

A RULES SUPPLEMENT  
COMPATIBLE WITH THE  
**The 5<sup>th</sup> Edition**  
RULES OF  
THE ORIGINAL 1974 ROLEPLAYING GAME



**The Majestic Realms**  
**Halfling Shadows**

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## Halfling Shadows

The Halfling race lack of physical strength and magical gifts often means that their only recourse to deal with threats is manipulation and guile. They will plant rumors, lie, and steal to nullify any threat to their race. Their ideal is to transform a potential conflict into one of mutual cooperation. But they will do what takes to nullify the threat if that can't be achieved.

Centuries of survival have given rise to a group of Halflings known as the Shadow. Their deep love of family and home has inspired them to tap into their innermost selves to do what needed. Techniques, honed over generations, have let these select individuals develop almost magical powers. In times of peace, they serves as the eyes and ears of the Halfling realms. In times of crisis, they are called on to act when all other measures fail.

Many of their techniques relies on the almost magical power of Halfling luck. Through training and discipline, they are able to channel their lucks into tricks that produce magical effects and allows them to exceed their physical capabilities. Interestingly it seems this is not innate to the Halfling race. Humans who dwell among Halflings are able to master their luck as well as allied members of other races.

- A Shadow gains 1d8 HP/Level. Max hit points at first level.
- No Proficiency in Armor.
- Proficiency in Simple Weapons and shortswords.
- Proficiency in one type of artisan's tools or musical instrument.
- Proficiency in Strength, Dexterity.
- Proficiency in two of the following; Acrobatics, Athletics, History, Insight, Religion, and Stealth.
- Start out with either 5d4 x 10d in silver pieces

**or**

- Start out with (a) shortsword or (b) any simple weapon
- Start out with (a) a dungeoneer's pack or (b) an explorer's pack
- Start out with 10 darts.
- At 1<sup>st</sup> level, you learn the art of unarmored agility. Your armor class while unarmored and not wielding a shield is equal to 10 + dexterity modifier + wisdom modifier.
- At 1<sup>st</sup> level, you learn the art of pugilism, your finely honed boxing skills give you the following: use dexterity in lieu of strength for unarmed attacks, and shadow weapons, roll a d4 in lieu of normal unarmed damage (this increases as you level). When you make an unarmed strike or use a shadow weapon, you can make an another unarmed strike as a bonus action.

- Shadow weapons are shortswords, clubs, daggers, handaxes, javelins, light hammers, maces, quarterstaves, and spears.
- At 2<sup>nd</sup> level, you learn to focus your luck. This is represented by a number of luck points giving on the level chart. You regain your luck points after a short or long rest. Thirty minutes of which must be spent in contemplation while smoking your pipe.
- You can use one luck point to execute a Rain of Blows with your pugilism. Make two unarmored attacks as a bonus action.
- You can use one luck point to give you Serene Patience that allows you to take the dodge action as a bonus action.
- You can use one luck point to give you the Ring Wearer's Leap which allows you take the disengage action or dash action as a bonus action. In addition your jump distance is doubled for your turn.
- At 2<sup>nd</sup> level, your step quickens by +10 feet per turn as you learn to move while unarmored or not wielding a shield. This increases as you level.
- At 3<sup>rd</sup> level, you learn how to finesse your pipe and pouches to defend yourself from missiles. By using your reaction, you can deflect a missile that about to hit you with your pipe, or deflect it with your sleeves or gear. You do so the damage you suffer from the attack is reduced by 1d10 + your dexterity mod + your Shadow level. If you reduce the damage to zero, you have the option to catch the missile in your pouch provided that you have one hand free to open it. If this occurs you have the option to spend 1 luck point to use the weapon or missile as part of a ranged attack during your reaction. You have proficiency with this attack and it counts as if you are attacking with a Shadow weapon.
- At 3<sup>rd</sup> level, you start learning the Shadow Arts. You learning the following tricks.
- At 3<sup>rd</sup> level, you can use smoke from your pipe to create illusions as if you possess the minor illusion cantrip.
- At 3<sup>rd</sup> level, you can puff away merrily on your pipe and spend 2 luck points to create a cloud of smoke that works the same as a *darkness* spell.
- At 3<sup>rd</sup> level, you can spend 2 luck points to use the smoke you're your pipe to give yourself and others around you the equivalent of casting *pass without trace*.
- At 3<sup>rd</sup> level, you can spend 2 luck points to use a cloud of smoke from your pipe and a little water to create the equivalent of a *silence* spell.
- At 4<sup>th</sup> level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.

- At 4<sup>th</sup> level, you can fall gracefully and use your reaction to reduce falling damage by five times your shadow level.
- At 5<sup>th</sup> level, your mastery of pugilism is such that you can make two attacks during your Attack action.
- At 5<sup>th</sup> level, you better able to focuses your punches with Pugilism so that when you hit a creature with a melee attack you can spend 1 luck point to attempt a Stunning Punch. The target much make a Constitution save or be stunned until the end of your next turn.
- At 6<sup>th</sup> level, your luck is such that your unarmed strike with Pugilism count as magical for the purpose of resistances and immunities.
- At 6<sup>th</sup> level, you learn how to use your instinct to step from one shadow to another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space that you can see. The space also has to be in dim light or shadow. You have advantage on the first melee attack you make for before the end of your turn.
- At 7<sup>th</sup> level, your instinct quicken to the point where you can completely avoid damage from area effects. If you are subjected to a attack that does half-damage on a successful save, you take no damage if you succeed and only half damage if you fail.
- At 7<sup>th</sup> level, you possess a Preternatural Calm that allows you to your action to end one effect that is causing you to be charmed or frightened.
- At 8<sup>th</sup> level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.
- At 9<sup>th</sup> level, your well-honed powers of observation are such that you can find a way to quickly climb across a vertical surface at full movement or find a way to cross a body of liquid without sinking at full movement.
- At 9<sup>th</sup> level, a Shadow may establish a home and attract a circle of fellow enthusiasts to train and listen during daily tea time.
- At 10<sup>th</sup> level, years of eating good food and drinking the finest liquor has given your exceptional health. You are immune to disease and poison.
- At 11<sup>th</sup> level, you have learned to use shadows as a cloak. When you are in an area of dim light or shadow, you can become invisible. You remain invisible until you make an attack, cast a spell, or in an area of bright light.
- At 12<sup>th</sup> level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.

- At 13<sup>th</sup> level, you have become an Expert Conversationalist. You can understand any spoken language and anybody can understand what you have to say.
- At 14<sup>th</sup> level, the various dangers of adventuring simply hold no terror for you. You gain proficiency with all saving throws.
- At 14<sup>th</sup> level, your unflappable nature allows you to spend 1 luck point and reroll a saving throw and use the second result.
- At 15<sup>th</sup> level, your well-honed palette now means that aging no longer effects you. And that you can't be magically aged. You still have your natural lifespan. You can also, if you must, live without food or water indefinitely. Although you rather not have to.
- At 16<sup>th</sup> level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.
- At 17<sup>th</sup> level, your unarmed attacks with Pugilism have been honed to the point where you can exploit an opponent's momentary distraction when it is hit. Whenever a creature within 5 feet of you is hit you can use your reaction to make a melee attack against that creature.
- At 18<sup>th</sup> level, you can avoid unpleasant circumstances. You can spend 4 luck points to become invisible for 1 minute (10 rounds). During this you have resistance to all damage but force damage.
- At 18<sup>th</sup> level, if you really must avoid something you can use 8 luck points to take a step "outside" similar to the spell *astral projection*. The only downside is that you can't take anybody with you.
- At 19<sup>th</sup> level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.
- At 20<sup>th</sup> level, your composure is finally such that if you really need some luck you can get some. When you roll for initiative and have no luck points remaining you gain 4 luck points back.

### ***Class Features***

Level	Class Features	Pugilism Damage	Luck Points	Move Bonus
1	Unarmored Agility, Pugilism	1d4	0	0
2	Luck, Unencumbered Move	1d4	2	+10 ft.
3	Missile Finesse, Shadow Arts	1d4	3	+10 ft.
4	Ability Score Increase, Falling with Grace	1d4	4	+10 ft.
5	Extra Attack, Stunning Punch	1d6	5	+10 ft.
6	Lucky Blow, Unexpected Guest	1d6	6	+15 ft.
7	Quicken Instincts, Preternatural Calm	1d6	7	+15 ft.
8	Ability Score Increase	1d6	8	+15 ft.
9	Finding the Pathway	1d6	9	+15 ft.
10	Healthy Mind and Body	1d6	10	+20 ft.
11	Shadow Cloak	1d8	11	+20 ft.
12	Ability Score Increase	1d8	12	+20 ft.
13	Expert Conversationalist	1d8	13	+20 ft.
14	Unflappable	1d8	14	+25 ft.
15	Well Preserved	1d8	15	+25 ft.
16	Ability Score Increase	1d8	16	+25 ft.
17	Pugilist Opportunity	1d10	17	+25 ft.
18	Avoiding Unpleasant Relations	1d10	18	+30 ft.
19	Ability Score Increase	1d10	19	+30 ft.
20	Supreme Composure	1d10	20	+30 ft.

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