

Below are examples of the races that inhabit level 0 of the world dungeon of LiveHack.

Humans

Common Men

The “default” race, if there is one, humans seem to just be prolific enough to run roughshod over many areas of many dungeons. And, of course, those that have devolved into barbarism are the largest contributors to the race of Grimlocks. Still, though they have no particular strengths, neither do humans have any particular weaknesses, which may be part of why they do as well as they do.

Attribute Adjustments: none

High Men

Taller and more lordly than common men, the High Men are often rulers on Level 0. This, despite the fact that they really aren't the best decision-makers, often prone to great acts of hubris.

Attribute Adjustments: +1 Str, -1 Wis

Northmen

Coming from the cold caverns on the north side of Level 0, Northmen are really tough, if not the most creative sorts.

Attribute Adjustments: -1 Int, +1 Con

Fae Races

Sprites

The only truly fae beings that are found as Adventurers, all of the below races are simply somewhat less Fae in some ways. Sprites are slight and flighty beings, but possessed of an unearthly beauty and grace.

Attribute Adjustments: -1 Str, +1 Dex, -1 Con, +1 Cha

Wood Elves

A race with an apparent animosity towards dwarves (then again few really like dwarves), Wood Elves are oddities in the world dungeon. Many wonder why they are associated with the material that makes up so many of the doors of the world dungeon. Though it is rumored that somehow bushes tend to show up a lot in places where Wood Elves roam. In any case, they are very stand-offish, even

to each other, and their somewhat vegetably twisted appearances make them seem malevolent to many. They are, however quite agile, and in tune with the world around them. Though slight of build, they are strong for their size.

Attribute Adjustments: +1 Wis, +1 Dex, -1 Con, -1 Cha

High Elves

Posessing more of their Fae relatives' charm, but also possessing a lot of the same aloofness of the Wood Elves, High Elves manage not to be too annoying, and yet every bit as graceful as the Wood Elves. They are also quite keen of intellect. They are, however, rather frail fae folk.

Attribute Adjustments: -1 Str, +1 Int, +1 Dex, -1 Con

Dark Elves

Counterparts to their brethren the High Elves, Dark Elves are often painted as being cruel beings. Often this is true, but not in all cases. They do seem to have an affinity for odd magics, however, and the females especially seem to worship an array of bizarre deities. They make up for their aloofness and lack of charm by sheer beauty and grace.

Attribute Adjustments: +1 Int, -1 Wis, +1 Dex, -1 Con

Spriggans

Thought by some to be even more twisted Wood Elves, Spriggans aren't so much stand-offish, as just fearsomely ugly. They are, however, quite strong for fae creatures, while retaining their fae grace. Spriggans, while not stupid, tend to be somewhat mercurial, and not to think their actions through very often. They're great allies until they do something crazy.

Attribute Adjustments: +1 Str, -1 Wis, +1 Dex, -1 Cha

Changelings

Indistinguishable from humans for the most part, changelings are a form of fae folk who replace human children (often left by Spirggans who steal the human children). They have the typical Fae tendency to be quite charming and beautiful, but are actually somewhat less sturdy than the humans that they imitate.

Attribute Adjustments: +1 Cha, -1 Con

Half-elves

Long ago humans and elves got together, and today the world dungeon is filled with lots of their offspring who have some of the characteristics of each. There are even families of Half-elves who

have half-elven children.

Attribute Adjustments: +1 Dex, -1 Con

Earth Races

Dwarves

Stunty, tough, crusty, and curmudgeonly; and proud of it. Dwarves really like gold, gems and other sorts of mineral wealth. They tend to be in tune with the world dungeon, though that's possibly just a stereotype. But they do all have beards, that's sure.

Attribute Adjustments: +1 Str, -1 Dex, +1 Con, -1 Cha

Gnomes

Even stunter than dwarves, gnomes are a lot more amiable and nimble than their larger brethren. Though nearly as obsessed with mineral wealth. Many of them seem to dabble in illusion magic, or other sorts. They are ridiculously tough for their size (you can kick one about a room all day, and not do permanent harm), but do not have anything like the dwarves' impressive strength.

Attribute Adjustments: -1 Str, +1 Con

Halflings

About as stunty as Gnomes, and similar in many ways, the halflings are astonishingly nimble despite looking like they'd be clods. Though small, if anything a halfling eats more than a human. Nobody is quite sure where they pack it away.

Attribute Adjustments: -1 Str, +1 Dex

Other Races

Half-orc

Some unfortunate offspring of a human and orc mating are brought up by humans to be Adventurers. They aren't smart, nor are they likable, but they do kick ass better than almost any adventurer. If you end up in a stand-up fight, the half-orc is your man... dude... whatever.

Attribute Adjustments: +1 Str, -1 Int, +1 Con, -1 Cha

Goblin

Often seen as foes, goblins seem quite adept at mixing in with any society, and are often the bad guys simply because orcs or hobgoblins (both really bad news) bully the goblins into being their armies. They are, in fact, somewhat clever in their own ways, and more than a few have been accepted into the company of other Adventurers.

Attribute Adjustments: -1 Str, -1 Wis, +1 Dex, +1 Con

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