

Dark Creeper

a PC Race for 4e

Gnomes from the Shadowfell, they are sly, mysterious creatures clad in black garments. They come to the world with sinister schemes, take and learn what they can, and slink back into the gloom.



Racial Traits

Average Height: 2' 10" - 3' 8"

Average Weight: 45 - 85

Ability Scores: +2 Dexterity, +2 Constitution

Size: Small

Speed: 6

Vision: Darkvision

Languages: Common, Deep Speech

Skill Bonuses: +2 Stealth, +2 Perception

A dark creeper doesn't enter combat unless it clearly has something to gain, in which case it uses dark step to move up to an enemy, gain combat advantage, and stab it.

Dark Step

You can use Dark Step as an encounter power

Dark Heritage

At character creation choose either +1 to damage with Daggers, OR +1 to damage with spells containing the keyword "shadow", "cold", or "necrotic". If you choose the spell option you may use daggers as implements for any spells with the "implement" keyword.

Killing Dark

(when reduced to 0 hit points) Close burst 1; targets enemies; each target is blinded (save ends). When slain, a dark creeper explodes in a spout of darkness.

Dark Step Dark Creeper Racial Power

In a flurry of shadows the creeper is suddenly upon its quarry...

Encounter * shadow

Move Action

Special: The dark creeper moves up to 4 squares, gains a +1 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to. If the Dark Creeper does not normally have Sneak Attack, they get +1d6 sneak attack damage to an adjacent enemy they end this move with combat advantage against and hit.

Physical Qualities

Short and gnome-like but hairless. Pale skin, yellowish to white eyes.

Dark Creeper Characteristics: sly, sneaky, persuasive, shift, dark