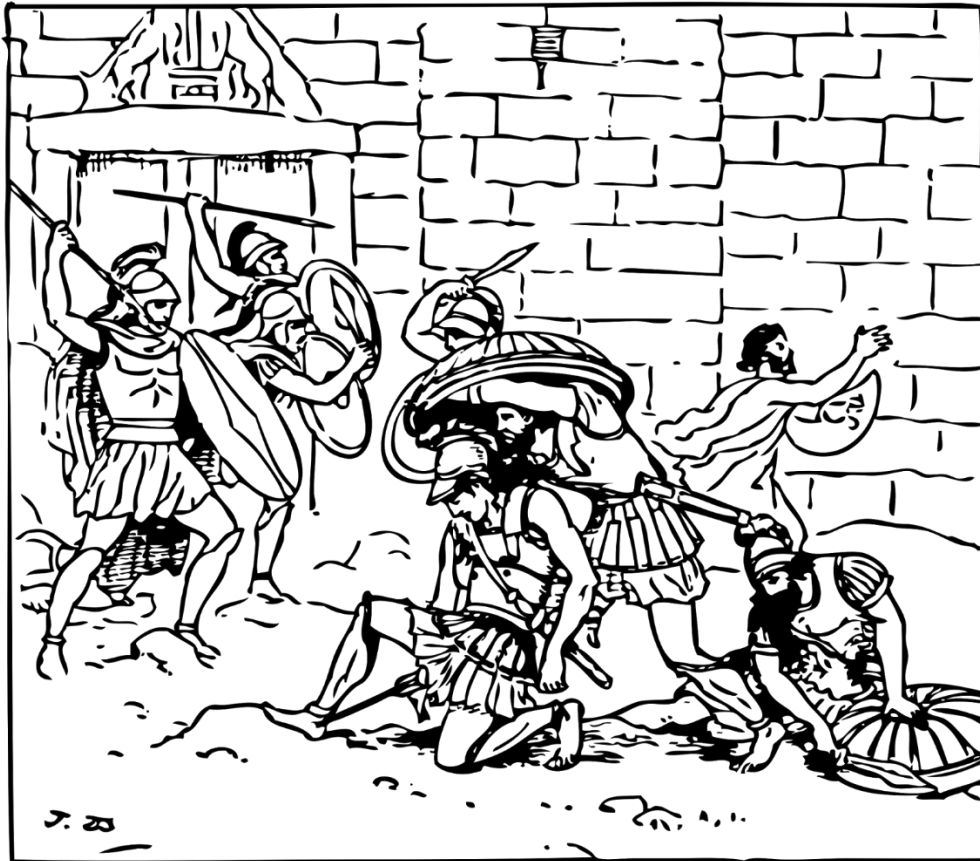


The Myrmidon

Optional Character Class



Written By Shane Ward

Labyrinth Lord
Compatible Product

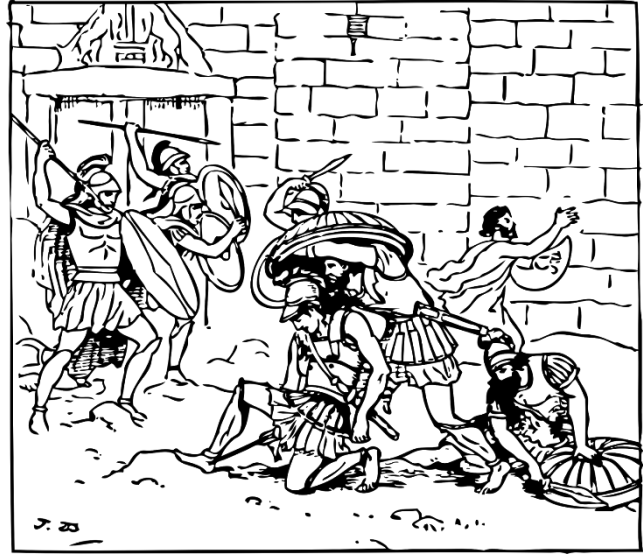
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Myrmidon

Requirements: None
Prime Requisite: STR and CON
Hit Dice: 1d6
Maximum Level: 10

Myrmidon are mighty fighters, followers of Achilles (or some other great warrior). What separates Myrmidon's from typical fighters is their ability to survive under the harshest conditions and gravest wounds.



Constitution Checks: When a Myrmidon suffers from deathly wounds (0 HP or less) they can make a Constitution check and regain 2 lost HPs. To make a Constitution check, roll 1d20, if the result is less than the players Constitution score, the check is a success. A roll of 1 is always a success and a roll of 20 is always a failure. When rolling a constitution check subtract -2 to the roll.

Attacking: Myrmidon's are proficient with throwing spears, and receive a +1 on any ranged attack roll. On melee combat rolls they receive no special bonus.

Defence: Myrmidon's are very adept with the use of a shield, as such they receive - 2 to their armour class when carrying a shield (normally - 1 to armour class).

Background (1d6)

1. Soldier
2. Arena Gladiator
3. Executioner
4. Bounty Hunter
5. Royal Guard
6. Tax Collector

Equipment

Traditionally most Myrmidon's carry a shield, a spear (or two), a dagger, they tend to wear scale mail, and helmets. (Armour Class of 4 with shield and scale mail). Starting gold is 1d4 x 10.

Myrmidon Level Progression

Myrmidon's can only progress to level 10.

Experience	Level	Hit Dice (1d6)
0	1	1
2050	2	2
4100	3	3
8200	4	4
16,400	5	5
32,800	6	6
65,600	7	7
131,200	8	8
262,400	9	9
524,800	10	10

Myrmidon Names

Male	Female
Acestes	Aglea
Alypius	Amaltheia
Bisaltis	Barbara
Carpus	Calligenia
Dadaces	Damaris
Echemmon	Efrosyni
Faenus	Frona
Gylippos	Glykeria
Hegetoridas	Hekabe
Iros	Iantha
Kaeneus	Kalliope
Lagos	Ligeia
Menares	Megaira
Scyllias	Phaidra
Thrasidaios	Psykhe
Zenicetes	Teodora

Myrmidon Saving Throws

Level	Breath Attacks	Poison Or Death	Petrify Or Paralyze	Wands	Spells Or Spell Like Devices
1 – 3	13	8	10	9	12
4 – 6	10	6	8	7	10
7 – 9	7	4	6	5	8
10	4	2	4	3	6

Myrmidon Attack Matrix

Level	-2	-1	0	1	2	3	4	5	6	7	8	9
1	20	20	19	18	17	16	15	14	13	12	11	10
2	20	19	19	18	17	16	15	14	13	12	11	10
3	20	19	18	17	16	15	14	13	12	11	10	9
4	19	18	17	16	15	14	13	12	11	10	9	8
5	18	17	16	15	14	13	12	11	10	9	8	7
6	17	16	15	14	13	12	11	10	9	8	7	6
7	16	15	14	13	12	11	10	9	8	7	6	5
8	16	15	14	13	12	11	10	9	8	7	6	5
9	15	14	13	12	11	10	9	8	7	6	5	4
10	14	13	12	11	10	9	8	7	6	5	4	3

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