

Welcome to the ShadowWalker class guide. This is a complete Expansion of the ShadowWalker as a Class. Here with in this guide you will find all you need to know on the ShadowWalker as a whole. Here you will find the Class sheet with added stuff, that pertains only to the Shadowwalker, extra skills, etc for the class of the ShadowWalker.

The ShadowWalker

Level/Experience

1st:0

2nd:1,500

3rd:3,200

4th:7,500

5th:16,000

6th:38,000

7th:88,000

8th:175,000

9th:400,000

10th:850,000

11th:1,350,000

12th:1,875,000

You must achieve 1,000,000 experience points ,per level after the 12th level to advance any further in this class. You get 7 hitpoints, per level up to the 12th level, then you get 1 hitpoint, per level there after. You must have a 9 dexterity, and a 9 speed at least to take on this class. You get a +1 to Dexterity ,and Speed. You get a minus 1 to Strength, and Constitution.

Class skills/abilities(non Skill point Skills):

1.BackStab: This will allow the shadowwalker to do a surprise attack of any creature ,or opponent, this will only work in the opening round of combat. This will allow them to add 1 point, per level to the damage of any weapon, for one strike ,per combat, provided that the attack is successful.

2.Lift Pouch: This will allow the Shadowwalker to lift a pouch or item from victim. Provided they make a successful roll. This skill adds a +1 to the skill accuracy , per every 2 levels of the Shadowwalker. This skill starts out with a +6 base because on a d30 with just the plus 1 to the skill for first level, you would need a 29 to rob someone. with the plus +6 ,Plus one for first level, you start out needing a 23 or better on a d30 ,for 0 to 3 evade.

3. Locate Trap: This works similar to lift pouch, but this is for locating traps. You start with a +6, then get a +1 per 2 levels of the Shadowwalker. Hence trap complexity of 0 you need a 23, then this is versus the complexity of the trap, if the complexity is a +1 for a first level shadowwalker he needs a 24 or better on a d30. etc.

4. Disarm Trap: This skill works the same way as locating the trap, but this skill is used in the remove of the trap, this starts out with a +6, +1 per 2 levels of the shadowwalker, hence you need a 23 or better on a d30, as a first level ShadowWalker to remove said trap. Then you would need a 24 for complexity +1, as that of a first level ShadowWalker, etc.

5. Walk Softly: This will allow the Shadowwalker to move 3 feet, per level, without being heard, this is versus the creature's ability to detect sounds. They start with a +6 base to this, Plus 1 per 2 levels, this gives them needing a 23 or better, not to be detected, as a first level shadowwalker, even with creatures of average hearing. If the creature has acute hearing, that gives them a +1 to detect sounds, the shadowwalker needs a 24 not to be heard.

6. Detect Sound: This will allow the ShadowWalker to hear all sound within a 10 foot radius base, then 1 foot, per level of the ShadowWalker. This works sort of different, this starts out with a +6, plus one per 2 levels, for the modifier, but this is for every foot outside the radius the shadowwalker has. So if a first level shadowwalker is trying to hear things 12 feet away, when he has a 11 foot radius, he would need a 23 or better on a d30, to hear said sounds.

7. Lock Pick: This works exactly like lock disarm trap, but this is for opening or picking locks. This starts out with a +6, plus 1 per 2 levels to the modifier. So a first level needs a 23 for a lock of 0 complexity. If the lock is a 1 complexity, he needs a 24, etc.

8. Locate Concealed Passage: This works like lock pick, in every way except one. This is to locate concealed passages to find hidden doors so to speak. This starts with a +6, then +1 per 2 levels of advancement. If you are a first level ShadowWalker, you need a 23 for a 0 concealment complexity.

9. Scale Surface: This works like all other of the skills here. But this is for scaling surfaces. This starts out with +6, then you get a +1 to this per every 2 levels of advancement. As a first level Shadowwalker, you normally need a 23, to scale a Surface of 0 complexity.

10. Gem Cutting: This skill will start with adding 25 darpas to the value of any gem, plus 5 darpas, per level of the shadowwalker. This ability comes in handy when making gems more valuable.

Skill point Skills:

1. Advanced lift Pouch: This will add a +1, per every 3 skill points used, temporary for one shot deal, as long as you have skill points to boost this skill.

2. Advanced Locate Trap: This will add a +1, per every 3 skill points, used, this is temporary one shot deal, can be used, as long as you have the skill points to boost this skill.

3. Advanced Disarm Trap: This adds a +1, per every 3 skill points used, this is a temporary one shot deal, can be used as many times, each shot, as you have the skill points to boost this skill.

4. Advance Locate Concealed Passage: This works the same way as the other listed here.

5.Advance Walk Softly:This works the same way as all of the other skill that are listed here, boosting the skill by one, per every 3 skill points used.

6.Advanced Lock Pick:this works the same as the other here listed here ,unless the skill says otherwise .this boost the skill by 1 every 3 skill points used, for a one action turn .

7.Advance Detect Sound:this will boost this skill by 1, per every 3 skill points used, for a one action turn,

8.Blend with Surroundings:this will allow the Shadowwalker to blend in with their surroundings,Making them harder to detect, by a +1, to the d30, per every 3 skill points used.

9.Disguise:This will allow the ShadowWalker to Disguise themselves, for 1 round, per every 3 skill points used, to take the appearence only of some other being, for said amount of rounds.

10.Advanced Scale Surface:This allows the ShadowWalker to add a +1, to their scale surface ability, per every 3 skill points used.This works one time ,per skill points used.You can only use this once at a time,as long as you have the skill points to use this.

ShadowWalker Items:

1.iron lock picks:This adds a +1 to locking picking skill.cost 50 darpas.These are the tools that the ShadowWalker uses to open locks.They are a Must for any ShadowWalker.There are several higher grade version, which are stronger,and more expensive.

2.Steel Lock Picks:This adds a +2 to lock picking skill.cost 100 darpas.

3.High grade Steel Lock Picks:This adds a +3 to lock picking skill.cost 150 darpas.

4.Xandrite Lock Picks:This adds a +4 to Lock Picking skill.cost 200 darpas.

5.Antarite Lock Picks:This adds a +5 to lock picking skill.cost 250 darpas.

6.Iron Disarm Trap Kit:This is your basic Disarming trap kit.This will give you a +1 to disarm trap skill.cost 100 darpas.

7.Steel Disarm Trap Kit:This will give a +2 to disarm trap skill.cost 200 darpas.

8.High Grade Steel Disarm Trap Kit:this gives a +3 to disarm trap skill.cost 300 darpas.

9.Xandrite Disarm Trap kit:This gives a +4 to disarm trap skill.cost 400 darpas.

10.Antarite Disarm Trap Kit:This gives a +5 to disarm trap skill.Cost 500 darpas.

11.Leaner boots:These give a +2 feet ,and +1 to walk softly skill.Cost 50 darpas.

12.High grade soft Leather boots:Theses give a Plus 3 feet, and a +2, to walk softly skill.cost 100 darpas.

13.Small Pouches:These will hold 100 darpas.cost 10 darpas each.

14.Medium Pouches:These will hold 300 darpas each.cost 20 darpas each.

15.Large Pouches:These will hold 500 darpas each.Cost 40 darpas each.

16.50 feet Rope:this cost 20 darpas.

17.100 feet Rope:this cost 40 darpas.

18.Steel Grappling Hook:This is your first of the grappling hooks, you can use this 12 times, before you have to roll to see if it breaks.10 or better on a d30 for it not to break.these cost 100 darpas.these give a +1 to scale surface.

19.Xandrite Grappling Hook:These are stronger, they can be used 15 times, before you have to roll to see if they break.you need a 8 or better on a d30, for it not to break.cost 250 darpas.

20.Antarite Grappling Hook:These are the strongest of grappling hooks. you can use this 20 times, before you have to roll, to see if it breaks,you need a 6 or better on a d30, then to see if it breaks.cost 400 darpas.Note:if you roll a one for attempt to use these times, they will snap instantly, no matter if you are still with in the time allotted.

21.Iron Cat Claws:These are the tools in which shadowwalkers use to scale surfaces.these give them a +1 to scale surfaces on their need to roll.these cost 60 darpas.

22.Steel Cat Claws:these give a +2 to scale surfaces skill.these cost 120 darpas.

23.High Grade Steel Cat Claws:these give a +3 to scale surfaces skill.these cost 180 darpas.

24.Xandrite Cat Claws:these give a +4 to scale surfaces skill.these cost 240 darpas.

25.Antarite Cat Claws:these give a +5 to scale surfaces skill.These cost 300 darpas.

26.Small Back Pack:these will hold 10 items with in reason, i mean like steel spikes and etc.you smaller items.this cost 5 darpas.

27.Medium Back Pack:these will hold 10 items with in reason.cost 10 darpas.

28.Large Back Pack:these will hold 25 items with in reason.cost 25 darpas.

29.Hooded Cloak:these are you basic standard hooded cloaks.they cost 6 darpas.

30.Pocketed Hooded Cloak:these have pockets inside the cloak to hide things.there are 4 pockets, which will hold a small pouch each, or 100 darpas.cost 12 darpas.

31.Leather Pants:These are high grade leather pants, they will give a 1 to the defense power of the ShadowWalker.cost 75 darpas.

32.Leather gloves:this keeps them shadowwalker from leaving finger prints that some magicks might uncover.these cost 35 darpas a pair.

33.Steel Spikes:these add the shadowwalker in scaling surfaces.they give a +1 to scale surface skill.they cost 15 darpas a spike.

34.Silver Spikes:these will do 12 points damage, to any werekind that might, be in the area, they are very useful in this way.cost 35 darpas a spike.

35.Steel hammer:these are used well for multiple functions,they cost 5 darpas each.

36.gem cutting tools;these allow the Shadowwalker to cut gems ,and make them into smoother, higher quality gems.these cost 100 darpas.

37.Glass Cutting Tools:these allow a shadowwalker to cut open a hole in a locked glass case, to make it more silent,and not alerting those in the area.these cost 100 darpas.

38.leather Mask:this will cover the shadowwalkers face, where only the eyes,and mouth can be seen.this cost 25 darpas, per mask.

ShadowWalker Approved Armors:Now most Shadowwalkers do not use metal armors.They make to much noise ,and very restrictive in movement.So here is a list of Armors That ShadowWalkers can Use:

Armors:

1.Leather Armor:this is your standard leather armor. this gives 4 to defense power.cost 50 darpas.

2.High Grade Leather Armor:this is a higher grade of leather armor.This gives 5 to defense power.This cost 65 darpas.

3.Steel Engrained leather Armor:This is soaked and in steel shavings, so they are engrained into the leather armor.this gives 6 to defense power.This cost 80 darpas.

4.Xandrite Engrained leather Armor:this is engrained with Xandrite Shavings.this gives 7 to defense power.this cost 95 darpas.

5.Antarite Engrained Leather Armor:This gives 8 to defense power.this cost 110 darpas.

6.Antarited engrained banded Armor:This gives 9 to defense power.this cost 125 darpas.

7.Steel Engrained Padded Armor:This is a lightweight cloth, that has pockets sewn, that are tightly packed with steel shavings.thus it makes no noise like most metallic armors, thus it is not really considered a metallic armor, where as Shadowwalkers are concerned.this gives 10 to defense power.this cost 150 darpas.

8.High grade Steel engrained padded Armor:this gives 11 to defense power.this cost 175 darpas.

9.Imperial Grade Steel engrained padded Armor:This gives 12 to defense power.this cost 200 darpas.

10.Xandrite engrained Padded Armor:This gives a 13 defense power. this cost 250 darpas.

11.High grade Xandrite Padded Armor:This gives 14 to defense power.this cost 300 darpas.

12.Imperial Grade Xandrite Padded Armor:This gives a 15 to defense power.this cost 350 darpas.

13.Antarite Engrained Padded Armor:This gives 16 to defense power.This cost 400 darpas.

14.High Grade Antarite engrained Padded Armor:this gives 17 to defense power.this cost 450 darpas.

15.Imperial Grade Antarite Engrained Padded Armor:This gives 18 to defense power.This cost 500 darpas.

ShadowWalker Approved Weapons.ShadowWalkers may not use two handed Weapons.This is a Class Restriction, that is absolute.So here is a List of Weapons below that they can use,if it is not on the following list, they can not use it.(Unless it is actually a one handed weapon, ShadowWalkers may not in any case use two handed, or broad swords,Claymores are excluded from their use as well. by any means)

Weapons:

- 1.Steel Dagger:**This does 5 points damage.this cost 20 darpas.
- 2.xandrite Dagger:**This does 6 points damage.this cost 30 darpas.
- 3.Antarite Dagger:**This does 7 points damage.This cost 40 darpas.
- 4.Steel Short Sword:**This does 8 points damage. this cost 50 darpas.
- 5.Xandrite Short Sword:**This does 9 points damage.This cost 60 darpas.
- 6.Antarite Short Sword:**This does 10 points damage.This cost 70 darpas.
- 7.Steel Long Sword:**this does 11 points damage. this cost 80 darpas.
- 8.Steel Elven Long Sword:**This does 12 points damage.This cost 90 darpas.
- 9.Xandrite Long Sword:**This does 13 points damage. this cost 100 darpas.
- 10.Xandrite Elven Long Sword:**This does 14 points damage. this cost 110 darpas.
- 11.Antarite Long Sword:**This does 15 points Damage. this cost 120 darpas.
- 12.Antarite Elven Long Sword:**This does 16 points damage.This cost 130 darpas.
- 13.Steel Club:**This does 11 points damage. cost 100 darpas.
- 14.Steel Scimitar:**this does 12 points damage. cost 110 darpas.
- 15.xandrite Scimitar:**This does 13 points damage.This cost 120 darpas.
- 16.Antarite scimitar:**This does 14 points damage. this cost 130 darpas.
- 17.Steel Katana:**This does 12 points damage.This cost 120 darpas.
- 18.High Grade Steel Katana:**13 points damage. this cost 130 darpas.
- 19.xandrite katana:**this does 14 points damage.this cost 140 darpas.
- 20.High Grade Xandrite Katana:**This does 15 points damage. this cost 150 darpas.
- 21.Antarite Katana:**This does 16 points damage. this cost 160 darpas.
- 22.High Grade Antarite Katana:**This does 17 points damage. do to the expensive of the grade of antarite used.this cost 180 darpas.
- 23.Steel Mace:**This does 11 points damage. cost 110 darpas.

24.Xandrite Mace:This does 12 points damage.This cost 120 darpas.

25.Antarite Mace:This does 13 points damage. This cost 130 darpas.

26.Steel Shurikens:These come in a pack of 6.These do 6 points damage each. cost 140 darpas a pack.

27.Xandrite Shurikens:These come in a pack of 6 as well.these do 7 points damage each.cost 160 darpas ,per pack.

28.Antarite Shurikens:This come in a pack of 6 as well.these do 8 points damage each.cost 180 darpas per pack.

29.blow gun:this has the range of 20 feet.these are used well with darts.these cost 20 darpas each.

30.Steel Darts:These do 6 points damage each.these come in a pack of 12.these cost 120 darpas, per pack.

Shadowwalker Character Sheet,and How to build one:

The Character Sheet Supplement Pack.

Experience Points:

Level:

Class:

Race:

Sex:

Height:

Weight:

Age:

Str:

Int:

Dex:

Wis:

Con:

End:

Speed:

Evade:

Resistance:

Stamina:

Magic Base Points:

Mental Points:

Special ability Points:

Magic Attack Power:

Magice Defense Power:

Attack Power:

Defense Power:

Racial Points:

Hit Points:

Darpas:

Physical Combat Modifiers:

To Hit:

Natural Accuracy:
Natural Marksmanship:
Dexterity Bonus:
Weapons Skill:
Luck Bonus:
Magical Combat Modifiers:

Magic Attack Bonus:
Spell Skill Bonus:
Magic Adeptation:
Spell Competency:
Magic Luck Bonus:

Racial Stat Bonuses:

Weapons:

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

Armor:

- 1.
- 2.
- 3.

Shields:

- 1.
- 2.
- 3.

Helm:

- 1.
- 2.
- 3.

Items:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.

17.

18.

19.

20.

Magic Weapons:

1.

2.

3.

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Magic armors:

1.

2.

3.

4.

5.

Magic Shields:

1.

2.

3.

4.

Magic Helms:

1.

2.

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4.

5.

Magic Items:

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- 21.
- 22.
- 23.
- 24.
- 25.
- 26.
- 27.
- 28.
- 29.
- 30.

Relics:

- 1.
- 2.
- 3.
- 4.
- 5.

Artifacts:

- 1.
- 2.
- 3.
- 4.
- 5.

Racial Skills:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

Class Skills:

- 1.BackStab:_____.
- 2.Lock Pick:_____.
- 3.Disarm Trap:_____.
- 4.Locate Trap:_____.
- 5.Walk Softly:_____.
- 6.Locate Concealed Passage:_____.
- 7.Lift Pouch:_____.
- 8.Detect Sound:_____.
- 9.Scale Surface:_____.

Mental Attacks:

- 1.
- 2.
- 3.
- 4.
- 5.

Mental Defense:

- 1.
- 2.

- 3.
- 4.
- 5.

Mental Miscellenous:

- 1.
- 2.
- 3.
- 4.
- 5.

Special Abilities:

- 1.
- 2.
- 3.
- 4.
- 5.

Other Skills:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

Character nature:

Character Description:

Character Background:

How to build your Sheet:

Experience Points: These are the points you need to advance in level. The higher the level in which you achieve the stronger your character becomes. Start with First level the weakest of characters. Then you work to advance, the Higher you gain in levels, the stronger, and harder to kill your character.

Class: This is your job or your profession. You will find the classes with in the players hand book. They will give you which each class does etc. Like Shadowwalkers are the thieves of the antarian world. As the SpellCasters are Magic wielders. Warriors are just that Warriors.

Level: This tells you what level you character has achieved with in their profession. The higher the level. The better skilled in the profession your character has choosen. it is the simple.

Race: This be the race of your character. Rather it be Elven, Dwarven, Human, etc.

Sex: This is the Sex of your Character Male or Female.

Age: This is the age, how old your character is.

Height: This is how tall your character is.

Weight: This his how much your character weighs.

Your Stats:

Starting Stat Points: You start with 75 points total. for your first seven stats. Str, int, dex, con, end, wisdom, speed. You put 10 points in each of the seven stats. then you take your last 5 points, and put them, where it will help your character the most. This is according to the class you take on.

Str: This is how strong your character is. You get the following Modifiers to this stat. To hit: This helps out your to hit on the d30. You get a +1, per every 4 points of strength. Weight Lifted Weight Carried: You start with a 100 pound base, plus 10 pounds, per every 1 point of strength. You get 1 points to your Damage bonus which is marked attack power on the sheet, per every 4 points of strength. Open Gate/Ram Door: You get 1 attempt, per every 4 points strength, to open or lift any jammed door or gate.

Int: Intelligence: You get a +1 point, every 4 points to the following modifiers. You get a +1 to magic attack power, per every 4 points of intelligence. Natural Magic Defense Power: You get a +1 to this, per every 4 points of Intelligence. Negate Spell Damage: You get a +1 point, in negation of take damage, per every 4 points of intelligence (depends on success/fail). You also get the following modifiers: Magic attack bonus: you get a +1, per every 4 points of intelligiences. Spell Skill: You Get a +1, per every 4 points of intelligence. This is to help your lower the roll for success in magics on a d30. You also get a Plust one to Weapons Skill, per every 4 points of intelligence.

Dex:Dexterity:You get 1 point,to the following modifiers for dexterity,per every 4 points of dexterity.Natural Defense power: You get +1 point to this,per every 4 points of dexterity.Dodge Damage:You get a +1 to this,per every 4 points of dexterity.Natural accuracy:You get a plus +1 to hit,per every 4 points of dexterity bows,crossbows,etc.**You get 1 point to natural Marksmanship, per every 4 points of dexterity.Dexterity bonus,you get 1 point to this,per every 6 points of dexterity.these modifiers low the need to hit roll, on a d30.this is by 1 point, per every 4 points of dexteri,y,or 1 point every 6 points, in some cases.**

Wis:Wisdom:You get a +1 to Modifiers, every 4 points of wisdom.Learn Foreign language:You can know 1 for language, every 4 points of wisdom.Know lore:You can know 1 lore, every 4 points of wisdom.Spell Enhancement:You get a +1 to damage of spells, or effects,per every 4 points of wisdom.**You also get the following modifiers:You get a +1 to magic adeptation, per every 4 points of wisdom.You get a +1 to spell competency,per every 4 points of wisdom.You get a +1 to magic luck bonus,for magic,and physical combat,per every 8 points of wisdom.**

Con:Constitution:You get a +1 to thefollowing Modifiers ,every 4 points of constitution.Ressurrection:You get 1 chance to be ressurected,per every 4 points of constitution(This is limited to 5 times,per character Only!).**You also get to start your character off,a one shot deal +1 to hitpoints, per every 3 points of constitution.This is a one shot deal hitpoint bonus for constitution.**

End:,every 4 points of Endurace.Streneous Activity:You get a +1 to this,per every 4 points of endurance(1 point equals 25 minutes without rest).resist heat:You can resist 1 point of heat damage,per every 4 points of strength.Speed:This is where your stamina comes from as well.

Speed:This be how fast you can move.This will give you the following modifiers:#of attacks:1 attack, per every 8 points of dexterity, up to 4 attacks max per any character,unless your an elder god, which you get 5 then.Blackland is the only one who gets 6.

Notes:You get 1 point to the all of the first seven stats, per every 4 levels of advancement, of your character.this is how stats increase.

Evade:You get a +1 to this ,per every 4 points of dexterity.this is your dodge rate,say the would need a 12 to hit you, if you had a 0 evade.but if you have a +3 evade, then they need a 15 or better on a d30 to hit you.This stat just makes you harder to hit.

Resistance:You get to resistent one strength of poison, or one strain of disease, per every 4 points of endurance.This protects you from disease, virus,and poisons.

Stamina: This protects you from heat damage, etc. this is 1 point, per every 4 points of Endurance.

Magic Base Points: These are the points you get for casting spells. you need these to use magics in antaria. You start with 20 points, plus you get 2 points, per level of advancement. These are naturally regained, up to your max allowed by level, at the rate of 1 point, every 3 real time minutes.

Mental Points: These are the points you get to use mental abilities. these are a must have to use mental abilities. You start with 20 points, plus you get 2 points, per level of advancement. These are naturally regained, up to your max allowed, by the level of your character, at the rate of 1 point, per every 3 real time minutes.

Special ability Points: These work exactly like mental points, but are used for special abilities.

Magic Attack Power: This adds a +1 point to the damage of all spells, per every 4 points of intelligence. So you if you a 8 intelligence, you have +2 to all spell damage. so if you cast a spell that normally does 5 points damage, this would be $5+2=7$ points damage, with the spell, in this case.

Magice Defense Power: This gives you defense against magics. This is a +1 to magic defense, per every 4 points of intelligence. so if you have a 8 intelligence. You get a +2 to magic defense, plus you get a +2 as your starting base. this would be a +4. So if a spell does 6 points damage, to you, you take 2 points damage, instead of 6.

Attack Power: This is works for your bonus damage to weapons. You get a +1, per every 4 points of strength. plus you get your starting base of one point. If you have say an 8 strength. You get a +2 to damage of all physical weapons. So say you have a short sword, that does 10 points damage. it would be $10+2=12$ points per strike.

Defense Power: This is your natural defense against physical attacks. this starts with a base of 1 point. Then you get a +1, per every 4 points of dexterity. so if you have say a 12 dexterity. this gives a +3, plus your 1 starting base. This be a Plus 4 defense. so if you are hit with a weapon that does say 6 points damage, you only take 2 points in hitpoint damage. Wearing armor adds to you defense.

Racial Points: These are the points you get to use racial skills, or abilities, that require the points. You start with 4 points to this, plus you get 2 points, per level of advancement. this are regained naturally, up to the max allowed by level of your character, at the rate of 1 point, every 3 minutes real time.

Hit Points: These vary according to class, and level. but say you have a Shadowwalker, you get 7 hitpoints, per every level, up to the 12th level, then you would get 1 point, per level after the 12th level. so say your are a 13th level shadowwalker. it would be $12 \times 7 = 96 + 2 = 98$ hitpoints, your character would have just for the class, but in quests you get so many

hitpoints, per successful combat, or kill.

Darpas: These are your money. You start out with 2,500 darpas to buy what you need, in the way of weapons, armor, and equipment. Then you get 100 darpas, per level of advancement to your character.

Physical Combat Modifiers:

To Hit: You get a +1 to this, per every 4 points of strength. This helps lower your need to hit on a d30. Say you have a 10 strength. You would divide 10 by 4. You would end up with a +2. So $30 - 2 = 28$.

Natural Accuracy: You get a +1, per every 4 points of dexterity, so if you have say a 10. That's +2, so taking the 28 you need to hit, already lowered by the to hit, and do $28 - 2 = 26$.

Natural Marksmanship: You get a +1, per every 4 points of dexterity. Then again say you have 10 dexterity. Going off the already lowered 26, by the two stats above. You would then say, $26 - 2 = 24$ needing to hit.

Dexterity Bonus: Now this you get a +1, per every 6 points of dexterity. So the 10 gives you +1. So you would say this already lowered to 24. You would say $24 - 1 = 23$ needed to hit on a d30.

Weapons Skill: This is a +1, per every 4 points of intelligence. Now let's say you did a 12 intelligence, using your extra five over the 10 in all stats, to increase this one. So you would say now I have a +3 to this one. You would then, say, since it is already lowered to 23 by the others. $23 - 3 = 20$ needed to hit on a d30.

Luck Bonus: This you get a +1, per every 8 points of wisdom. So if you have a 10. You get 1 point to this. You say saying already lowered by the stats about to 20, I need a 19 or better to hit, on a d30.

Magical Combat Modifiers:

Magic Attack Bonus: You get a +1, per every 4 points of intelligence. These work like physical combat modifiers, but for your use of magic.

Spell Skill Bonus: You get a +1, per every 4 points of intelligence to this.

Magic Adeptation: You get a +1, per every 4 points, of wisdom, to this modifier.

Spell Competency: You get a +1, per every 4 points of wisdom, to this modifier.

Magic Luck Bonus:You get a +1 ,per every 8 points, in wisdom to this modifier.

Racial Stat Bonuses:Each race gets stat bonuses, in different areas, given the race, they all vary.

This is how you builder your character.the rest that is on the sheet, should be self explanatory, weapons are weapons, you buy them,and you put the points damage that they do, on your sheet.armor is armor, you put the points defense, when you buy it on your sheet.equipment is well equiptment.Magic items of all kinds, are found on quest, given to who ever is lucky enough to get it, by the game master.The rest you need ,can be found through out the players hand book,it is a very useful, resource guide for all players.I just did this supplement, to make it crystal clear to all people, on how to build your sheet.A separate pdf, that only contains, info on how to build your sheet, nothing more.I hope this clears up all the questions you may have about making a character sheet, but still if you need to find me, i am always on the server: serenity-irc.net in IRC Chat.This is the offical home for antarian play, so please come check us out.If you do not have irc, you can go to mirc.com, and get it .It is free for use.have fun all.

Perfered Races for Shadowwalker:

- 1.human:they get a +1 to all class skills.
- 2.Smallings:They get a +2 to all class skills.
- 3.Elves:They get a +1 to all class skills.
- 4.Half Elves:They get a +1 to all class Skills.
- 5.Dwarves:They get a +1 to all class Skills.

Non Perfered Races for ShadowWalker:

- 1.Dragons:They get a Minus 4 to all class skills.
- 2.Kydarr:They get a minus 2 to all class skills.
- 3.Giants:They get a Minus 3 to all class skills.
- 4.Ogres:They get a Minus 2 to all class skills.

ShadowWalker Miscellaneous Things:

Shadow Walkers Darpas:They get 2,500 to start,as all characters for starting cash.Then they get a plus 200 darpas, for first level, then they get 125 darpas per level.

Skill points:The Shadowwalker starts out with 20 skill points, then they get 2 Skill points ,per level.Once Skill points are used. you must gain more through quests.The Game Master awards Skill points for various things, but the game master can not go overboard on them either.

Hiring a Shadowwalker:A ShadowWalker starts at a base of 250 darpas ,per job, plus 150

darpa, more per level. The shadowwalker can request additional funds, for how hazardous a job is. This is just a standard fee scale.

The shadowwalkers are the thieves of the antarian world. This is a risky profession, but it can be highly profitable. You can not be pure good Nature, and take on the shadowwalker, all other natures can be used. They are hated by most other classes, and not trusted, but groups know they must have one, for the skills they possess. A ShadowWalker will rob you blind if they get the chance.