

Smith and Scholar

**A Rules Supplement for Labyrinth Lord
and other old school fantasy role-playing games**



Written by: James M. Spahn



Labyrinth Lord
Compatible Product

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A rule supplement for Labyrinth Lord™ and other old-school role-playing games

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Not all heroes are the same. A character's life does not have to be defined solely by their class. Presented below are six options for each class to help provide both a unique aspect to their background and an additional ability to assist them in adventuring while not overshadowing their class features.

At character creation, the player may select one of the six professions listed for each of the Labyrinth Lord Core Book classes or the Labyrinth Lord may roll 1d6 to determine the character's profession randomly. No character may have more than one profession. Once a profession is selected, it cannot be changed.

Cleric Defender of the Faith



Acolyte: You have spent your life raised within the walls of the church, and only recently stepped into the world to carry out the will of your deity. Your life-long study has given you a better understanding of your god's will. As such, you may cast one additional first level cleric spell per day.

Apothecary: In your service to the church you have focused your studies on potions and holy salves. Because of this, you are automatically able to identify a magical potion, as well as poisons, with a single round of studying. You do not need to sample the liquids to identify them.

Exorcist: You have dedicated your life to the destruction of Undead and extra-planar creatures. Your turn undead ability functions as if you were one level higher than your actual Cleric class level.

Friar: You have served the common folk for most of your time as a clergyman. Because of this, when a Friar reaches 9th level and begins to attract men to their service they receive a total of 8d6x10 loyal followers, instead of the normal 5d6x10.

Crusader: You have shed blood, both yours and that of others, in the service of your god. This has granted you a unique exemption from the class ban on weapon use. You may select one non-blunt weapon which you may wield freely without fear of breaking your holy oath.

Pilgrim: You have spent long years wandering the road and carrying the word of your god to people far from your church. As such, you have learned to survive with only meager resources while on the road. With a successful ability check against your Wisdom attribute, you are always able to find the food and water to survive in these conditions.

Dwarf

The Soul of the Mountain



Armorer: You spent your years mastering the art of forging metallic armor. Given time and resources, you can craft non-magical armor. It takes one week to craft a suit of chain mail, two weeks to craft a suit of scale mail, and one month to craft a suit of plate mail. In addition, you can craft a metal shield in three days. The cost to do this is 25% of the standard purchase price of these items.

Blacksmith: While others made great arms and armor, you spent your time at the forge crafting tools and repairing everyday objects. While not as glorious, you still learned many useful skills. Given time and the necessary tools, you are able to craft basic hand tools, nails, horseshoes and other simple objects. The time required is determined by the Labyrinth Lord, depending on the complexity of the creation. The make these things is 25% of the standard purchase price. In addition, you are able to judge the quality of these crafted by other blacksmiths.

Jeweler: Your time at the forge was spent crafting gems and fine metals into things of great beauty. You can automatically identify any miscellaneous magical jewels, rings, necklaces or arcane objects created through jewel craft. In addition, you are able to judge the quality of non-magical jewelry.

Miner: Other dwarves spent their time crafting objects of beauty and war, you were responsible for retrieving the raw ore and stone necessary for these creations. As such, your infravision is keener than most, allowing you to see to a distance of 90', instead of the standard 60'.

Stonemason: You were responsible for making the great halls and citadels for the underground dwarven kingdoms. These years of hard work amongst the stone have made you more keenly aware of slopes, pit falls, traps, hidden stone work and new construction. When rolling to determine whether the dwarf is able to detect these things, they have a 3 in 6 chance of success (1-3 on 1d6).

Weaponsmith: You spent your years mastering the art of forging weapons of war. Given time and resources, you can craft non-magical weapons. It takes two days to craft small weapons and simple weapons like daggers and clubs, two weeks to craft a more complex small weapons like short swords and hand axes, and one month to craft larger weapons like battle axes and swords. The Labyrinth Lord is free to shorten or lengthen this crafting time, depending on circumstances and resources available. The cost to do this is 25% of the standard purchase price of these items. In addition, you are able to judge the quality of weapons.

Elf

The Sylvan Immortal



Bowyer: You have learned to craft bows and arrows for use by your people. It takes one week to craft a short bow, two weeks to craft a light crossbow, three weeks to craft a heavy crossbow and one month to craft a long bow. You are also able to craft twenty arrows in one week's time. The cost to do this is 25% of the standard purchase price of these items.

Hunter: Spending years in the wild hunting food and game, you have developed keen accuracy when firing at targets who are very distant. You are considered to be at short range when your target when it is up 100' away, medium range when your target is within 180' and long range within 250'.

Minstrel: Your youth was spent learning the songs of your people. You are able to weave beautiful, enchanting music as long as you have an instrument at hand. When in a peaceful environment, if you give a five minute performance, you may select a single listener as the target. That listener must make a Saving Throw vs. Spells or be under the effects of a *Charm Person* spell for the next hour. This ability may only be used once per day, and if the target makes their saving throw, they may not be subject to it until the minstrel gains one level of

experience.

Scholar: You have spent long years studying books of lore and history. Because of this you have a better understanding of ancient artifacts. You may, after eight hours of study and extensive handling attempt to identify a magical item. If succeed in an Intelligence ability check, you are able to identify the exact properties of that magical item. If you fail, you must wait one experience level to use this ability a second time on the item.

Weaponsmith: You spent your years mastering the art of forging weapons of war. Given time and resources, you can craft non-magical weapons. It takes two days to craft small weapons and simple weapons like daggers and clubs, two weeks to craft a more complex small weapons like short swords and hand axes, and one month to craft larger weapons like battle axes and swords. The Labyrinth Lord is free to shorten or lengthen this crafting time, depending on circumstances and resources available. The cost to do this is 25% of the standard purchase price of these items.

Woodworker: While you are not skilled in the art of bow-craft, you are able to craft simple tools and basic constructs from wood. Whether it be wooden shields, rafts, ladders or poles, they can built a diverse collection of useful objects. The time required is determined by the Labyrinth Lord, depending on the complexity of the creation. The make these things is 25% of the standard purchase price.

Halfling A Simple Heart



Dandy: You were raised in the lap of luxury and lived the life of a skilled socialite, driven to adventure by wanderlust or circumstance. Living in high society has taught you how to draw the admiration of has taught you how to make a good impression on those you meet. You receive a two point bonus to your Reaction Adjustment, in addition to any modifier from your Charisma attribute.

Farmer: You spent years fostering a love for all things green. If you make a successful Wisdom ability check you may identify any plants you encounter after one minute of study.

Innkeeper: You helped bring warmth and comfort to travelers before setting out on your own adventures. The plethora of folks you met on the road has given you a well of stories from these travelers. When you are attempting to discover secrets or history relating to your present adventures, you have a 10% chance per character level of knowing a small, but potentially vital piece of information that you picked up from the wayfarers who once saddled up to your bar. The exact nature of this information is determined by the Labyrinth Lord.

Rascal: There is an old adage, “Halfling's Luck,” and you are its embodiment. Once per character level you may re-roll one failed saving throw. You must accept the results of this second roll, even if it is also a failure. Sometimes it pays to be a lucky little fool.

Rumor Monger: You always had a keen ear for gossip and were very good at spotting a liar. Once per day you may attempt to discern if someone is lying to you. You have a 10% chance per character level of detecting if someone is knowingly speaking a falsehood, or hiding some important fact. If you fail, you must wait one experience level to use this ability on that person a second time.

Woodworker: While you are not skilled in the art of bow-craft, you are able to craft simple tools and basic constructs from wood. Whether it be wooden shields, rafts, ladders or poles, they can built a diverse collection of useful objects. The time required is determined by the Labyrinth Lord, depending on the complexity of the creation. The make these things is 25% of the standard purchase price.



Fighter

To Live by the Sword



Archer: Most of your martial training was spent learning the ways of a single type of ranged weapon. You may select one ranged weapon (such as Longbow, Light Crossbow, etc). You receive a +1 to all attack rolls when wielding this weapon of choice.

Armorer: You spent your years mastering the art of forging metallic armor. Given time and resources, you can craft non-magical armor. It takes one week to craft a suit of chain mail, two weeks to craft a suit of scale mail, and one month to craft a suit of plate mail. In addition, you can craft a metal shield in three days. The cost to do this is 25% of

the standard purchase price of these items.

Duelist: Most of your martial training was spent learning the ways of a single type of melee weapon. You may select one melee weapon (such as Battle Axe, Bastard Sword, etc). You receive a +1 to all attack rolls when wielding this weapon of choice.

Mercenary: You have mastered the art of trading blood for coin. Whenever you are hired by an NPC to complete a quest or task, you are paid 10% more than other characters. So, if each of your party members is to be paid 100 gold pieces for their services in an adventure, you receive 110 gold pieces.

Soldier: You were trained to serve among other men who defend their cause or nation by the sword. Because of this you inspire a greater loyalty than most. All followers, henchmen and retainers you hire receive a +2 bonus to their Morale.

Weaponsmith: You spent your years mastering the art of forging weapons of war. Given time and resources, you can craft non-magical weapons. It takes two days to craft small weapons and simple weapons like daggers and clubs, two weeks to craft a more complex small weapons like short swords and hand axes, and one month to craft larger weapons like battle axes and swords. The Labyrinth Lord is free to shorten or lengthen this crafting time, depending on circumstances and resources available. The cost to do this is 25% of the standard purchase price of these items.



Magic-User

Master of the Arcane



Alchemist: You spent most of your magical studies focused on potions and magical reagents. Because of this, you are automatically able to identify a magical potions, as well as poisons, with a single round of studying. You do not need to sample the liquids to identify them.

Alienist: Your arcane education focused on the planes and the very nature of reality itself. As such any time you cast *Dimension Door*, *Teleport* or *Phase Door*, those spells function as if they were cast by a Magic-User of three levels higher than your actual character level.

Battle Wizard: You studied magic as it is applied to battle and combat. Whenever you cast *Fireball*, *Lightning Bolt* or *Delayed Blast Fireball*, the targets of these spells have a -4 to their Saving Throw to reduce the effects of these spells.

Diviner: You have spent your years studying portents and signs of what is to come. Because of this your divining and scrying skills are particularly powerful. Whenever you cast *Detect Magic*, *Read Magic*, *Detect Invisible*, *ESP* or *Locate Object*, the duration of these spells is doubled.

Necromancer: The darker arts called to you, and against all warnings, you chose to study the magic of the dead and decaying. You may cast the spell *Animate Dead* as a 3rd level Magic-User spell. In addition, anyone who attempts a saving throw verses a *Death Spell* or *Power Word Kill* cast by you has a -2 penalty to their saving throw.

Scholar: You have spent long years studying books of lore and history. Because of this you have a better understanding of ancient artifacts. You may, after eight hours of study and extensive handling attempt to identify a magical item. If succeed in an Intelligence ability check, you are able to identify the exact properties of that magical item. If you fail, you must wait one experience level to use this ability a second time on the item.



Thief

A Whisper and a Knife



Assassin: You have trained in the art of silent death and the application of poison. You receive a +4 bonus to all Poison saving throws and your contacts amongst other assassins allows you to begin 1 dose of lethal poison at 1st level. Every time you gain a level of experience you may purchase an additional dose for 100 gold pieces.. This poison may be applied to any bladed weapon you carry. Application takes one full round, but can be done without breaking the effects of Hide in Shadows or an *Invisibility* spell. Once a weapon has been poisoned that poison remains potent for five rounds. If no attack has been made with the poisoned weapon in that time, the poison becomes inert and useless. When you successfully attack a foe with a poisoned weapon they must make a saving throw vs. Poison or die. If the poisoned attack misses, the poison is rendered useless.

Diplomat: You are a master of the spoken word. Because you have spent years learning what to say and how to say it, people tend to regard you as less threatening than others in your profession. You receive a permanent -2 bonus to your Reaction Adjustment when encountering any NPC with whom you share a spoken language.

Fence: You've learned where to buy and where to sell stolen good and how to haggle for the best price. With a successful Charisma ability check you may purchase any available equipment at a discount of 20% off the standard listed price. In addition, any valuables sell return you 20% more than the merchant would normally pay.

Beggar: Raised in the streets, you know how to spot a sucker and how best to get them to part from their coins. By spending one hour a day and succeeding in a Charisma ability check you may earn 10 gold pieces per experience level. So a first level thief would earn 10 gold pieces, while an 8th level thief would earn 80 gold pieces. Regardless of success, you may only attempt to use this ability once per day.

Swashbuckler: While you're not as skilled in combat as a Fighter, you are quite agile in melee combat. While fighting in melee, you have learned to parry and dodge incoming attacks quite well and receive a +2 bonus to your Armor Class.

Thug: A strong arm can often be use when making a sneak attack and none know that more keenly than you. When attempting a backstab attack, instead of doing damage to your foe, you can opt to knock them out. You must declare this intention before making your attack roll. If successful, your target must make a saving throw versus Breath Weapon or be knocked unconscious for one turn. You may only use this ability three times per day.

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