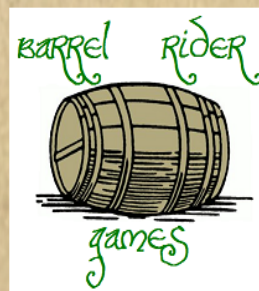


# SWORD MASTER



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

Written by: James M. Spahn



**Labyrinth Lord**  
**Compatible Product**

# Sword Master

## A Player Character Class

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

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**Requirements:** Str 9, Dex 9, Int 9

**Prime Requisite:** DEX and INT

**Hit Dice:** 1d8

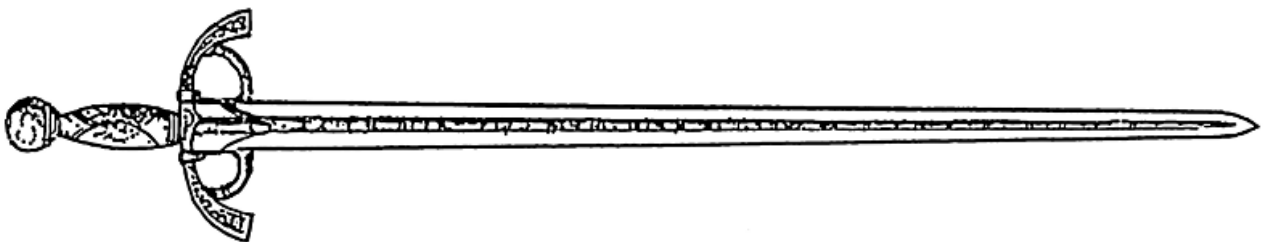
**Maximum Level:** 20<sup>th</sup>

Fighters and most other warriors are heavily armored men at arms, who wield

weapons with brutality and clad themselves in heavy armor. Yet there is a more elegant and civilized form of combat, refined to deadly efficiency – that of the sword master. They wear no armor, and choose to focus all their martial prowess to the mastery of the long sword. Through an agile dance of deadly steel, they are able to defeat less subtle combatants in a beautiful series of parries, thrusts and reposts.

The sword master is proficient in only the long sword and the dagger and they do not wear armor or use shields. They use the Attack Values and Saving Throws of a fighter of equal level. They may be of any alignment, but due to the disciplined nature fighting style, they are rarely chaotic in alignment. A sword master with a DEX or INT of 13 or higher receives a +5% bonus to all experience points earned, while a sword master with a 13 in both abilities receives a +10% bonus.

**Reaching 9<sup>th</sup> Level:** A sword master who reaches 9<sup>th</sup> level is known as a *Master Duelist*. He can start a fencing school or academy at his own expense. If he does this 5 – 30 (1d6x5) 1<sup>st</sup> level sword masters or fighters will come to learn from him, and occasionally one or two of them may join him on adventures to test their newly learned skills on the field of battle.



## Sword Master Class Progression Chart

Experience	Level	Hit Dice (1d8)	Mastery Points	Armor Class Bonus	Special Abilities
0	1	1	1	0	
2035	2	2	1	-1	
4065	3	3	1	-1	I Do Not Run
8125	4	4	2	-2	
16,251	5	5	2	-2	
32,5016	6	6	2	-3	
65,001	7	7	3	-3	Not Today
120,001	8	8	3	-4	
240,001	9	9	3	-4	
360,001	10	+2 hp only *	4	-5	
480,001	11	+4 hp only *	4	-5	
600,001	12	+6 hp only *	4	-6	
720,001	13	+8 hp only *	5	-6	
840,001	14	+10 hp only *	5	-7	
960,001	15	+12 hp only *	5	-7	
1,080,001	16	+14 hp only *	6	-8	
1,200,001	17	+16 hp only *	6	-8	
1,320,001	18	+18 hp only *	6	-9	
1,440,001	19	+20 hp only *	7	-9	
1,560,001	20	+22 hp only*	7	-10	

\*Hit point modifiers from constitution are ignored.

**Armor Class Bonus:** A sword master focuses his training on agility movement to protect themselves instead of armor and shields. They receive a bonus to their armor class that increases as they level, as shown by the chart above. This is in addition to any bonus received from a high dexterity.

**I Do Not Run:** Beginning at 3<sup>rd</sup> level, a sword master is immune to all forms of fear. He automatically succeeds in saving throws to resist *Cause Fear* spells and similar effects.

**Not Today:** By the time a sword master has reached 7<sup>th</sup> level they have a unique knack for avoiding death. They may, once per day, automatically resist any effect that would drain a level of experience. In addition, if they are the target of a *Death Spell*, *Symbol of Death*, or any other magical effect that would instantly slay them they may make a saving throw vs. death to avoid this effects.

**Mastery Points:** Each round of combat, the sword master has a number of Mastery Points determined by his level of experience. He may spend these points each round, before initiative is rolled, to gain bonuses to attack, damage, armor class, initiative, or movement. Bonuses granted by the spending of Mastery Points only last for the round of combat in which they are spent.

A sword master may only spend these points when wielding a long sword and any unspent points are lost, though the pool of Mastery Points refreshes each round.

The bonuses granted by the expenditure of Mastery Points is in addition to any modifier from high abilities, magical items, magical weapons, or the sword master's armor class bonus.

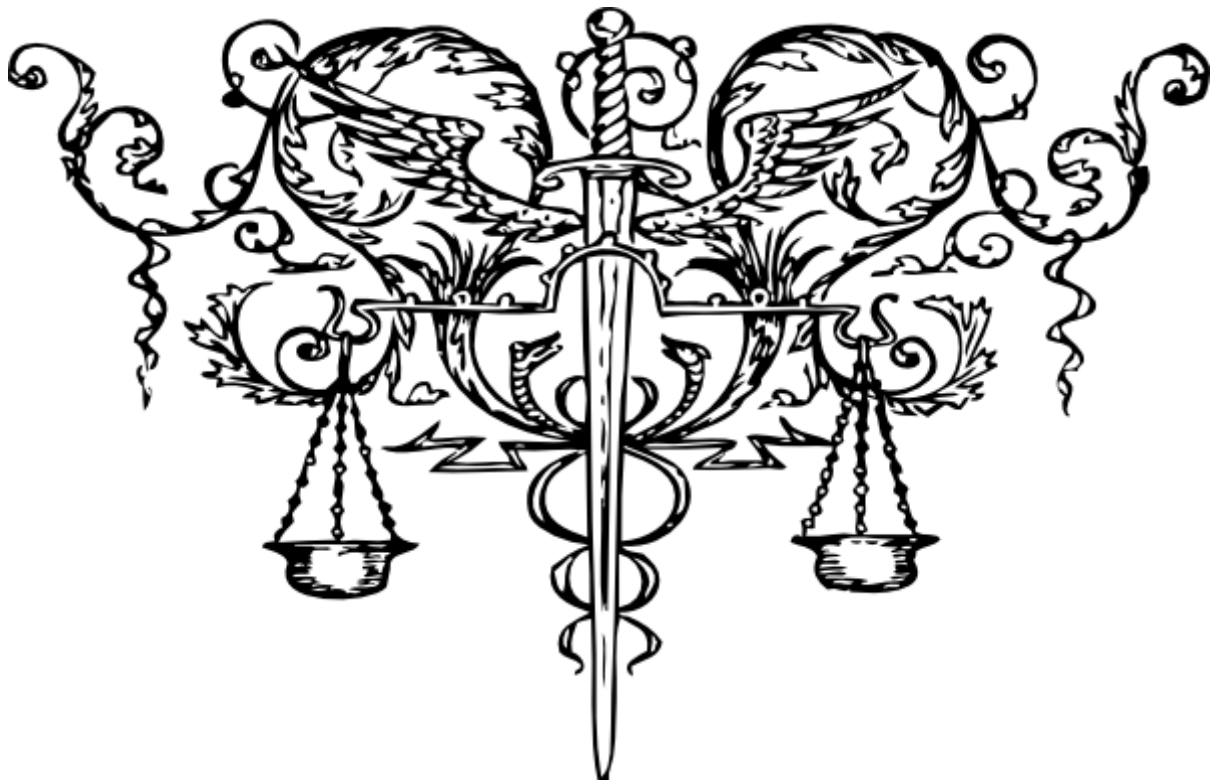


**Combat Modifier****Mastery Point Cost**

	One Mastery Point	Two Mastery Points	Three Mastery Points	Four Mastery Points	Five Mastery Points
Attack Bonus	+1	+2	+3	+4	+5
Damage Bonus	+1	+2	+3	+4	+5
Armor Class	-1	-2	-3	-4	-5
Initiative Bonus	+1	+2	+3	+4	+5
Movement Bonus	+10'	+20'	+30'	+40'	+50'

*Example:* Wesley, a 7<sup>th</sup> level sword master, has 3 mastery points to spend in the first round of combat. He spends two points to gain a +2 bonus to his attack roll, and a third point to gain a +1 bonus to initiative. On the second round of combat, these bonuses are lost and his pool of mastery points is refreshed. He goes on the

offensive, spending all three mastery points to gain a +3 bonus to damage with his long sword. When the third round of combat comes, his opponent attempts to flee, but Wesley gives chase and spends his three points to gain a +30' bonus to his movement and runs his foe down.



## Optional Rule

### **Mastery Points for Other Classes**

At their discretion, the Labyrinth Lord may allow classes other than the sword master to earn and make use of mastery points in a manner similar to the sword master, as described above. If the Labyrinth Lord allows this optional rule, each class is limited in their use of mastery points and may only do so wielding a single weapon from the list below, which they must select at 1<sup>st</sup> level and can never change once it is chosen. In all other respects, this ability functions exactly as the sword master's Mastery Points ability.

Clerics and Magic-users may not make use of this optional rule

**Dwarf:** Battle Axe, Hand Axe, Light Hammer, Warhammer

**Elf:** Long Sword, Short Sword

**Fighter:** Dagger, Bastard Sword, Long Sword, Scimitar, Short Sword

**Halfling:** Dagger, Short Sword

**Thief:** Dagger, Long Sword, Scimitar, Short Sword

#### Character Level

#### Class

	<b>Dwarf</b>	<b>Elf</b>	<b>Fighter</b>	<b>Halfling</b>	<b>Thief</b>
1	0	0	0	0	0
2	1	1	1	1	1
3	1	1	1	1	1
4	1	1	1	1	1
5	2	2	2	2	1
6	2	2	2	2	2
7	2	2	2	2	2
8	2	2	2	2	2
9	3	3	3	--	2
10	3	3	3	--	3
11	3	--	3	--	3
12	4	--	4	--	3
13	--	--	4	--	3
14	--	--	4	--	4
15	--	--	4	--	--
16	--	--	5	--	--
17	--	--	5	--	--
18	--	--	5	--	--
19	--	--	5	--	--
20	--	--	6	--	--

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