

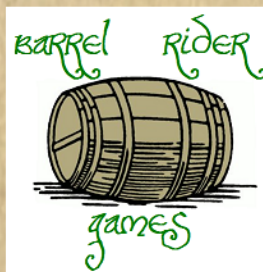
Explorer



**A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games**

Art by: Jeff Preston

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Explorer

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

Written by: James M. Spahn

Art by: Jeff Preston & Joe J. Calkins

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Requirements: Dex 9, Con 9, Int 9

Prime Requisite: CON and INT

Hit Dice: 1d6

Maximum Level: 20th

While adventuring parties are often composed of a company of specialists, there are a rarer few who specialize in the the exploration of dungeons as a profession unto itself. These intrepid dungoneers are known most commonly as explorers. Most explorers are driven to adventuring by a need to discover the mysteries of the past, but there are unscrupulous members of this profession who are little more than simple tomb robbers. Regardless of their morale compass, explorers are welcome members to any adventuring party, as their skill set makes them especially useful when exploring the long forgotten places of the world.

Explorers are able to wield all one-handed melee weapons and any ranged weapon they choose. They may wear leather armor and use

shields. They receive the Attack Value and Saving Throws of a thief of equal level. Due to their extensive experience investigating dungeons explorers may, when actively searching, to detect hidden and secret doors with a roll of 1-2 on 1d6. They are not limited in their selection of alignments.

Explorers who have a 13 or higher in Intelligence receive a +5% bonus to all experience points they earn. An explorer with 16 or high in intelligence and dexterity receives a +10% bonus.

Reaching 9th Level: Explorers of 9th level are sometimes known as *Archeologists* and their knowledge of the lost places of the world has attracted the attention of an academic establishment that will offer to sponsor further explorations. This organization will provide the explorer with an assistant. This assistant is typically a fighter, thief, or magic-user of 4th level and will serve the explorer loyally. In addition the explorer receives a stipend of 1000 gold pieces to fund his explorations from his sponsor. This money may be used to purchase equipment, mounts, hirelings or any other gear required for their adventures. In return the explorer may be asked to provide reports of his discoveries for the libraries of his sponsor.

Climb Walls: Explorers are adept at scaling sheer surfaces, including walls or steep cliffs. They require a skill roll for each 100 feet they intend to climb. If the roll fails, they fall a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet. While using this ability the explorer may not make use of a shield.

Extra Languages: An explorer earns the ability to speak, read, and write new languages as they level. They can choose any language they like, though they may not select the ability to read and write magic or an alignment tongue outside their own alignment. They may be obligated (at the referee's discretion) to select a language that they have had an opportunity to study.

Find and Remove Traps: An explorer may only try one time to find or remove a trap in an area. Note that these are separate skills, and an explorer must find a trap before he can remove it. While using this ability the explorer may not make use of a shield.

Identify Magic Item: By spending one turn examining and handling a magical item, the explorer may attempt to identify the magical properties of that item without activating it. They must spend one turn of uninterrupted handling and investigation of that item, after which they may make their roll. Success is determined by the chart below. If the roll does not succeed, the explorer may not try to identify that particular item again until he reaches a higher level of experience.



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Pick Locks: An explorer is skilled in picking locks, but needs lock picks to do so. He can only try to pick a lock one time, and if he fails, he may not try the same lock again until he reaches a higher experience level. The referee might grant an additional try depending on the complexity of the lock. While using this ability the explorer may not make use of a shield.

Read Languages: Explorers are capable of studying and deciphering ancient, even if they

have never encountered them before. This ability may be used to activate magical scrolls, whether they be Cleric or Elf/Magic-User scrolls. However, casting spells in this fashion imparts a penalty of -5% per level of the spell written on the scroll. If the explorer fails attempting to use a magical scroll, the spell is wasted and the scroll is rendered useless.

Use Magic Item: Explorers may attempt to use wands, rods, and staves as well as any other magical item normally reserved for use by a specific class with the use of this ability. Before attempting to use a magical item they must know the nature of the item they are using, whether it be through seeing that item in use or through their own Identify Magic Item ability.

If the Use Magic Item does not succeed, the explorer may not try to read that use that particular item again until he reaches a higher level of experience and if the magical item they are attempting to use has a limited number of charges or daily uses, then one such charge or use is expended without effect.

Spells: When Explorers reach 9th level they may learn a very limited selection of magical spells. These spells are learned just like a Magic-User or Elf and are considered Elf/Magic-User spells. They keep a spell book, though it is typically much smaller than a traditional arcane tome, often resembling a traveler's journal or pocket diary. Their complete spell list is shown below.

Explorer Spells:

1st Level Spells: Detect Magic, Read Magic, Read Languages

2nd Level: Detect Evil, Knock, Locate Object

3rd Level: Dispel Magic, Infravision

Explorer Class Information

Experience	Level	Hit Dice (1d6)	1st Level Spells	2nd Level Spells	3rd Level Spells
0	1	1	-	-	-
2,035	2	2	-	-	-
4,065	3	3	-	-	-
8,125	4	4	-	-	-
16,251	5	5	-	-	-
32,501	6	6	-	-	-
65,001	7	7	-	-	-
120,001	8	8	-	-	-
240,001	9	9	1	-	-
360,001	10	+2 hp only*	1	-	-
480,001	11	+4 hp only*	1	-	-
600,001	12	+6 hp only*	1	1	-
720,001	13	+8 hp only*	2	1	-
840,001	14	+10 hp only*	2	1	-
960,001	15	+12 hp only*	2	1	1
1,080,001	16	+14 hp only*	2	2	1
1,200,001	17	+16 hp only*	3	2	1
1,320,001	18	+18 hp only*	3	2	1
1,440,001	19	+20 hp only*	3	2	2
1,560,001	20	+22 hp only*	3	3	2

*Hit point modifiers from constitution are ignored

Level	Climb Walls	Find & Remove Traps	Extra Languages	Identify Magic Item	Pick Locks	Read Languages	Use Magic Item
1	87%	14%	1	5%	13%	23%	5%
2	88%	17%	1	12%	17%	27%	10%
3	89%	20%	2	17%	20%	30%	17%
4	90%	23%	2	23%	27%	37%	20%
5	91%	33%	2	30%	30%	40%	27%
6	92%	43%	3	37%	37%	43%	31%
7	93%	53%	3	40%	47%	53%	34%
8	94%	63%	3	47%	57%	63%	41%
9	95%	73%	4	52%	67%	73%	44%
10	96%	83%	4	59%	77%	83%	51%
11	97%	93%	4	62%	87%	93%	54%
12	98%	95%	5	69%	90%	105%	61%
13	99%	97%	5	76%	97%	115%	64%
14	99%	99%	5	79%	99%	118%	71%
15	99%	99%	6	82%	99%	123%	74%
16	99%	99%	6	89%	99%	130%	81%
17	99%	99%	6	92%	99%	133%	84%
18	99%	99%	7	99%	99%	137%	91%
19	99%	99%	7	99%	99%	140%	94%
20	99%	99%	7	99%	99%	145%	99%



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