Shadowstrike

Custom Hero

IMAGE GENERATION DETAILS

Setting/Theme: Medieval Fantasy

Description: Classic medieval high-fantasy setting with castles, magic, and ancient ruins

Generation Prompt:

32-bit pixel art with clearly visible chunky pixel clusters, dithered shading, low-resolution retro medieval high-fantasy aesthetic. Half-Elf female Shadowstrike Stout Halfling: A hardy halfling with resistance to poison and a strong constitution.. A stealthy combatant who strikes from the shadows, using agility and precision to outmaneuver foes., depicted in a distinctly medieval high-fantasy world. Placed in a expansive medieval high-fantasy setting, rendered with simplified tile-like textures and deliberate low-color shading. Use a cohesive warm earth tones with vibrant accents palette. Position the character in the lower third of the frame, (facing the camera), viewed from a pulled-back wide-angle perspective showing expansive landscape surrounding them. The character should occupy only 60-70% of the composition, with dominant landscape and sky filling the remainder. Retro SNES/Genesis style, no modern objects or technology.

CHARACTER DETAILS

Race: Half-Elf
Sex: female

STATISTICS

HP: 28/28
AC: 16
ATK: +4
DMG: d8

DESCRIPTION

A stealthy combatant who strikes from the shadows, using agility and precision to outmaneuver foes.

ABILITIES

Shadow Strike (Attack)

A precise attack from the shadows, dealing extra damage when the target is unaware.

- Damage: 2d6
- Bonus: 1d6
- Attack Roll: d20

Evasive Maneuver (Attack)

A rapid series of strikes that allows Shadowstrike to hit twice in quick succession.

- Damage: 1d8
- Attack Roll: d20
- Attacks: x2

Veil of Shadows (Healing)

Harness the shadows to mend wounds, providing a quick burst of healing.

- Healing: 1d8+2

Silent Ambush (Attack)

An automatic strike from hiding, catching the enemy completely off guard.

- Damage: 3d6
- Attack Roll: Automatic