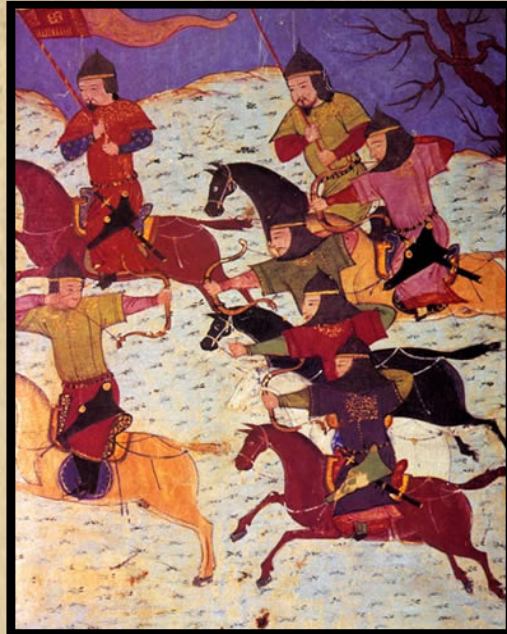


# Kassai Rider



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

**Written by: James M. Spahn**



**Labyrinth Lord  
Compatible Product**

# Kassai Rider

## A Player Character Class

for *Labyrinth Lord*<sup>TM</sup> and other old-school table-top fantasy role-playing games

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the agility and speed of their horses to great effect. Wielding bows with deadly accuracy and often attacking in large groups, they forgo heavy armor and barding in favor of raining arrows down on foes from afar. Though many cultures have adopted this form of combat, they are often known simply as Kassai Riders.

Kassai riders are proficient with clubs, daggers, hand axes, scimitars, and short swords as well as all ranged weapons, though they strongly favor bows. Because they wish to remain mobile on the battlefield they may wear only leather armor. They may not use shields. Kassai riders use the Saving Throw and Attack Values of Fighters of equal level. They may be of any alignment.

If the kassai rider has at least 13 in one or the other prime requisite they get a +5% bonus to experience. If they have a DEX and CON of 13 to get the +10% bonus to all experience points earned.

**Reaching 9<sup>th</sup> level:** A kassai rider may take the title of *Warlord* at 9<sup>th</sup> level and begin attracting followers. Over the course of the next few months 3d8 1<sup>st</sup> level kassai riders will flock to the character to serve him. Though Kassai Riders often build temporary, nomadic camps, they rarely set up a permanent homestead or stronghold.

**Requirements:** Dex 9, Con 9

**Prime Requisite:** STR and CON

**Hit Dice:** 1d8

**Maximum Level:** 20<sup>th</sup>

Armored warriors are not the only men to take advantage of the power and grace of a war steed. There are many who have learned to use

### Horesmanship

Most old-school fantasy role-playing games have very light, fast rules regarding mounted combat. The rules presented here expand on the information already presented in the *Labyrinth Lord Core Rulebook*, while still keeping things simple. The kassai rider has several class abilities prefaced with the "Horseman" descriptor. Unless otherwise stated abilities with this descriptor can only be used when the kassai rider is mounted on a horse. They are not applicable while riding other types of mounts. In addition, in order for the kassai rider to make use of any class ability with the "Horseman" preface they must have trained horses. Training a horse is very expensive and time consuming. Purchasing a trained warhorse or riding horse costs 500 gold pieces and are often only available in large cities or similar civilized areas. A kassai rider can choose to train his own horse, but this costs 250 gold pieces and requires the kassai rider to spend 3 months of time breaking the steed in which he cannot adventure.

<u>Experience</u>	<u>Level</u>	<u>Hit Dice (1d8)</u>	<u>Special Abilities</u>
0	1	1	Horsemanship: Speed of the Steed
2035	2	2	
4065	3	3	Horsemanship: Shot from the Saddle
8,125	4	4	
16,251	5	5	Fleet-footed Steed
32,501	6	6	
65,001	7	7	Horsemanship: Disarming Shot
120,001	8	8	
240,001	9	9	
360,001	10	+1 hp only*	
480,001	11	+2 hp only*	Horsemanship: Eyes on the Horizon
600,001	12	+3 hp only*	
720,001	13	+4 hp only*	Halt Charge
840,001	14	+5 hp only*	
960,001	15	+6 hp only*	Horsemanship: Instinctive Bond
1,080,001	16	+7 hp only*	
1,200,001	17	+8 hp only*	Horsemanship: Bite of the Wind
1,320,001	18	+9 hp only*	
1,440,001	19	+10 hp only*	Rain of Arrows
1,560,001	20	+11 hp only*	

\*Hit point modifiers from constitution are ignored

**Horsemanship: Speed of the Steed:** The kassai riders are masters of mounted archery, using the speed and agility of their steeds to great effectiveness. Beginning at 1<sup>st</sup> level a kassai rider may spur his mount on to great speeds. They may spur their steeds to greater swiftness than any other rider. A kassai rider mounted on a Riding Horse grants the steed a +120' movement bonus, while a kassai mounted on a War Horse grants the steed a +60' movement bonus.

**Horsemanship: Shot from the Saddle:** While normally a character must take their attack before or after their movement, kassai riders of 3<sup>rd</sup> level or higher have learned how to fire with deadly

accuracy while in motion. As long as they are wielding a bow and attacking from a moving mount, they may take their attack at any point, and continue their movement.

**Fleet-footed Steed:** Having trained their steeds to be remarkably agile, the Horseman's mount receives a bonus to its armor class equal to +1 for every three levels of the kassai rider. The mount receives a +2 bonus to Armor Class when the kassai rider reaches 5<sup>th</sup> level, +2 Armor Class bonus at 7<sup>th</sup> level, +3 Armor Class bonus at 9<sup>th</sup> level, +4 Armor Class bonus at 11<sup>th</sup> level, +5 Armor Class bonus at 13<sup>th</sup> level, +6 Armor Class bonus at 15<sup>th</sup> level, and finally +7 Armor Class

bonus at 18<sup>th</sup> level. This bonus is applied to the mount whether only while kassai rider is mounted on the steed..

**Horsemanship: Disarming Shot:** A kassai rider of 7<sup>th</sup> level or higher has developed pin-point accuracy while mounted on their steed. Whenever they score a critical hit, their foe is automatically disarmed and drops their weapon. It takes one full round for the target to retrieve the weapon.

**Horsemanship: Eyes on the Horizon:** While mounted and wielding a bow, a kassai rider of 11<sup>th</sup> level or higher doubles the range of all missile attacks made.

**Halt Charge:** The kassai rider knows the danger of facing a mounted foe. At 13<sup>th</sup> level, when wielding a bow and facing a mounted foe, if they successfully inflict damage on that foe, their opponent receives no damage bonus for charging with a lance and only does standard damage.

**Horsemanship: Instinctive Bond:** Due to their intuitive bond with their steeds, when a kassai rider reaches 15<sup>th</sup> level no longer needs to expend as much time to train their mounts for battle. They merely need to spend one week interacting with their chosen steed for a few hours each day. This does not cost them any money to do so, but they may only train a single mount in this fashion at any given time.

**Horsemanship: Bite of the Wind:** By 17<sup>th</sup> level a kassai rider has become so deadly with his bow that when mounted his attacks automatically inflict double damage. In addition, all critical hits inflict triple damage.

**Rain of Arrows:** At 19<sup>th</sup> level a kassai rider's speed and accuracy with a bow has reached its apex. They may now make two attacks each round, whether mounted or on foot, when wielding a bow.



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