

# Fighter

The Fighter is a warrior, trained for battle and in the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. Because they are the best equipped of all the character classes to deal out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are the party's Fighter, the down-and-dirty work is up to you.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1+1	+1	14
2	2,000	2	+2	13
3	4,000	3	+2	12
4	8,000	4	+3	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5

**Weapon & Armor Restrictions:** Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

**Strength Bonuses:** Fighters are the only class that can take advantage of strength bonuses.

**Cleave:** If a Fighter kills their opponent with a **melee** attack, they may make an immediate attack against another adjacent target. Fighters can cleave once per round for every level they have.

**Saving Throws:** Fighters receive a +2 bonus on saving throws vs. death and poison.

**Establish Stronghold:** At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank of "Baron" or "Baroness," bestowed by the local ruler or monarch. The character may choose to attract a body of soldiers, who will swear their fealty as loyal followers.

**Experience Bonus:** Strength is the Prime Attribute for Fighters, which means a Strength score of 15+ grants a 10% bonus.

# Cleric

Clerics are armored priests who serve a particular alignment, religion, or patron deity. The character might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while. Clerics must be either Lawful or Chaotic.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	15
2	1,500	2	+0	14
3	3,000	3	+0	13
4	6,000	3+1	+1	12
5	12,000	4	+1	11
6	24,000	5	+2	10
7	48,000	6	+2	9
8	96,000	6+1	+3	8
9	192,000	7	+4	7
10	384,000	8	+5	6

## Spells by Level

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

**Turn Undead:** Lawful clerics (only) have the ability to turn the undead, causing them to flee or destroying them outright. When a turning attempt is made, roll **3d6** and consult the Turn Undead table for the result. One turn attempt may be made per encounter.

If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for **3d6** rounds (or cower helplessly if they are unable to flee). Optionally, the Referee may rule that only **2d6** HD are turned, starting with the lowest to highest.

For Lawfully aligned Clerics, if the table indicates a "D" then the undead creature is destroyed automatically and will crumble to dust.

### Turn Undead by Cleric Level

HD	Example	1	2	3	4	5	6	7	8	9	10
<1	Skeleton	10	7	4	D	D	D	D	D	D	D
1	Zombie	13	10	7	4	D	D	D	D	D	D
2	Ghoul	15	13	10	7	4	D	D	D	D	D
3	Wight	17	15	13	10	7	4	D	D	D	D
4	Wraith	-	17	15	13	10	7	4	D	D	D
5	Mummy	-	-	17	15	13	10	7	4	D	D
6	Spectre	-	-	-	17	15	13	10	7	4	D
7	Vampire	-	-	-	-	17	15	13	10	7	4
8	Vampire	-	-	-	-	-	17	15	13	10	7
9	Vampire	-	-	-	-	-	-	17	15	13	10
10+	Lich	-	-	-	-	-	-	-	17	15	13

**Weapon & Armor Restrictions:** Because of secret religious practices, Clerics may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

**Spellcasting:** Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the standard spell list.

**Saving Throw:** Clerics receive a +2 bonus on saving throws vs. poison and paralysis.

**Establish Temple:** At tenth level, the rank of "Patriarch" is awarded. A Cleric, who chooses to build and dedicate a temple to a deity, may attract a body of loyal followers who swear fealty to the character. If the Cleric changes alignment after establishing a Temple, the character will lose any followers (and probably face a revolt).

**Experience Bonus:** Wisdom is the Prime Attribute for Clerics, which means a Wisdom score of 15+ grants a 10% bonus.

# Magic-user

The Magic-user is a mysterious figure, a student of arcane powers and dark magic. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Magic-users progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
<b>1</b>	0	1	+0	15
<b>2</b>	2,500	1+1	+0	14
<b>3</b>	5,000	2	+0	13
<b>4</b>	10,000	2+1	+0	12
<b>5</b>	20,000	3	+1	11
<b>6</b>	40,000	3+1	+1	10
<b>7</b>	80,000	4	+2	9
<b>8</b>	160,000	4+1	+2	8
<b>9</b>	320,000	5	+3	7
<b>10</b>	640,000	5+1	+3	6

## Spells by Level

Level	1	2	3	4	5
<b>1</b>	1	-	-	-	-
<b>2</b>	2	-	-	-	-
<b>3</b>	3	1	-	-	-
<b>4</b>	4	2	-	-	-
<b>5</b>	4	2	1	-	-
<b>6</b>	4	2	2	-	-
<b>7</b>	4	3	2	1	-
<b>8</b>	4	3	3	2	-
<b>9</b>	4	3	3	2	1
<b>10</b>	4	4	3	3	2

**Weapon & Armor Restrictions:** Magic-users tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Magic-users may only wield **daggers** or **staves**, and are not allowed the use of armor.

**Spellcasting:** At first level the Magic-user gains a spellbook containing all 1<sup>st</sup> level spells. At subsequent levels they gain spells automatically in their spell books as per the spells-per-day progression chart. Reading from this book, the Magic-user presses a select spell formula into her mind, effectively preparing it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available slots in the Magic-user memory. If the Magic-user finds spell scrolls during an adventure, she can copy them into her spell book.

**Saving Throw:** Magic-users receive a +2 bonus on saving throws vs. spells—including those cast from wands and staves.

**Establish a Tower:** At tenth level, a Magic-user gains the title of *witch* or *wizard* and can build a stronghold to house her library and laboratory. She will attract a mix of mercenaries, strange servants and even a few monsters (like flying monkeys). This motley crew will swear fealty to her and serve her with whatever loyalty she can inspire.

**Experience Bonus:** Intelligence is the Prime Attribute for Magic-users, which means that an Intelligence score of 15+ grants a 10% bonus.

# Thief

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of "honor among thieves." Thieves often go equipped with but a few weapons and light armor, and rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes. The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw	Thievery	Backstab
1	0	1	+0	14	3	x2
2	1,250	2	+0	13	3	
3	2,500	2+1	+0	12	3	
4	5,000	3	+1	11	3	
5	10,000	4	+1	10	4	x3
6	20,000	4+1	+2	9	4	
7	40,000	5	+2	8	4	
8	80,000	6	+3	7	4	
9	160,000	6+1	+4	6	5	x4
10	320,000	7	+5	5	5	

**Weapons & Armor Restrictions:** Thieves are agile and skilled in combat and but can only use **light** weapons. However, they prefer to rely on their reflexes and only wear leather armor.

## Thievery:

- Opening locks and foiling of magical closures
- Disarming small trapped devices such as spring-loaded poisoned needles
- Climbing almost sheer surfaces up or down at half normal movement rate
- Identifying noises behind closed doors
- Stealing or concealing items by sleight-of-hand
- Moving stealthily to pass or surprise enemies
- Hiding in nothing more than shadows

**Backstab:** Any time a Thief attacks an opponent with a melee weapon who is unaware of their presence, the Thief receives a +4 bonus to hit. If the attack is successful, the Thief rolls **D6H** and multiplies the damage based on the table above.

**Saving Throw:** Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

**Establish a Guild:** A thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able.

**Experience Bonus:** Dexterity is the Prime Attribute for Thieves, which means a Dexterity score of 15+ grants a 10% bonus.



# Dwarven Warrior

Dwarves tend to live in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). What the Dwarf does or does not perceive is for the Referee to decide or the **Keen Detection** racial ability can be used.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	14
2	2,200	2	+1	13
3	4,400	3	+2	12
4	8,800	4	+2	11
5	17,000	5	+3	10
6	35,000	6	+4	9
7	70,000	7	+4	8
8	140,000	8	+5	7
9	280,000	9	+6	6
10	560,000	10	+6	5

**Weapon & Armor Restrictions:** Like Fighters, Dwarves have been trained in warfare and have no restrictions on armor. However due to their short stature they cannot use two-handed swords, longbows, or polearms.

**Darkvision:** Dwarves can see in the dark as a human sees by day, up to **60 feet**, as long as torches or other light sources are not nearby.

**Fighting Giants:** Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting Dwarves, and only inflict **half** the normal damage against them.

**Keen Detection:** Dwarves are good at spotting traps, slanting passages, and construction while underground (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

**Saving Throw:** Dwarves do not use magic and are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic.

**Languages:** Common, Dwarvish, Gnome, Goblin, Orc, and Kobold.

**Experience Bonus:** Strength is the Prime Attribute for Dwarves, which means a Strength score of 15+ grants a 10% bonus.

## Elven Adventurer

The Referee can interpret Elves in many different ways. Are they faerie-folk of Irish legend, the Vanir of Norse mythology, or perhaps something more akin to the Elves of Tolkien's imagination? As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow. The Elven adventurer advances as a blend of fighter and magic-user, and are able to employ the weapons and armor of the former, with the spells of the latter. Elves must use a spell book to prepare spells, just as a Magic-user. Spells disappear from his casting capability once they are cast, until prepared again.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	14
2	4,000	2	+1	13
3	8,000	3	+2	12
4	16,000	3+1	+2	11
5	32,000	4	+3	10
6	64,000	5	+4	9
7	128,000	6	+4	8
8	256,000	6+1	+5	7
9	512,000	7	+6	6
10	1,024,000	8	+6	5

### Spells

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

**Weapon & Armor Restrictions:** Elves, like Fighters have no restrictions on the weapons they may use however they may not use two-handed weapons, shields, or wear anything heavier than chain mail while casting spells.

**Spellcasting:** The same as a Magic-User.

**Hereditary Foes:** Elves gain an extra +1 to-hit & damage when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

**Keen Detection:** Elves are good at spotting hidden and concealed doors (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

**Languages:** Common, Elf, Gnoll, Goblin, Orc, and Hobgoblin.

**Experience Bonus:** Strength & Intelligence are the Prime Attribute for Elves, which means that both must be 13+ to get the 10% bonus.

# Halfling Scout

Halflings are short, often stout, and live in shires, rustic communities that are usually remote from those of larger folk. A few of them have a mildly adventurous spirit, enough to venture forth for a while at least, exploring the world beyond the farms and fields of the local shire.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1	+0	11
2	2,000	2	+1	10
3	4,000	2+1	+2	9
4	8,000	3	+2	8
5	16,000	4	+3	7
6	32,000	4+1	+4	6
7	64,000	5	+4	5
8	128,000	6	+5	4
9	256,000	6+1	+6	3
10	512,000	7	+6	2

**Weapon & Armor Restrictions:** Can only wear **leather armor** but can use **shields**. Due to their smaller size they cannot use two-handed swords, longbows, or polearms.

**Fighting Giants:** Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting Halflings, and only inflict **half** the normal damage against them.

**Deadly Accuracy:** Halflings receive a +2 to-hit when using hurled missile weapons in combat such as rocks, slings, daggers, and darts.

**Near Invisibility:** When not engaged in combat, Halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence. The success of this ability is determined by the Referee, or a die roll can be used, with a roll of 1-5 on a d6 indicating success.

**Saving Throw:** Halflings are quite hardy and therefore have improved saving throws.

**Experience Bonus:** Strength & Dexterity are the Prime Attributes for Halflings, which means both must be a 13+ to get the 10% bonus.

# Ranger

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt giants and goblins in the dangerous places of the world – slaying them where ever these vile creatures are found. The ranger is a welcome addition to an adventuring party, because in addition to their combat prowess they are skilled when it comes to identifying the dangers of the wilderness as well as tracking down elusive foes. They prefer the life of an adventurer and rarely settle in a single location. The rare ranger who chooses to retire often does so in a wild and secluded area where he can remain far from the reach of the civilized world.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw	Forestry
1	0	1+1	+0	16	2
2	2,500	2	+1	15	2
3	5,000	3	+2	14	2
4	10,000	4	+2	13	3
5	20,000	5	+3	12	3
6	40,000	6	+4	11	3
7	80,000	7	+4	10	4
8	160,000	8	+5	9	4
9	320,000	9	+6	8	4
10	640,000	10	+6	7	5

**Weapon & Armor Restrictions:** Rangers are nearly as skillful as fighters in battle and equally well trained. They may wield any weapon in combat as well as utilize **leather** or **chain** armor and **shields** to protect themselves.

**Forestry:** Rangers are most at home in the wilderness, among the flora and fauna of the world. In natural environments his forestry ability provides these abilities:

- Track both humanoids and animals in natural environments.
- Remain both unseen and silent.
- When a ranger encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal.

**Favored Enemies:** When fighting bugbears, orcs, kobolds, goblins, hobgoblins, ogres, ettins, all giants, and trolls, a ranger may add his **Base Hit Bonus** to his weapon damage in combat.

## Ranger Spellcasting

Level	1 <sup>st</sup> level M-U Spells	2 <sup>nd</sup> level M-U Spells	3 <sup>rd</sup> level M-U Spells	1 <sup>st</sup> level Cleric Spells	2 <sup>nd</sup> level Cleric Spells	3 <sup>rd</sup> level Cleric Spells
<b>5</b>	1	-	-	-	-	-
<b>6</b>	2	-	-	1	-	-
<b>7</b>	2	1	-	2	-	-
<b>8</b>	2	2	-	2	1	-
<b>9</b>	2	2	1	2	2	-
<b>10</b>	2	2	2	2	2	1

**Ranger Wealth:** Due to their vagabond lifestyles, rangers may only own what can be carried (on person and/or on a mount); any other items or treasure must be donated (but not to other PCs).

**Saving Throw:** A ranger receives a +2 to bonus to any saving throws made vs. poison.

**Experience Bonus:** Strength is the Prime Attribute for Rangers, which means a Strength score of 15+ grants a 10% bonus.

# Paladin

Paladins are holy warriors. If clerics are the broad shield of the church, then the paladin is the righteous sword. Clad in shining armor and astride a white charger, the paladin is the living embodiment of chivalry and virtue. Paladins are extremely skilled warriors and their dedication and piety has granted them a resilience against the forces of darkness and the ability to pray to their god for divine blessings. While they are capable of extraordinary feats of heroism, a paladin typically demands that his adventuring companions strive to maintain the same upright ethics to which he holds.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw	1 <sup>st</sup> level spells	2 <sup>nd</sup> level spells	3 <sup>rd</sup> level spells
1	0	1+1	+0	12	-	-	-
2	2,500	2	+1	11	-	-	-
3	5,000	3	+2	10	-	-	-
4	10,000	4	+2	9	1	-	-
5	20,000	5	+3	8	2	-	-
6	40,000	6	+4	7	2	1	-
7	80,000	7	+4	6	2	2	1
8	160,000	8	+5	5	2	2	2
9	320,000	9	+6	4	3	2	2
10	640,000	10	+6	3	3	3	2

**Weapon & Armor Restrictions:** Paladins are highly trained combatants and have no restrictions regarding weapons and armor or shields.

**Healing Touch:** Once per day a paladin may touch a wounded individual and heal them for a number of hit points equal to his current level.

**Disease Immunity:** Paladin is immune to all diseases mundane and magical. In addition, the paladin may use his healing touch power to cure an individual afflicted with a disease instead of restoring hit points.

**Turn Undead (Optional):** A paladin of third level or higher may turn undead in a manner exactly like a cleric of two levels lower than the paladin's level.

**Spell Casting (4th):** When a Paladin reaches fourth level they may cast divine spells from a specific list as shown on the table above. Each day the paladin prays for a certain set of spells, choosing any spells from the cleric spell list. Paladins of specific gods might have entirely different sets of spells as determined by the referee, but the standard Paladin has the standard cleric spell list.

**Paladin Wealth:** A paladin is required to donate up to 90% of their wealth to a charity or church of Good/Law alignment. In addition, the paladin is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than **two** magical weapons, **one** set of magical armor, **one** magical shield and **four** other miscellaneous magical items, though the exact details of this restriction are defined by the referee.

**Experience Bonus:** Strength is the Prime Attribute for Paladins, which means a Strength score of 15+ grants a 10% bonus.



# Monk

Monks are warriors dedicated to physical and mental perfection. They forgo physical trappings in favor of discipline, constantly testing both body and spirit. While most monks spend their lives in hidden monasteries, some choose to wander the world in hopes of finding new challenges to test their training. While a monk is neither as martial as a fighter nor as stealthy as a thief, they are nevertheless welcome in many adventuring companies for their diverse skill set and the fact that they do not typically rely on a large number of magic items for survival. A monk is concerned, first and foremost, with achieving enlightenment both within and without.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw	Stealth	Unarmed Damage	AC Bonus
1	0	1	+0	12	2	1d6-1	+1
2	2,000	2	+1	11	2	1d6-1	+2
3	4,000	2+1	+2	10	2	1d6-1	+3
4	8,000	3	+2	9	3	1d6	+4
5	16,000	4	+3	8	3	1d6	+5
6	32,000	4+1	+4	7	3	1d6	+6
7	64,000	5	+4	6	4	1d6+1	+7
8	128,000	6	+5	5	4	1d6+1	+8
9	256,000	6+1	+6	4	4	1d6+1	+9
10	512,000	7	+6	3	5	2d6	+10

**Weapon & Armor Restrictions:** Monks typically forgo the use of weapons, relying instead on their proficiency in unarmed combat. They will sometimes make use of daggers, darts, a quarterstaff, or a sling, but are otherwise prohibited from using any other weapons. They do **not** wear armor or use shields.

**Unarmed Combat:** Monks specialize in perfecting their body, including mastery of unarmed combat. When fighting without a weapon they inflict damage as shown on the table above. Beginning at **4th level**, the monk's unarmed attacks are considered to be the equivalent of magical weapons for the purposes of damaging monsters who are immune to mundane attacks. At **9th level** their unarmed attacks are considered to be the equivalent of +2 weapons for these purposes.

**Armor Class Bonus:** Monks do not wear armor, but instead train to dodge attacks and roll with otherwise lethal blows. They receive a bonus to their Armor Class equal to their character level. Thus a 3rd level monk receives a +3 bonus to his armor class.

**Stealth:** The monk is quite skilled at remaining both silent and unseen in any environment. To use the ability, the referee rolls 1d6. If the number rolled is equal to or below the monk's stealth ability, he has succeeded and remains both unnoticed and unheard until he takes an action that would reveal him.

**Meditation (4th):** When a monk reaches 4th level he may enter a meditative state once per day in an effort to recover from any one of a number of injuries. This meditation lasts one minute and if it is interrupted the benefits are lost and the monk must wait until tomorrow to try again. When the meditation successfully ends, the monk can choose one of the following benefits to apply to *himself only*:

- Healing 2d6+2 points of damage
- Cure Disease (as the cleric spell), or
- Neutralized Poison (as the cleric spell).

**Increased Movement (Optional):** monks may earn a higher movement rate than other characters as they increase in level. Their movement increases to **15** at 4th level and **18** at 8th level.

**Vow of Poverty:** Monks are limited in the number of magical items and treasure they are allowed to keep. They may only keep 10% of non-magical treasure they discover and may only carry **one** magical weapon and **two** other magical items.

**Experience Bonus:** Wisdom is the Prime Attribute for Monks, which means a Wisdom score of 15+ grants a 10% bonus.

# Barbarian

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome warriors with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake. A barbarian serves as a front line combatant in an adventuring party, forgoing any attempts at subtlety – the only solution they see lay on the sharpened edge of their axe. They typically shun villages and hate urban cities and formal religious temples, instead longing to dwell in the wild places of the world where they have only the strength of the arm and the mettle of their mind to tame the land.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw
1	0	1+1	+0	15
2	2,500	2+1	+1	14
3	5,000	3+1	+2	13
4	10,000	4+1	+2	12
5	20,000	5+1	+3	11
6	40,000	6+1	+4	10
7	80,000	7+1	+4	9
8	160,000	8+1	+5	8
9	320,000	9+1	+6	7
10	640,000	10+1	+6	6

**Weapon & Armor Restrictions:** Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may **only** wear **leather** armor. They can use shields.

**Keen Instincts:** Barbarians can detect and concealed doors easier than other humans. They are able to discover secret and hidden doors on a 1-4 on 1d6 and may even notice such a door simply by passing near it if they roll 1-2 on 1d6. **They cannot be surprised.**

**Savage Blows:** Barbarians receive +2 to all damage rolls made in melee combat.

**Swift Runner:** Barbarians move quicker than other humans and have a movement rate of **15** instead of the standard **12**.

**Wilderness Survival:** Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness.

**Saving Throws:** Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

**Defiler of Magic:** Barbarians have a natural distrust or even hatred of magic items. Whenever a Barbarian encounters a magic item while adventuring he has a natural urge to destroy it and must make a saving throw to resist this urge.

**Experience Bonus:** Constitution is the Prime Attribute for Barbarians, which means a Constitution score of 15+ grants a 10% bonus.

# Assassin

Assassins are paid killers skilled in subterfuge and murder. They excel at the use of poison and can receive large payments for their services. They can use any magic items usable by Thieves. Only Humans may be Assassins. Assassins are usually Chaotic but some may be of Neutral alignment. Their profession means they cannot be Lawful in most societies.

Level	Experience	Hit Dice	Hit Bonus	Saving Throw	Stealth	Backstab
1	0	1	+0	14	3	x2
2	1,500	2	+0	13	3	
3	3,000	3	+1	12	3	
4	6,000	3+1	+1	11	3	x3
5	12,000	4	+2	10	4	
6	24,000	5	+3	9	4	
7	48,000	6	+3	8	4	x4
8	96,000	6+1	+4	7	4	
9	192,000	7	+5	6	5	
10	384,000	8	+5	5	5	x5

**Armour & Weapon Restrictions:** Assassins may use any weapons but are limited to **leather** armor; they may use shields however.

**Stealth:** Assassins are masters at blending in the shadows to avoid notice, especially when closing in for a kill, or when fleeing the bloody crime scene afterwards. This expertise allows them to remain silent and unseen in virtually any environment.

**Backstab:** Any time an Assassin attacks an opponent with a melee weapon who is unaware of their presence, the Assassin receives a +4 bonus to hit. If the attack is successful, the Assassin rolls **D6H** and multiplies the damage based on the table above.

**Poison Use:** An Assassin is always knowledgeable regarding the uses of poison and can therefore apply it to weapons or to food without any risk to himself.

**Disguise:** Assassins may disguise themselves through dress and manners. A successful disguise will allow the Assassin to conceal his likeness, pass as a member of another class, or assume the guise of someone of the opposite sex. The chance for success is a **1-5** on a d6.

**Saving Throws:** Assassins receive a +2 bonus to any saving throw to resist poison.

**Establish Guild:** An Assassin of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Assassins Guild. In return for a cut of their earnings, the Assassin will provide these apprentices with protection from local law enforcement as much as he is able. If the Cutpurse is unable to protect these apprentices, they are likely to turn on him in hopes of finding a more capable guild master

**Cost for Hiring an Assassin:** The payment an Assassin should demand for accepting a mission is given in the table below. The amount to be paid is based on the Assassin's level.

Level	Payment Per Mission	Level	Payment Per Mission
1	750gp/mission	6	2,000gp/mission
2	1,000gp/mission	7	4,000gp/mission
3	1,250gp/mission	8	8,000gp/mission
4	1,500gp/mission	9	16,000gp/mission
5	1,750gp/mission	10	32,000gp/mission

**Experience Bonus:** Dexterity is the Prime Attribute for Assassins, which means Dexterity of 15+ grants a 10% bonus.