

Darklings (Halfling/Orc)

It is rumoured that the League of Evil attempted to create some genetic experiments amongst the races they controlled or captured. Most were completely unsuccessful with the races involved being completely incompatible. However, these experiments sometimes managed to engender a race that was either suited to the League's purpose, or one that bred so fast it was very hard to eradicate. One such race were the Darklings, supposedly a simple mixture of Orcs for breeding and Halflings for stealth and dexterity. Often it is rumoured however that there is Drow blood in this race.

As a rule they are slightly taller than Halflings (about 4'6 to 4'11). They have black skin and whiskers much likened to those of a cat. Their voices always have a slight hissing quality, which alarms most people. They tend to be wiry, never developing the bulk of their Halfling parentage, but retain the appetite. They have dark or sometimes mousy blond hair, and are fond of dark grey, blue and brown colours. They have no love of the woodlands and will be intimidated by any attempt to enter such, although they will often do so if there is no other recourse.

Although the race often acts as stunningly efficient scouts and assassins for the forces of evil, those that are evil aligned are allied to the old Krull regime and hold Growley Sackville-Baggins in high regard. They will therefore never be found in the service of the Enemy or the Weird Lords and have the uncanny ability to take their own lives rather than buckle under pressure to join any such faction.

A rare few have joined the ranks of the adventuring professions, where they tend to be rather clannish and will often adventure together.

Darkling Abilities and Restrictions

- Darklings may be any human class except Witch, Druid, Ranger or Shaman (unless the class specifies Human **only**).
- Darklings suffer -1 AC in daylight, but gain + 1 AC in darkness,
- All Darklings gain + 1 Dex at 1st, 4th, 6th and 10th level,
- Darklings gain Extinguish (as the Drowh innate) 1 / 2 levels,
- All Darklings automatically gain + 3 LPs damage with mechanical or missile weapons,
- For unknown reasons Darklings gain Shadow Shift 1/4 levels,
- All Darklings regardless of profession gain + 6 LPs damage vs Orcs and Drowh,
- Darklings take half effect from all venoms, potions and gases,
- Darklings naturally have Darksee,
- Darklings may resist mind influence commands and controls of a spiritual nature on a power Vs power basis,
- Darklings can control Orcs in the same way as Half-Orcs do – they can control 4 hits of orc/level if they kill the gang leader,
- Darklings have the same weapon and armour use as humans and their power and endurance is the same,
- Due to their size Darklings never attempt to use double handed weapons,
- Darklings are predominantly lawful evil and may move up to two alignment positions – only one in five lawful good.
- Darklings gain racial points per level as per the table below

Level	Racial Points
1	0
2	1
3	0
4	1
5	0
6	2
7	0
8	1
9	0
10	1
11	0
12	2