

Koustabout Class



ShadowDark



Roustabout

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Introduction

We've all been there before.

It's time to roll up a new character, and as a strict adherent to the Shadowdark rules, you're rolling 3d6 ~~down-the-line~~.

11, 9, 13, 8, 9, 5.

"Welp," you say, "no stats are 14, so I guess I'll reroll."

But what happens to all of those **unfinished**, mediocre characters?

Today we offer you the solution: the **Roustabout** class!

This new optional class for Shadowdark RPG allows you to live out the lives of those truly unsuited for adventuring (however brief those lives may be).

Some small number of Roustabouts may one day rise to **greatness**, but of course, how far they go in the world is up to you...



Roustabout Class

Average laggards of no particular talent. They wield weapons and magic with the elegance of a hog-tied kobold. But if their back is against a wall, a glint of bravery may, on rare occasions, rise to the surface.

Weapons: Club, dagger, hammer, staff

Armor: Leather armor

Hit Points: 1d4 per level

Knowaguy. You have advantage on checks related to interacting with commoners and sourcing favors.

Lucksmith. Whenever another player uses your luck token, they have advantage on the new roll.

Surprising Guts. When reduced to half your HP or lower, make a DC 12 Wisdom check. If you succeed, you have advantage on your next roll.

ROUSTABOUT TALENTS

2d6 Effect

2	+1 to any stat and roll another talent
3-6	Gain the ability to wield a new weapon or armor
7-9	+1 to any two stats (they can't be the same)
10-11	Roll an extra hit points die this level
12	Learn any spell of a tier equal to half your level rounded down (min. 1). Cast it using that class's spellcasting stat

"I knew I should have stayed home today!"
-Arnold, halfling roustabout

