

Patreon Livestream Demo Race

This race, the bear-like arktons, was initially designed as part of the March 2024 Creator Livestream. While arktons won't appear in Humblewood 2, we wanted to share this very early design with you. Perhaps you'll see them again in a more fleshed-out form in a future Humblewood book!

Arkton

Arktons resemble bears of all kinds, from the massive polar and grizzly bears to the smaller sun and sloth bears. They are the largest of the folk in Everden and use their naturally intimidating size to defend and comfort their allies.

Arkton Traits

Ability Score Increase. An ability score of your choice increases by 2, and another ability score of your choice increases by 1. To play a typical arkton, choose Strength and Wisdom.

Creature Type. You are a humanoid.

Age. Arktons are considered adults around the age of 16 and can live into their 80s or 90s.

Alignment. Due to their protective nature, arktons tend toward good alignments.

Size. Your size is Medium or Large.

Speed. Your base walking speed is 30 feet.

Guardian's Roar. When another creature within 20 feet of you is targeted with an attack, you can use your reaction to roar, making an Intimidation check contested by the attack roll. If you succeed, the attacker must reroll and use the new result. If the second attack misses, the attacker becomes frightened of you until the end of its next turn. You can use this ability a number of times equal to your proficiency bonus, regaining all expended uses at the end of a long rest.

Bear Snug. When you take a short rest, you can touch another willing creature and spend one of your hit dice to heal it. The target regains hit points equal to a roll of your hit die. A creature can benefit from this ability once per long rest.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Imposing Presence. You have proficiency with the Intimidation skill.

Heavy Claws. You have powerful claws that you can use as natural weapons to make unarmed strikes. When you hit with them, the strike deals 2d6 + your Strength modifier bludgeoning damage.

Languages. You can speak, read, and write Arkton and one other language of your choice.

Designed by Verity Lane and Jordan Richer. With special thanks to Allie MacAlister and our amazing Patrons!