The Vagrant

Optional Character Class

Written By Shane Ward

Labyrinth Lord
Compatible Product

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Vagrant

Requirements: None
Prime Requisite: DEX
Hit Dice: 1d4
Maximum Level: None

Vagrants are not technically thieves although often they do have some thieving abilities that they have picked up living on the streets of large cities. What they do possess is an unnatural ability to stay alive. Whether it be thru trickery, gambling, outright stealing, and on occasion murder. They always manage to make their way in the world. More often than not Vagrants are neutral or evil aligned. Rarely will you find a good aligned vagrant who is just down on his luck. As far as Weapons & Armour go, Vagrants will only have what they manage to scrape together from various sources: looting dead bodies, stealing from smiths. Vagrants start with little to no GP's as starting wealth. (Roll 1d2 x 5, if a roll of a 1 comes up they Vagrant carries no gold)

Starting Weapon 1d4

1. Rusted Dagger - 1
2. Sling w/ 6 sling stones
3. Club
4. Rusted short Sword - 1

Starting Armour 1d4

1. Patches of Leather Armour (treat as AC 10)
2. Stained Clothes (AC 9)
3. Scraps of Plate mail & leather Armour in bad repair (Treat as AC 8)
4. Helmet & Good Boots, Badly worn Shield tunic (AC 8)

Luck!

Vagrants have one extra starting ability along with the basic 6 as every character does. Roll 3d6 this is the total Luck score that the Vagrant has. Mark this down as "Total Luck". Make an extra column with "Current Luck", this is the luck that you currently have leftover from your original total.

Using luck in the game.

- re rolling any attack, damage, ability check, or saving throw roll
- situations where the PC maybe trying to outwit or charm another character, NPC or monster
- On a roll of 1 when re-rolling damage - double the damage.
- Have the DM re roll a monster reaction.

Have the player roll 1d20, if the player rolls under is luck stat he will be lucky. A 1 is a automatic success and 20 is automatic failure. Please keep the original score written down, and deduct one point and add this to the column of current luck. When the Luck stat runs out the player will no longer be lucky, and may have to go on a great quest to regain his/her Luck.

Vagrant Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
1251	2	2
2501	3	3
5001	4	4
10,001	5	5

Vagrant Skills

Level	Pick Locks	Find Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide In Shadows	Hear Noise
1	13	11	20	17	84	11	1 - 2
2	17	13	23	23	87	14	1 - 2
3	23	17	27	27	88	17	1 - 2
4	27	23	31	31	89	23	1 -3
5	31	27	33	33	90	27	1 - 3

Vagrant Attack Levels

* Vagrants use the same attack tables as Thieves.
* Vagrants cannot backstab as thieves until level 3
* When a Vagrant reaches level 5 or 1000 GP's he can choose to become an outright thief with all the abilities that come with the class.
* Any time that a Vagrant is able to purchase or acquire real Armour or Weapons their luck score will automatically drop by 5.

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