THE
RACE
HACK

For Use With The Black Hack

'OSR' First Edition Race Options for THE BLACK HACK

- developed by -

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This product presents two overall approaches to races for *The Black Hack*.

In Part One, each race is presented with two options, bonuses and penalties to attributes, as well as additional features to represent racial abilities. In both cases you simply choose your class, modify it with your choice of race, and start playing as you did with the First Edition of the Advanced Version of the World's First Role Playing Game.

In Part Two, racial classes are introduced and are simply additional classes for you to select, like Conjuror or Monk, as you did with the Basic Version of the World's First Role Playing Game.

One final note, the separate race approaches and options therein, were not designed to be mixed. However, as always, the DM has final say.

- *Part One* -
RACIAL MODIFIERS

DRAKE

RACIAL FEATURES

OPTION 1

+1 to **CON**

+1 to **INT** *or* **STR** *or* **WIS**

-1 to **DEX**

Speaks draconic.

OPTION 2

Drakes' scaly hides grant them 2 points of armor.

Once per day, a Drake may use their breath weapon to attack 1d6 nearby creatures and deal 2d6 damage.

Speaks draconic.

DWARF

RACIAL FEATURES

OPTION 1

+1 to **CON**

+1 to **INT** *or* **STR**

-1 to **CHA**

Has Infravision out to a distance of Far-Away.

Speaks dwarvish.

OPTION 2

Once per day, a Dwarf can automatically succeed on an **INT** test to resist a spell or magic.

Once per day, a Dwarf can automatically succeed on a **CON** test to resist poison.

Has Infravision out to a distance of Far-Away.

Speaks dwarvish.

ELF

RACIAL FEATURES

OPTION 1

+1 to **DEX**

+1 to **CHA** *or* **INT**

-1 to **CON**

Has Infravision out to a distance of Far-Away.

Speaks elvish.

OPTION 2

Once per day, an Elf can automatically succeed on an **CHA** test to resist a charming effect.

Once per day, when an Elf succeeds on their attack roll with a bow or sword they may deal critical damage.

Has Infravision out to a distance of Far-Away.

Speaks elvish.

GNOME

RACIAL FEATURES

OPTION 1

+1 to **CON** *or* **INT**

Has Infravision out to a distance of Far-Away.

Speaks gnomish.

OPTION 2

Once per day, a Gnome can automatically succeed on a **WIS** test to disbelieve an illusion.

Once per day, when a Gnome succeeds on their attack roll against a goblin or kobold they may deal critical damage.

Has Infravision out to a distance of Far-Away.

Speaks gnomish.

HALF-ELF

RACIAL FEATURES

OPTION 1

+1 to **CHA** *or* **INT**

Has Infravision out to a distance of Far-Away.

Speaks elvish.

OPTION 2

Once per day, a Half-Elf can automatically succeed on a **CHA** test to resist a charming effect.

Rolls with Advantage when searching for secret doors.

Has Infravision out to a distance of Far-Away.

Speaks elvish.

HALFLING

RACIAL FEATURES

OPTION 1

+1 to **DEX**

+1 to **CON** *or* **INT**

-1 to **STR**

Speaks halfling.

OPTION 2

Once per day, a Halfling who succeeds on their attack roll with a bow or sling, may deal critical damage.

Rolls with Advantage when testing **DEX** for Initiative.

Speaks halfling.

HALF-ORC

RACIAL FEATURES

OPTION 1

+1 to **CON** *and* **STR**

-1 to **CHA**

Has Infravision out to a distance of Far-Away.

Speaks orcish.

OPTION 2

Once per day, a Half-Orc can automatically succeed on a **STR** test to avoid physical harm that *cannot* be dodged.

A Half-Orc gains +1 Starting **HP** and +1 **HP** per level.

Has Infravision out to a distance of Far-Away.

Speaks orcish.

HUMAN

RACIAL FEATURES

OPTION 1

+1 to any **ATTRIBUTE**.

OPTION 2

Once per day, a Human can automatically succeed on an **ATTRIBUTE** test to resist a trap, spell, or effect.

TIEFLING

RACIAL FEATURES

OPTION 1

+1 to **INT**

+1 to **CHA** *or* **DEX**

-1 to **WIS**

Has Infravision out to a distance of Far-Away.

Speaks +1 language.

OPTION 2

Once per day, a Tiefling can cast the Darkness spell.

Once per day, a Tiefling can automatically succeed on a **DEX** test to avoid physical harm that *can* be dodged.

Has Infravision out to a distance of Far-Away.

Speaks +1 language.

- *Part Two* -
RACES
AS CLASSES

DWARF

Starting HP : d10 + 4
HP Per Level/Resting : 1d10
Weapons & Armor : Any, except two-handed weapons and longbows and All Armor
Attack Damage : 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Roll with Advantage when testing **INT** to avoid damage or effects from spells.

Roll with Advantage when testing **CON** to avoid poison, disease, or death.

As part of their action a Dwarf can make 1 attack per level.

Has Infravision out to a distance of Far-Away.

Speaks dwarvish.

LEVELING UP

Roll to see if attributes increase, roll twice for **CON** *or* **STR**.

ELF

Starting HP : d8 + 4
HP Per Level/Resting : 1d8
Weapons & Armor : Any and All
Attack Damage : 1d8 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

As part of their action an Elf can make 1 attack per every odd level.

Roll with Advantage when making a **CHA** test to resist charming effects.

Has Infravision out to a distance of Far-Away.

Speaks elvish.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** *or* **STR**.

ARCANE SPELLCASTING

Elves can cast a number of Arcane Spells a day, see the following section.

SPELLBOOK

Elves start with a Large spellbook containing a total of 1d4 spells from the Level 1 and 2 Arcane Spell lists.

DAILY ELF SPELLS

- spell slot level -

- character level -	1	2	3
1	1	-	-
3	2	-	-
5	3	1	-
7	3	2	-
9	4	2	1

HALFLING

Starting HP : d6 + 4
HP Per Level/Resting : 1d6
Weapons & Armor : Any, except two-handed weapons and longbows and All
Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES
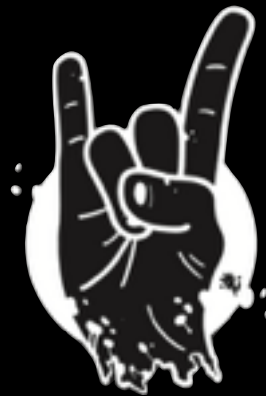Roll with Advantage when attacking with ranged weapons.

Has 2 points of armor due to their size.

Roll with Advantage when testing **DEX** for Initiative.

Speaks halfling.

LEVELING UP
Roll to see if attributes increase, roll twice for **DEX** *or* **CHA.**

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