Halflings have a +2 AC against creatures larger than human size.

Smokecraft

Puff and Pass: Cha 9 - by offering some of your special stash you can get on the good graces of humanoids. Improve Bribing and bartering.

Herbalism: WIS 12 - halflings knowledge of plants extends to being able to find medicinal herbs as well in the wilderness. With this they can heal 1d6 HP.

Memories of Home: Cha DC 12 - The scent and a carefully shaped smoke pattern briefly reminds someone of a fond memory making them susceptible to the halflings charms

Choking Fog: Con DC 12 - Blows out a dense cloud that makes it hard for near enemies to breathe, imposing disadvantage on the next attack round

Failing a skill roll results in no longer able to perform again till rest

Halfling Talents

2d6	Effect
2	Gain Thievery Skills per thief ability
3-6	+1 to melee or ranged attacks
7-9	+2 to Dexterity, Constitution, Charisma
10-11	Reduce DC of 1 Smokecraft skill by 1
12	Choose a talent or + 2 points to distribute to stats

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