

Fighter

Prime Attributes: Strength 15+ (+10% xp)

Minimum Stats: None

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Human

Alignment: Any

Level	XP	HD	ST	AB
1	0	1d8	14	0
2	2,000	2d8	13	0
3	4,000	3d8	12	+1
4	8,000	4d8	11	+2
5	16,000	5d8	10	+2
6	32,000	6d8	9	+3
7	64,000	7d8	8	+4
8	128,000	8d8	7	+5
9	256,000	9d8	6	+6
10	350,000	+2 hp	5	+7
11	450,000	+2 hp	4	+7
12	550,000	+2 hp	4	+8
13	650,000	+2 hp	4	+9
14	750,000	+2 hp	4	+9
15	850,000	+2 hp	4	+10
16	950,000	+2 hp	4	+11
17	1,050,000	+2 hp	4	+12
18	1,150,000	+2 hp	4	+12
19	1,250,000	+2 hp	4	+13
20	1,350,000	+2 hp	4	+13

Abilities

Strength Bonuses: Fighters are the only class that can take advantage of strength bonuses above 16. In addition a Fighter's strength bonuses are applied to **both** melee & missile attacks.

Parry: Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks **instead** of attacking, as shown on the table below.

Dexterity	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

Cleave: Whenever a Fighter kills or incapacitates an opponent with a **melee** attack, he may immediately make another attack throw against another opponent within 5' of the target he has just dropped. The additional attack throw must be with the same weapon as the attack that killed the previous opponent. If engaged in melee, the attacker may move 5' between each attack, subject to his maximum combat movement per round. The number of Cleave attacks is equal to the Fighter's HD.

Optional Fighting Styles

If you use these rules, a first level fighter can choose one fighting style to start off with. The **berserker**, **shield master**, and **swashbuckler** styles can be chosen only once each. The **unarmed combat** style can be chosen only twice. The **weapon mastery** and **weapon grandmastery** options can be chosen multiple times, but only once per weapon type (so a fighter could *not* choose weapon mastery in spears twice in order to gain a +2 bonus to hit with spears). An additional fighting style can be chosen by a fighter character once he/she reaches level 4, level 8, and level 12 (so a 12th level fighter will have four fighting styles in total).

Berserker: The fighter gains a +2 bonus to hit and damage for the duration of one combat (melee weapon only), but suffers a +2 [-2] penalty to his/her AC while berserk. Afterwards, the character is exhausted, taking a -2 penalty to all actions. One hour of complete rest (no walking) eliminates the exhaustion.

Shield Master: The fighter gains an extra -1 [+1] bonus to his/her AC when using a shield.

Swashbuckler: So long as the fighter is wearing **light** armour (no heavier than leather), is not using a shield, and is not using a large weapon, he/she gains a -2 [+2] bonus to his/her AC. Also, when using two weapons the fighter gains a +2 to hit (instead of +1).

Unarmed Combat: The fighter can do 1d6 of normal damage with only his/her fists and feet. If he/she takes this fighting style a second time, this damage increases to 1d8.

Weapon Master: The fighter gains a +1 to hit with any one type of weapon (axes, bows, broad & long swords, clubs, crossbows, daggers, darts, flails, great swords, halberds, hammers, javelins & spears, maces, quarterstaves, short swords, slings, etc.). Each type of weapon may be chosen only once by a character.

Weapon Grandmaster: If a fighter is already a weapon master of a particular type of weapon (axes, bows, broad & long swords, clubs, crossbows, daggers, darts, flails, great swords, halberds, hammers, javelins & spears, maces, quarterstaves, short swords, slings, etc.), he/she may become a **grandmaster** of that weapon type. A grandmaster gains a +1 bonus to damage in addition to the +1 to hit he/she already enjoys as a master of the weapon type in question. Each type of weapon may be chosen only once by a character.

Cleric

Prime Attributes: Wisdom 15+ (+10% xp)

Minimum Stats: None

Armor/Shield Permitted: Any

Weapons Permitted: Blunt weapons only
(club, flail, hammer, mace, staff, etc.)
No missile weapons, other than oil or slings.

Race: Human

Alignment: Lawful

Level	XP	HD	ST	AB
1	0	1d6	15	0
2	1,500	2d6	14	0
3	3,000	3d6	13	+1
4	6,000	4d6	12	+1
5	12,000	5d6	11	+2
6	24,000	6d6	10	+2
7	48,000	7d6	9	+3
8	100,000	8d6	8	+3
9	170,000	9d6	7	+4
10	240,000	+1 hp	6	+5
11	310,000	+1 hp	5	+5
12	380,000	+1 hp	5	+6
13	450,000	+1 hp	5	+7
14	520,000	+1 hp	5	+7
15	590,000	+1 hp	5	+8
16	660,000	+1 hp	5	+8
17	730,000	+1 hp	5	+9
18	800,000	+1 hp	5	+10
19	870,000	+1 hp	5	+10
20	940,000	+1 hp	5	+11

Abilities

Divine Magic Spells per Level

Level	1	2	3	4	5	6	7
1	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-
3	2	-	-	-	-	-	-
4	2	1	-	-	-	-	-
5	2	2	-	-	-	-	-
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	-	-
11	4	4	4	3	3	-	-
12	4	4	4	4	4	1	-
13	5	5	5	4	4	1	-
14	5	5	5	5	5	2	-
15	6	6	6	5	5	2	-
16	6	6	6	6	6	3	-
17	7	7	7	6	6	3	1
18	7	7	7	7	7	4	1
19	8	8	8	7	7	4	2
20	8	8	8	8	8	5	2

Divine Spellcasting: Clerics do not need to memorize specific spells each day. Instead they may freely cast any spells available to them on the Cleric spell list, subject only to the limitations imposed by remaining spell slots at the time of casting. They are calling upon their deity for what aid they need at the time of the casting. Clerics with a Wisdom of 15+ gain an additional 1st level spell to cast per day. So a level 2 Cleric with a 15 Wisdom can cast two 1st level spells per day.

Banish Undead: Lawful Clerics have the ability to **turn** the undead, causing the foul creatures to flee or even destroying them outright. (See *page 35 in the Core book* or *page 42 in the Complete book*)

Saving Throw: Clerics gain a +2 bonus on saving throw rolls against being paralyzed or poisoned.

Magic-User

Prime Attributes: Intelligence 15+ (+10% xp)

Minimum Stats: None

Armor/Shield Permitted: None

Weapons Permitted: Dagger, staff, and darts

Race: Human

Alignment: Any

Level	XP	HD	ST	AB
1	0	1d4	15	0
2	2,500	2d4	14	0
3	5,000	3d4	13	0
4	10,000	4d4	12	+1
5	20,000	5d4	11	+1
6	35,000	6d4	10	+2
7	50,000	7d4	9	+2
8	75,000	8d4	8	+3
9	100,000	9d4	7	+3
10	200,000	10d4	6	+4
11	300,000	11d4	5	+5
12	400,000	+1 hp	5	+5
13	500,000	+1 hp	5	+5
14	600,000	+1 hp	5	+6
15	700,000	+1 hp	5	+6
16	800,000	+1 hp	5	+7
17	900,000	+1 hp	5	+7
18	1,000,000	+1 hp	5	+7
19	1,100,000	+1 hp	5	+7
20	1,200,000	+1 hp	5	+8

Spell Casting: Unlike the Cleric, a Magic-User owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, "preparing" as many spells **per day** as the Magic-User can mentally sustain as the table above shows. A Magic-User with an intelligence of 15+ gains an additional 1st level spell to cast per day. Once a prepared spell is cast, it disappears from the Magic-User's ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring, these spells can be added to the Magic-User's spellbook.

Knowing Spells: A beginning Magic-User's spellbook contains as many of the eight basic first level spells as the character can **know**. Check each spell to see if the Magic-User can learn and know it, using the **Learn Spells** column on the table below.

Intelligence Table

Score	Max Spell Level	Learn Spell	Min/Max # of spells that can be understandable per level	Bonus 1 st level spell
3-7	4	30%	2/4	No
8	5	40%	3/5	No
9	5	45%	3/5	No
10	5	50%	4/6	No
11	6	50%	4/6	No
12	6	55%	4/6	No
13	7	65%	5/8	No
14	7	65%	5/8	No
15	8	75%	6/10	Yes
16	8	75%	6/10	Yes
17	9	85%	7/All	Yes
18	9	95%	8/All	Yes

Each time the magician gains a level (if the Referee permits) he or she may re-check the spells not understood before, to see if increased experience has granted new understanding – although the Maximum Number of Basic Spells Understandable (from the Intelligence Table) is still the upper limit. A Magic-User would also still need to find and copy these new spells into his or her spellbook. The same procedure applies to each higher spell level; a wizard must find the higher-level spells in dungeons or musty libraries and copy them into a spellbook, or trade copies with other Magic-Users. New and unusual spells outside the basic lists are not part of the “maximum number” of knowable spells, although they still require a roll to see if a Magic-User can understand one. (Such spells are rare and seldom traded.) New spells that a wizard researches and creates personally are also not subject to the maximum allowable number of regular spells.

Saving Throw: Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.

Thief

Prime Attributes: Dexterity 15+ (+10% xp)

Armor/Shield Permitted: Leather/No

Weapons Permitted: Any, but magical weapons are limited to daggers & swords

Race: Human

Alignment: Neutral

Level	XP	HD	ST	AB	Thief Skills
1	0	1d4	15	0	12+
2	1,250	2d4	14	0	11+
3	2,500	3d4	13	+1	10+
4	5,000	4d4	12	+1	9+
5	10,000	5d4	11	+2	8+
6	20,000	6d4	10	+2	7+
7	40,000	7d4	9	+3	6+
8	60,000	8d4	8	+3	5+
9	90,000	9d4	7	+4	4+
10	120,000	10d4	6	+5	3+
11	240,000	+1 hp	5	+5	2+
12	370,000	+1 hp	5	+6	2+
13	500,000	+1 hp	5	+7	2+
14	630,000	+1 hp	5	+7	2+
15	760,000	+1 hp	5	+8	2+
16	890,000	+1 hp	5	+8	2+
17	1,020,000	+1 hp	5	+9	2+
18	1,150,000	+1 hp	5	+10	2+
19	1,280,000	+1 hp	5	+10	2+
20	1,410,000	+1 hp	5	+11	2+

Abilities

Shadowy Senses: Years spent hiding in shadows and cultivating an awareness of his surroundings have given the Thief an almost preternatural ability to work in the dark. As long as the Thief is not in magical darkness he can “see” out to 10’ with sufficient clarity to move, fight, open locks, and disarm traps (but not to read).

Thief Skills: The chance of success is based on a d20 roll as listed on the table above.

- **Climbing walls or cliffs.** The percentage chance is what the thief needs to climb a wall that others cannot climb. If the wall is more difficult than normal (very slippery, for example), the referee may lower a thief's chances of success. In general, if a normal person has a chance to climb a wall, a thief can most likely do it automatically.
- **Delicate tasks.** This percentage chance is used for disabling small mechanical traps like poisoned needles, and is also used for picking pockets. The skill is also used to detect whether a mechanism, keyhole, or other small location contains a trap that can be removed.
- **Hearing sounds.** A thief can hear well when concentrating; this mainly includes listening at doors.
- **Hiding in shadows.** Thieves can make themselves very hard to see when lurking in the shadows. Anyone can hide, of course, but thieves are virtually invisible and can move around while hiding.
- **Moving silently.** Thieves can move quietly, without being heard.
- **Opening Locks.** Thieves can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the percentage chance as appropriate.

Backstab: When attacking with **surprise**, from **behind**, the Thief gains +4 to hit and inflicts double damage. At levels 5-8, damage is x3, levels 9-12 damage is x4, and levels 13+ damage is x5. In addition, backstabbing with a *dagger* allows the Thief to roll a **d10** for damage instead of a d4.

Read Normal Languages (3rd): Thieves of third level and above can figure out the gist of most written languages, and have a [5+] chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

Read Magical Writings (9th): At ninth level, a Thief has gained enough knowledge to decipher magical writings (although not the “divine” writings of Clerics), but their understanding is not perfect when the magic is complicated (that is, for spells higher than sixth level). Thieves can cast Magic-User spells from scrolls, but for the high level spells they have a [18+] chance to get a dangerously unpredictable result, usually the reverse of the intended effect.

Saving Throw Bonus: +2 against devices, including traps, magical wands or staves, and other magical devices.

Dwarven Warrior

Prime Attributes: Strength 15+ (+10% xp)

Minimum Stats: None

Armor/Shield Permitted: Any

Weapons Permitted: (See Below)

Alignment: Any

Restrictions: Dwarves cannot use longbows or two-handed swords. Battle axes, long Swords, and bastard swords must be wielded two-handed.

Level	XP	HD	ST	AB
1	0	1d8+1	14	0
2	2,500	2d8+1	13	0
3	5,000	3d8+1	12	+1
4	10,000	4d8+1	11	+2
5	20,000	5d8+1	10	+2
6	40,000	6d8+1	9	+3
7	80,000	7d8+1	8	+4
8	160,000	8d8+1	7	+5
9	320,000	9d8+1	6	+6
10	450,000	+2 hp	5	+7
11	600,000	+2 hp	4	+7
12	750,000	+2 hp	4	+8
13	900,000	+2 hp	4	+9
14	1,050,000	+2 hp	4	+9
15	1,200,000	+2 hp	4	+10
16	1,500,000	+2 hp	4	+11
17	1,650,000	+2 hp	4	+12
18	1,800,000	+2 hp	4	+12
19	1,950,000	+2 hp	4	+13
20	2,100,000	+2 hp	4	+13

Abilities

Strength Bonuses: Like Fighters, Dwarven Warriors can also take advantage of strength bonuses above 16. These bonuses can only be applied to melee attacks however.

Darkvision: 60 feet

Keen Detection: Can easily spot various features of stonework including sloping corridors, moving walls, and whether stonework is recent or not. No roll required. Can spot stonework traps on a 1-4 or 1 if only passing by. These are traps made of stone – in particular: Holes & gaps, falling blocks, rigged ceilings, and tiny arrow slits designed to release poison darts or gas.

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.

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

Elven Adventurer

Prime Attributes: Strength, Intelligence 13+ (+10% xp)

Minimum Stats: None

Armor/Shield Permitted: Any

Weapons Permitted: Any

Alignment: Any

Level	XP	HD	ST	AB
1	0	1d6	14	0
2	4,000	2d6	13	0
3	8,000	3d6	12	+1
4	16,000	4d6	11	+2
5	32,000	5d6	10	+2
6	64,000	6d6	9	+3
7	120,000	7d6	8	+4
8	250,000	8d6	7	+5
9	400,000	9d6	6	+6
10	600,000	+1 hp	5	+7
11	800,000	+1 hp	4	+7
12	1,000,000	+1 hp	4	+8
13	1,200,000	+1 hp	4	+9
14	1,400,000	+1 hp	4	+9
15	1,600,000	+1 hp	4	+10
16	1,800,000	+1 hp	4	+11
17	2,000,000	+1 hp	4	+12
18	2,200,000	+1 hp	4	+12
19	2,400,000	+1 hp	4	+13
20	2,600,000	+1 hp	4	+13

Abilities

Darkvision: 60 feet

Keen Detection: Can spot hidden and concealed doors on a 1-4 or 1 if only passing by.

Immunities: Ghoul Paralysis

Master of the Bow: +2 to hit when using a Long or Short Bow.

Spellcasting: Elves can cast spells as either a *Magic-User* **or** *Druid*. This must be chosen at level 1. However, Elves do not use spellbooks. They must learn and memorize spells daily, but this is done whilst in a trance-like state wherein they recall their spells from the vast reservoirs of their minds and bring them to the fore. Likewise, they may impress new spells upon this *mental* book by studying scrolls or magical tomes, or by communing with another elf that is willing to share his knowledge. Due to their natural affinity with magic, Elves may cast spells while wearing armor.

Halfling Scout

Prime Attributes: Strength, Dexterity 13+ (+10% xp)

Minimum Stats: None

Armor/Shield Permitted: Leather, Ring, Chain/Yes

Weapons Permitted: (See Below)

Alignment: Lawful

Restrictions: Halflings can not use a Longbow, Two-Handed Sword, Lance, Flail, or Polearm. Spears, Battle Axes, Long Swords, and Bastard Swords may only be used two handed.

Level	XP	HD	ST	AB
1	0	1d6	14	0
2	2,000	2d6	13	0
3	4,000	3d6	12	+1
4	8,000	4d6	11	+2
5	16,000	5d6	10	+2
6	32,000	6d6	9	+3
7	64,000	7d6	8	+4
8	128,000	8d6	7	+5
9	300,000	9d6	6	+6
10	450,000	+1 hp	5	+7
11	600,000	+1 hp	4	+7
12	750,000	+1 hp	4	+8
13	900,000	+1 hp	4	+9
14	1,150,000	+1 hp	4	+9
15	1,300,000	+1 hp	4	+10
16	1,450,000	+1 hp	4	+11
17	1,600,000	+1 hp	4	+12
18	1,750,000	+1 hp	4	+12
19	1,900,000	+1 hp	4	+13
20	2,050,000	+1 hp	4	+13

Abilities

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: Halflings have the uncanny ability to disappear from sight when blending into the background and can move almost silently on a 1-5.

Saving Throw: Halflings are quite hardy and receive a +4 bonus on saving throws vs. magic.