

DEMIHUMAN CLASSES

...for David Black's **Black Hack**. Loosely based on Holmes and Moldvay's basic rulesets. Feedback appreciated (comment here of **find me on G+**).

DWARF

Starting HP : $d10 + 4$

HP Per Level/Resting : $1d10$

Weapons & Armor : Any and All, except two-handed weapons and bows built for humans.

Attack Damage : $1d8 / 1d6$ Unarmed or Improvising

SPECIAL FEATURES

Roll with advantage when testing Intelligence to see in the dark and know about mining and underground construction..

Roll with advantage when testing Constitution to avoid damage or effects from spells or magical devices.

LEVELING UP

Roll to see if attributes increase, roll twice for **Strength** or **Constitution**.

ELF

Starting HP : d6 + 4

HP Per Level/Resting : 1d6

Weapons & Armor : Any and All, as long as they are stylish.

Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Roll with advantage when testing Wisdom and Dexterity to hear sounds, look for secret doors and see in the dark.

LEVELING UP

Roll to see if attributes increase, roll twice for Intelligence or Dexterity.

ARCANE SPELLCASTING

They can remember the following number of spells per day

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

HALFLING

Starting HP : $d6 + 4$

HP Per Level/Resting : 1d6

Weapons & Armor : Any and All, except two-handed weapons and bows built for humans.

Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Halfling luck: once per session per Halfling level, turns disadvantage into advantage for any roll.

Roll with advantage when testing Strength to avoid damage from creatures larger than humans.

LEVELING UP

Roll to see if attributes increase, roll twice for **Constitution** or **Dexterity**.



LEOTAU

Starting HP : d10 + 4

HP Per Level/Resting : 1d10

Weapons & Armor : Spears, Clubs, Axes, Short bow, Gambeson, Leather, Small shield

Attack Damage : 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Once per fight, pounce to attack twice with front claws (d8 damage each). Roll with advantage when testing Wisdom to hunt or track.

LEVELING UP

Roll to see if attributes increase, roll twice for **Strength** or **Constitution**.

