CLASS
CATALOG

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For B/X Essentials

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TRAINED AND UNTRAINED SKILLS AS SAVING THROWS

Each class has two saving throws that are new to this supplement: Trained Skills and Untrained Skills.

When the Referee requires a skill roll, they should assess wether it is trained by determining if a character's race, class, background, or secondary skill would apply to the task. If not, it is an untrained skill save.

If the GM decides that an Ability Score would modify the skill save, then apply it to the roll.

If you would like to assign an existing class a Trained Skill saving throw, simply use its best save and use its worst save for the Untrained Skill saving throw.

Aasimar

Requirements: Minimum WIS 9
Prime Requisite: WIS and STR
Hit Dice: 1d8
Maximum Level: 12
Allowed Armor: Any, including shields
Allowed Weapons: Any
Languages: Alignment language, Celestial, Common

Aasimar have the blood of celestial beings from the Upper Planes flowing through their veins. They are healthy and attractive, often with metallic hair, unusual skin tones, and piercing eyes. They range in height from 5я10э to over 6ятall. Aasimar are typically raised by their human parent and rarely orphaned by their unusual heritage. They are generally brave and seek to uphold the law.

Prime Requisites: An aasimar must have at least 13 in one or the other prime requisites in order to get a +5% to experience. The character must have a WIS and STR of 13 or higher to get a +10% bonus.

Abilities

Combat: Aasimar may use any type of armor and any weapon
Celestial Blood: An aasimar may cast Protection From Evil once per day, but they may not reverse it (see *B/X Essentials: Cleric and Magic-User spells, p6*).
Infravision: Due their angelic heritage, aasimar have the ability to see in the dark with infravision up to 60я (see *Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).
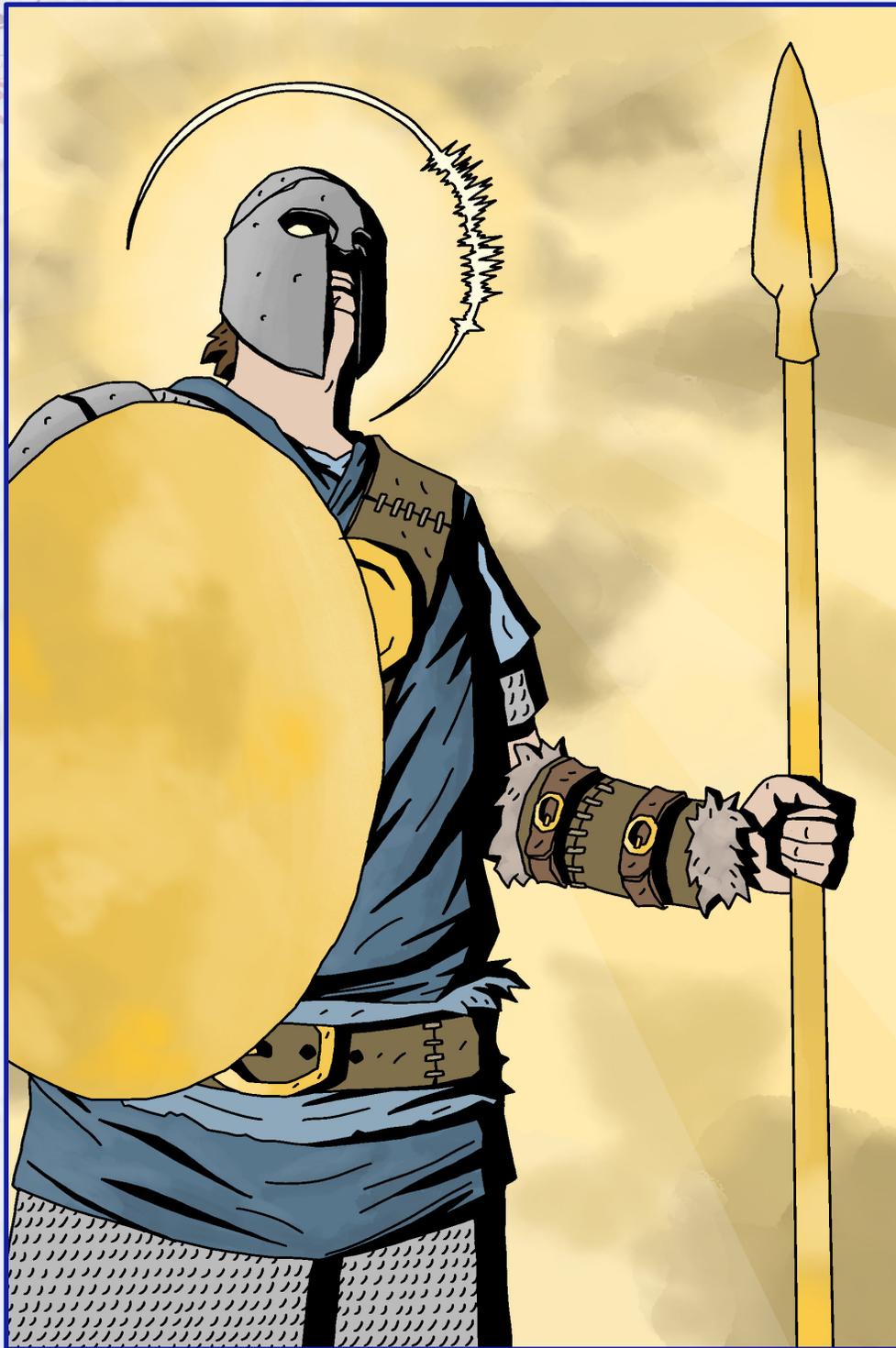**Healing Touch:** An aasimar may cast Cure Light Wounds once per day, but they may not reverse it (see *B/X Essentials: Cleric and Magic-User spells, p6*).
Infravision: Aasimar have the ability to see in the dark with infravision up to 60я (see *Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).

Vigilant: If an aasimar is a part of a group, it is only surprised on a roll of 1 on 1d6 (*see Surprise, Sequence of Play* in *B/X Essentials: Core Rules, p11*).

Reaching 9th Level

When an aasimar reaches level 9, he or she may be granted a title such as Baron or Baroness. The land under the aasimar's control is then known as a Barony.

Aasimar Level Progression

Level	XP	HD	AC0	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d8	19	10	11	12	13	14	10	14
2	2,200	2d8	19	10	11	12	13	14	10	14
3	4,400	3d8	19	10	11	12	13	14	10	14
4	8,800	4d8	19	8	9	10	11	12	8	12
5	17,000	5d8	17	8	9	10	11	12	8	12
6	35,000	6d8	17	8	9	10	11	12	8	12
7	70,000	7d8	17	6	7	8	9	10	6	10
8	140,000	8d8	17	6	7	8	9	10	6	10
9	270,000	9d8	14	6	7	8	9	10	6	10
10	400,000	9d8+2*	14	4	5	6	7	8	6	8
11	530,000	9d8+4*	14	4	5	6	7	8	6	8
12	660,000	9d8+6*	14	4	5	6	7	8	6	8

*CON modifier no longer applies

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Dragonborn

Requirements: Minimum STR 9
Prime Requisite: CON and STR
Hit Dice: 1d8
Maximum Level: 12
Allowed Armor: Any, including shields
Allowed Weapons: Any
Languages: Alignment language, Draconic, Common

Dragonborn claim to be descended from dragons. They are between 6я and 7я tall, built sturdy and covered in scales ranging in the tones of both the metallic and chromatic dragons. They appear as humanoid dragons and they exude a confidence and ferocity of their supposed ancestors. Dragonborn typically favor deeds over words and are fierce in battle.

Prime Requisites: A dragonborn must have at least 13 in one or the other prime requisite in order to get a +5% to experience. The character must have a CON and STR of 13 or higher to get a +10% bonus.

Abilities

Combat: Dragonborn may use any type of armor and any weapon.
Dragon Breath: Twice per day, a dragonborn may exhale a cone of fire and any creatures caught in the area must make a save vs dragon breath or suffer 2d4 damage. The cone is 2я wide at the mouth and 15я wide at the far end.
Fire Resistance: +2 bonus to all saving throws versus fire-based magical or breath attacks.
Scaly Hide: +1 to Armor Class.

Reaching 9th Level

When a dragonborn reaches level 9, he or she may be granted a title such as Baron or Baroness. The land under the dragonborns control is then known as a Barony.

Dragonborn Level Progression

Level	XP	HD	AC0	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d8	19	12	13	12	12	16	12	16
2	2,200	2d8	19	12	13	12	12	16	12	16
3	4,400	3d8	19	12	13	12	12	16	12	16
4	8,800	4d8	19	10	11	10	10	14	10	14
5	17,000	5d8	17	10	11	10	10	14	10	14
6	35,000	6d8	17	10	11	10	10	14	10	14
7	70,000	7d8	17	8	9	8	8	12	8	12
8	140,000	8d8	17	8	9	8	8	12	8	12
9	270,000	9d8	14	8	9	8	8	12	8	12
10	400,000	9d8+2*	14	6	7	6	6	10	6	10
11	530,000	9d8+4*	14	6	7	6	6	10	6	10
12	660,000	9d8+6*	14	6	7	6	6	10	6	10

* CON modifier no longer applies

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Dwarven Priest

Requirements: Minimum CON 9
Prime Requisite: WIS
Hit Dice: 1d6
Maximum Level: 12
Allowed Armor: Any, including shields
Allowed Weapons: Small or normal sized blunt weapons (see below)
Languages: Alignment language, Common, dwarvish, gnome, goblin, kobold

Abilities

Combat: Dwarven priests may use any type of armor, however, due to their short height, may only use small or normal sized blunt weapons.

Detect Construction Tricks: From their experience underground, dwarven priests have a 2-in-6 chance of detecting false walls, hidden construction, or sloping passages. A dwarven priest must be actively searching for these abilities to function.

Detect Traps: Due to their expertise with construction, dwarven priests have a 2-in-6 chance of detecting non-magical traps, when searching (see *Searching* in *B/X Essentials: Core Rules, p19*).

Infravision: Due to their habit of living underground in great mines, dwarven priests have the ability to see in the dark with infravision up to 60я (see *Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).

Listening at Doors: Dwarven priests have a 2-in-6 chance of hearing noises (see *Doors, B/X Essentials: Core Rules, p10*).

Magical Research: A dwarven priest of any level may spend time and money to research new spells associated with his or her deity. When a dwarven priest reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in *B/X Essentials: Core Rules, p31*.

Spell Casting: From 2nd level, a dwarven priest may pray to receive spells from his or her deity. The power and number of spells available to a dwarven priest are determined by the character's experience level. The rules for divine spell casting are found in *B/X Essentials: Core Rules, p28*. The list of spells available to clerics and dwarven priests is found in *B/X Essentials: Cleric and Magic-User Spells*.

Turning the Undead: Dwarven priests are able to call upon the name and power of their deity to repel or even destroy undead. The rules for turning the undead are found in *B/X Essentials: Classes and Equipment, p8 & 9*.

Using Magic Items: As spell casters, dwarven priests can use magic scrolls of spells on their spell list. There are also items (e.g. some staves) that only clerics and dwarven priests can use.

Reaching 9th Level

When a dwarven priest reaches level 9, he or she has the option of creating an underground stronghold that will attract dwarves from far and wide. So long as the dwarven priest is currently in favor with his or her god, a stronghold may be bought or built at half the normal price, due to divine intervention. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his or her roof. Dwarves from other clans will also come and live nearby to be ruled by the character. A dwarven priest is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for magic-users.

Dwarven Priest Level Progression

Level	XP	HD	AC0	D	W	P	B	S	T	U	1	2	3	4	5
				Saving Throws							Spells per Day				
1	0	1d6	19	7	8	10	14	11	7	14	-	-	-	-	-
2	1,700	2d6	19	7	8	10	14	11	7	14	1	-	-	-	-
3	3,400	3d6	19	7	8	10	14	11	7	14	2	-	-	-	-
4	7,800	4d6	19	7	8	10	14	11	7	14	2	1	-	-	-
5	16,000	5d6	17	5	6	8	12	8	5	10	2	2	-	-	-
6	32,000	6d6	17	5	6	8	12	8	5	10	2	2	1	1	-
7	64,000	7d6	17	5	6	8	12	8	5	10	2	2	2	1	1
8	128,000	8d6	17	5	6	8	12	8	5	10	3	3	2	2	1
9	258,000	9d6	14	2	3	5	10	5	2	8	3	3	3	2	2
10	388,000	9d6+2*	14	2	3	5	10	5	2	8	4	4	3	3	2
11	488,000	9d6+4*	14	2	3	5	10	5	2	8	4	4	4	3	3
12	588,000	9d6+6*	14	2	3	5	10	5	2	8	5	5	4	4	3

*CON modifier no longer applies

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Dwarven Priest Turning the Undead Table

Monster Hit Dice

Level	1	2	2*	3	4	5	6	7+
1	10	16	19	-	-	-	-	-
2	T	10	16	19	-	-	-	-
3	T	T	10	16	19	-	-	-
4	D	T	T	10	16	19	-	-
5	D	D	T	T	10	16	19	-
6	D	D	D	T	T	10	16	19
7	D	D	D	D	T	T	10	16
8	D	D	D	D	D	T	T	10
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 Hit Dice monsters with a special ability (e.g. paralysing touch, immunity to normal weapons, etc.) are more difficult to turn, as indicated by this column of the chart. Such monsters will have an asterisk next to their HD rating, in the monster description.

Dwarven Thief

Requirements: Minimum CON 9
Prime Requisite: DEX
Hit Dice: 1d8
Maximum Level: 12
Allowed Armor: Leather, no shields
Allowed Weapons: Small or normal sized weapons (*see below*)
Languages: Alignment language, Common, dwarvish, gnome, goblin, kobold

Abilities

Detect Construction Tricks: From their experience underground, dwarven thieves have a 2-in-6 chance of detecting false walls, hidden construction, or sloping passages. A dwarves priest must be actively searching for these abilities to function.

Detect Traps: Due to their expertise with construction, dwarven thieves have a 2-in-6 chance of detecting non-magical traps, when searching (*see Searching* in *B/X Essentials: Core Rules, p19*).

Infravision: Due to their habit of living underground in great mines, dwarven thieves have the ability to see in the dark with infravision up to 60я(*see Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).

Listening at Doors: Dwarven thieves have a 2-in-6 chance of hearing noises (*see Doors, B/X Essentials: Core Rules, p10*).
Note: in step 3 of character creation (*adjust ability scores*), dwarven thieves may not lower Strength.

Back-stab: When attacking an unaware opponent from behind, a dwarven thief receives a +4 bonus to hit and doubles any damage dealt.

Combat: Because of their need of stealth and free movement, dwarven thieves cannot wear armor heavier than leather and cannot use shields. Due to their size, they can only use small or normal size weapons.

Read Languages: A dwarven thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular piece of writing again until he or she reaches a higher level of experience.

Thief Skills: Dwarven thieves have the following skills, which improve as the character gains levels (*see the chart opposite*). Note that dice rolls for these abilities are usually made by the referee, because a dwarven thief is not always aware that he or she has failed!

☐ **Climb Sheer Surfaces:** Dwarven thieves are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the dwarven thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

☐ **Find or Remove Traps:** A dwarven thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before he or she can remove it!

☐ **Hear Noise:** Dwarven thieves can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment. Unlike the other thief abilities, this ability is rolled using 1d6.

☐ **Hide in Shadows:** A dwarven thief will always think he or she is successful in this skill and will not know otherwise until others react to his or her presence. A dwarven thief must remain motionless when hiding.

☐ **Move Silently:** When successful, others will not hear the movements of a dwarven thief. However, the dwarven thief always thinks he or she is moving silently and will only know otherwise by othersяreaction.

☐ **Pick Locks**: A dwarven thief is skilled in picking locks, but needs thievesяtools to do so (*see Equipment in B/X Essentials: Classes and Equipment, p24*). He or she can only try to pick a lock one time and, if the roll fails, may not try the same lock again before gaining an experience level.

Pick Pockets: This skill is the bread and butter of non-adventuring dwarven thieves; it is a quick (if perilous) source of income. If the victim is above 5th level, the thief's roll is penalized by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt. The referee will then roll 2d6 on the reaction table (see *Encounters* in *B/X Essentials: Core Rules, p11*) to determine the target's reaction.

Reaching 9th Level

When a dwarven thief attains level 9, he or she can establish a thief's den. 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any be arrested or killed, the character will not be able to attract more followers of this type to replace them. A successful dwarves thief might use these followers to start a Thieves Guild.

Dwarven Thief Level Progression

Level	XP	HD	AC0	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d4	19	9	10	10	12	11	7	10
2	1,500	2d4	19	9	10	10	12	11	7	10
3	2,800	3d4	19	9	10	10	12	11	7	10
4	5,600	4d4	19	9	10	10	12	11	7	10
5	11,200	5d4	17	8	9	9	11	10	6	9
6	23,000	6d4	17	8	9	9	11	10	6	9
7	46,000	7d4	17	8	9	9	11	10	6	9
8	92,000	8d4	17	8	9	9	11	10	6	9
9	184,000	9d4	14	6	7	7	9	8	4	7
10	304,000	9d4+2*	14	6	7	7	9	8	4	7
11	424,000	9d6+4*	14	6	7	7	9	8	4	7
12	544,000	9d6+6*	14	6	7	7	9	8	4	7

*CON modifier no longer applies

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Dwarven Thief Ability Progression

Level	Climb Sheer Surfaces	Find or Remove Traps	Hear Noise	Hide In Shadows	Move Silently	Pick Locks	Pick Pockets
1	77%	20%	2-in-6	10%	20%	27%	20%
2	78%	25%	2-in-6	15%	25%	32%	25%
3	79%	30%	3-in-6	20%	30%	37%	30%
4	80%	35%	3-in-6	25%	35%	42%	35%
5	81%	40%	3-in-6	30%	40%	47%	40%
6	82%	50%	3-in-6	36%	45%	52%	45%
7	83%	60%	4-in-6	45%	55%	62%	55%
8	84%	70%	4-in-6	55%	65%	72%	65%
9	85%	80%	4-in-6	65%	75%	82%	75%
10	86%	90%	4-in-6	75%	85%	92%	85%
11	87%	95%	5-in-6	85%	95%	95%	95%
12	88%	97%	5-in-6	90%	96%	96%	105%

Elven Rogue

Requirements: Minimum INT 9
Prime Requisite: INT and DEX
Hit Dice: 1d4
Maximum Level: 10
Allowed Armor: Leather, no shields
Allowed Weapons: Any
Languages: Alignment language, Common, elvish, gnoll, hobgoblin, orcish

Prime Requisites: An elven rogue must have at least 13 in both prime requisites in order to get the +5% bonus to experience. An elf with an INT of at least 16 and a DEX of at least 13 receives a +10% XP bonus.

Detect Secret Doors: Elven rogues have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Searching* in *B/X Essentials: Core Rules, p19*).

Immunity to Ghoul Paralysis: Elven rogues are completely unaffected by the paralysis ghouls can inflict.

Infravision: Elven rogues have infravision to 60я(see *Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).

Listening at Doors: Elven rogues have a 2-in-6 chance of hearing noises (see *Doors, B/X Essentials: Core Rules, p10*).

Magical Research: An elven rogue of any level may spend time and money to research new spells to add to his or her spell book. When an elf reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in the *Magic* section of *B/X Essentials: Core Rules, p31*.

Abilities

Back-stab: When attacking an unaware opponent from behind, an elven rogue receives a +4 bonus to hit and doubles any damage dealt.

Combat: Because of their need of stealth and free movement, elven rogues cannot wear armor heavier than leather and cannot use shields. They can use any weapon.

Read Languages: An elven rogue of 4th level or higher can read non-magical text in any lan- guage (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular piece of writing again until he or she reaches a higher level of experience.

Scroll Use: An elven rogue of 10th level or higher can cast spells from arcane scrolls with 90% accuracy. A failed roll means the spell does not function as expected and creates an unusual or deleterious effect.

Spell Casting: Elven rogues carry spell books that hold the written formulae for arcane spells. A magic-user can only memorize a certain number of spells at any given time. The level progression chart (opposite) shows both the number of spells in the magic-user's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level elven rogue has one spell in his or her spell book, selected by the referee (who may allow the player to choose). The rules for arcane spell casting and spell books are described in the *Magic* section of *B/X Essentials: Core Rules, p28*. The list of spells available to magic-users is provided in *B/X Essentials: Cleric and Magic-User Spells*.

Using Magic Items: As spell casters, elven rogues are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users or elves.

Thief Skills: Elven rogues have the following skills, which improve as the character gains levels (see the chart opposite). Note that dice rolls for these abilities are usually made by the referee, because a thief is not always aware that he or she has failed!

☐**Climb Sheer Surfaces:** Elven rogues are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

☐**Find or Remove Traps:** An elven rogue may only try one time to find or remove a trap in an area. Note that these are separate skills, for an elven rogue must find a trap before he or she can remove it!

☐**Hear Noise:** Elven rogues can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment. Unlike the other thief abilities, this ability is rolled using 1d6.

☐**Hide in Shadows:** An elven rogue will always think he or she is successful in this skill and will not know otherwise until others react to his or her presence. An elven rogue must remain motionless when hiding.

☐**Move Silently:** When successful, others will not hear the movements of an elven rogue. However, the elven rogue always thinks he or she is moving silently and will only know otherwise by others' reaction.

☐ **Pick Locks**: An elven rogue is skilled in picking locks, but needs thieves' tools to do so (see *Equipment in B/X Essentials: Classes and Equipment, p24*). He or she can only try to pick a lock one time and, if the roll fails, may not try the same lock again before gaining an experience level.

☐**Pick Pockets:** This skill is the bread and butter of non-adventuring elven rogues; it is a quick (if perilous) source of income. If the victim is above 5th level, the thief's roll is penalized by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt. The referee will then roll 2d6 on the reaction table (see *Encounters in B/X Essentials: Core Rules, p11*) to determine the target's reaction.

Reaching 9th Level

When an elven rogue attains level 9, he or she can establish a thief den. 2d6 thief apprentices of 1st level will come to work with the character.

These thieves will serve the character with some reliability; however, should any be arrested or killed, the character will not be able to attract more followers of this type to replace them. A successful elven rogue might use these followers to start a Thieves' Guild.

Elven Rogue Level Progression

Level	XP	HD	AC0	Saving Throws							Spells per Day				
				D	W	P	B	S	T	U	1	2	3	4	5
1	0	1d4	19	13	14	12	15	12	12	15	1	-	-	-	-
2	3,200	2d4	19	13	14	12	15	12	12	15	2	-	-	-	-
3	6,400	3d4	19	13	14	12	15	12	12	15	2	1	-	-	-
4	12,800	4d4	19	13	14	12	15	12	12	15	2	2	-	-	-
5	25,600	5d4	17	12	13	10	13	10	10	13	2	2	1	-	-
6	51,200	6d4	17	12	13	10	13	10	10	13	2	2	2	-	-
7	102,000	7d4	17	12	13	10	13	10	10	13	3	2	2	1	-
8	232,000	8d4	17	12	13	10	13	10	10	13	3	3	2	2	-
9	382,000	9d4	14	10	11	8	10	8	8	10	3	3	3	2	1
10	582,000	9d4+2*	14	10	11	8	10	8	8	10	3	3	3	3	2

*CON modifier no longer applies

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Elven Rogue Ability Progression

Level	Climb Sheer Surfaces	Find or Remove Traps	Hear Noise	Hide In Shadows	Move Silently	Pick Locks	Pick Pockets
1	87%	10%	3-in-6	20%	27%	10%	25%
2	88%	15%	3-in-6	25%	32%	15%	30%
3	89%	20%	4-in-6	30%	37%	20%	35%
4	90%	25%	4-in-6	35%	42%	25%	40%
5	91%	30%	4-in-6	40%	47%	30%	45%
6	92%	40%	4-in-6	45%	52%	40%	50%
7	93%	50%	5-in-6	55%	57%	50%	60%
8	94%	60%	5-in-6	65%	62%	60%	70%
9	95%	70%	5-in-6	75%	72%	70%	80%
10	96%	80%	5-in-6	85%	82%	80%	90%

Gnome

Requirements: Minimum CON 9
Prime Requisite: INT and STR
Hit Dice: 1d8
Maximum Level: 12
Allowed Armor: Any, including shields
Allowed Weapons: Small or normal sized blunt weapons (*see below*)
Languages: Alignment language, Common, dwarvish, gnome, goblin, halfling, kobold

Prime Requisites: A gnome must have at least 13 in both prime requisites in order to get the +5% bonus to experience. A gnome with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

Abilities

Combat: Gnomes may use any type of armor, however, due to their short height, may only use small or normal sized blunt weapons.

Detect Construction Tricks: From their experience underground, gnomes have a 2-in-6 chance of detecting false walls, hidden construction, or sloping passages. A gnome must be actively searching for these abilities to function.

Illusion Magic: Gnomes may cast Ventriloquism once per day (*see B/X Essentials: Cleric and Magic-User spells, p16*). Starting at 3rd level, a gnome may cast Phantasmal Force once per day (*see B/X Essentials: Cleric and Magic-User spells, p17*).

Infravision: Due to their habit of living underground, gnomes have the ability to see in the dark with infravision up to 60я (*see Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).

Using Magic Items: Gnomes are able to use magic scrolls of spells on the elf or magic-user spell list.

Reaching 9th Level: A gnome can build a stronghold upon reaching this level. These strongholds will often be underground. The character becomes the leader of the gnomes he or she attracts.

Gnome Level Progression

Level	XP	HD	AC0	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d8	19	8	9	10	13	12	7	13
2	2,300	2d8	19	8	9	10	13	12	7	13
3	4,600	3d8	19	8	9	10	13	12	7	13
4	9,200	4d8	19	8	9	10	13	12	7	13
5	18,000	5d8	17	6	7	8	11	10	5	11
6	36,000	6d8	17	6	7	8	11	10	5	11
7	72,000	7d8	17	6	7	8	11	10	5	11
8	144,000	8d8	17	6	7	8	11	10	5	11
9	280,000	9d8	14	4	5	6	9	8	3	9
10	420,,000	9d8+2*	14	4	5	6	9	8	3	9
11	520,000	9d8+4*	14	4	5	6	9	8	3	9
12	620,000	9d8+6*	14	4	5	6	9	8	3	9

*CON modifier no longer applies

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Halfling Burglar

Requirements: Minimum CON 9, minimum DEX 9
Prime Requisite: DEX and INT
Hit Dice: 1d
Maximum Level: 8
Allowed Armor: Leather, no shields
Allowed Weapons: Small or normal sized weapons (*see below*)
Languages: Alignment language, Common, dwarvish, gnome, goblin, kobold

Prime Requisites: A halfling must have at least 13 in both prime requisites in order to get the +5% bonus to experience. A halfling with an DEX of at least 16 and a INT of at least 13 receives a +10% XP bonus.

Abilities

Combat: Halflings may use leather though it must be tailored to their small size, and no shields. Similarly, they may use any weapon which is appropriate to their stature. They cannot use longbows or two-handed swords.

Defensive Bonus: Because they are so small, halfling burglars have a lower Armour Class (-2 bonus) when attacked by creatures greater than human sized.

Initiative Bonus (optional rule): If using the optional rule for individual initiative (*see Basic Combat Procedure in B/X Essentials: Core Rules, p22*), halfling burglars get a bonus of +1 to initiative rolls.

Missile Attack Bonus: Halfling burglars' keen coordination grants them +1 on any missile attack.

Back-stab: When attacking an unaware opponent from behind, a halfling burglar receives a +4 bonus to hit and doubles any damage dealt.

Read Languages: A halfling burglar of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the halfling burglar may not try to read that particular piece of writing again until he or she reaches a higher level of experience.

Thief Skills: Halfling burglars have the following skills, which improve as the character gains levels (*see the chart opposite*). Note that dice rolls for these abilities are usually made by the referee, because a dwarven thief is not always aware that he or she has failed!

☐ **Climb Sheer Surfaces:** Halfling burglars are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the halfling burglar falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

☐ **Find or Remove Traps:** A halfling burglar may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before he or she can remove it!

☐ **Hear Noise:** Halfling burglars can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment. Unlike the other thief abilities, this ability is rolled using 1d6.

☐ **Hide in Shadows:** A halfling burglar will always think he or she is successful in this skill and will not know otherwise until others react to his or her presence. A halfling burglar must remain motionless when hiding.

☐ **Move Silently:** When successful, others will not hear the movements of a halfling burglar. However, the halfling burglar always thinks he or she is moving silently and will only know otherwise by others' reaction.

☐ **Pick Locks:** A halfling burglar is skilled in picking locks, but needs thieves' tools to do so (*see Equipment in B/X Essentials: Classes and Equipment, p24*). He or she can only try to pick a lock one time and, if the roll fails, may not try the same lock again before gaining an experience level.

☐ **Pick Pockets:** This skill is the bread and butter of non-adventuring halfling burglar; it is a quick (if perilous) source of income. If the victim is above 5th level, the halfling burglar's roll is penalized by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt. The referee will then roll 2d6 on the reaction table (*see Encounters in B/X Essentials: Core Rules, p11*) to determine the target's reaction.

Halfling Burglar Level Progression

Level	XP	HD	AC0	D	W	P	B	S	T	U
							Saving Throws			
1	0	1d4	19	9	10	9	14	11	9	14
2	1,200	2d4	19	9	10	9	14	11	9	14
3	2,400	3d4	19	9	10	9	14	11	9	14
4	4,800	4d4	19	9	10	9	14	11	9	14
5	9,600	5d4	17	8	9	8	13	10	8	13
6	20,000	6d4	17	8	9	8	13	10	8	13
7	40,000	7d4	17	8	9	8	13	10	8	13
8	80,000	8d4	17	8	9	8	13	10	8	13

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Halfling Burglar Ability Progression

Level	Climb Sheer Surfaces	Find or Remove Traps	Hear Noise	Hide In Shadows	Move Silently	Pick Locks	Pick Pockets
1	87%	10%	2-in-6	15%	20%	15%	30%
2	88%	15%	2-in-6	20%	25%	20%	35%
3	89%	20%	3-in-6	25%	30%	25%	40%
4	90%	25%	3-in-6	30%	35%	30%	45%
5	91%	30%	3-in-6	35%	40%	35%	50%
6	92%	40%	3-in-6	40%	45%	45%	55%
7	93%	50%	4-in-6	50%	55%	55%	65%
8	94%	60%	4-in-6	60%	65%	65%	75%

Half-Orc

Requirements: Minimum STR 9
Prime Requisite: STR
Hit Dice: 1d8
Maximum Level: 12
Allowed Armor: Any, including shields
Allowed Weapons: Any
Languages: Alignment language, Common, Orc

Half-orcs have the blood of civilization and savagery mixing within their veins. They mostly try to temper the baser instincts of their orc heritage against the accomplishments of humanity at all times. Unfortunately, they rarely find acceptance in either world. A half-orc has skin and hair ranging from green to gray and often have sharp facial features. They are large, often over 6я tall and heavily muscled.

Abilities

Combat: Orcs may use any type of armor and any weapon.
Hearty: +2 bonus to all saving throws versus poison.
Infravision: Due their angelic heritage, aasimar have the ability to see in the dark with infravision up to 60я (see *Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).
Initiative Bonus (optional rule): If using the optional rule for individual initiative (see *Basic Combat Procedure* in *B/X Essentials: Core Rules, p22*), half-orcs get a bonus of +1 to initiative rolls.
Savage: +1 to damage with melee weapons.

Reaching 9th Level

When an orc reaches level 9, he or she may be form a war band or mercenary company and take the title of Warlord.

Half-Orc Level Progression

Level	XP	HD	AC0	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d8	19	10	13	12	13	16	10	16
2	2,200	2d8	19	10	13	12	13	16	10	16
3	4,400	3d8	19	10	13	12	13	16	10	16
4	8,800	4d8	19	8	11	10	11	14	8	14
5	17,000	5d8	17	8	11	10	11	14	8	14
6	35,000	6d8	17	8	11	10	11	14	8	14
7	70,000	7d8	17	6	9	8	9	12	6	12
8	140,000	8d8	17	6	9	8	9	12	6	12
9	270,000	9d8	14	6	9	8	9	12	6	12
10	400,000	9d8+3*	14	4	7	6	7	10	4	10
11	530,000	9d8+6*	14	4	7	6	7	10	4	10
12	660,000	9d8+9*	14	4	7	6	7	10	4	10

*CON modifier no longer applies
AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Pixie

Requirements: Minimum INT 9
Prime Requisite: DEX and INT
Hit Dice: 1d4
Maximum Level: 8
Allowed Armor: None
Allowed Weapons: Small sized weapons (see below)
Languages: Alignment language, Common, elvish, gnome, goblin, kobold

Pixies are small of stature, less than 2я tall, have wings, and can fly. They are creature of faerie and are capricious and free spirited. Pixies love adventure and will seek it out whenever the opportunity arises. Their skin and hair can be any color.

Prime Requisites: A pixie must have at least 13 in both prime requisites in order to get the +5% bonus to experience. A pixie with an INT of at least 16 and a DEX of at least 13 receives a +10% XP bonus.

Abilities

Combat: Pixies may use any weapon which is appropriate to their stature and any weapon they choose does 1d4 damage.
Defensive Bonus: Because they are so small, pixies have a lower Armor Class (-2 bonus) when attacked by creatures greater than their size and a (-4 bonus) when by creatures greater than human sized.

Flight: Pixies can fly at 120я(40я).

Initiative Bonus (optional rule): If using the optional rule for individual initiative (see *Basic Combat Procedure* in *B/X Essentials: Core Rules, p22*), pixies get a bonus of +2 to initiative rolls.
Invisibility: Pixies may cast the Invisibility spell 1 x per day (see *B/X Essentials: Cleric and Magic-User spells, p17*).
Spell Casting: Pixies carry spell books that hold the written formulae for arcane spells. A pixie can only memorize a certain number of spells at any given time. The level progression chart (below) shows both the number of spells in the magic-users spell book and the number he or she may memorize, determined by the characters experience level. Thus, a 1st level pixie has one spell in his or her spell book, selected by the referee (who may allow the player to choose). The rules for arcane spell casting and spell books are described in the *Magic* section of *B/X Essentials: Core Rules, p28*. The list of spells available to pixies (they use the magic-user list) is provided in *B/X Essentials: Cleric and Magic-User Spells*.
Using Magic Items: As spell casters, pixies are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by magic-users, elves, or pixies.

Pixie Level Progression

Level	XP	HD	AC0	D	W	P	B	S	T	U	1	2	3	4
				Saving Throws							Spells per Day			
1	0	1d4	19	13	12	12	14	13	12	14	1	-	-	-
2	2,700	2d4	19	13	12	12	14	13	12	14	2	-	-	-
3	5,400	3d4	19	13	12	12	14	13	12	14	2	1	-	-
4	10,800	4d4	19	13	12	12	14	13	12	14	2	2	-	-
5	22,000	5d4	17	11	10	10	12	11	10	12	2	2	1	-
6	44,200	6d4	17	11	10	10	12	11	10	12	2	2	2	-
7	88,000	7d4	17	11	10	10	12	11	10	12	3	2	2	1
8	170,000	8d4	17	11	10	10	12	11	10	12	3	3	2	2

*CON modifier no longer applies
AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill

Tiefling

Requirements: Minimum DEX 9
Prime Requisite: DEX and STR
Hit Dice: 1d8
Maximum Level: 12
Allowed Armor: Any, including shields
Allowed Weapons: Any
Languages: Alignment language, Celestial, Common

Tiefling have the blood of fiendish beings from the Lower Planes flowing through their veins. They are healthy and attractive, often with metallic hair, unusual skin tones, and piercing eyes. They range in height from 5ʀ10ə to over 6ʀtall. Aasimar are typically raised by their human parent and rarely orphaned by their unusual heritage. They are generally brave seek to uphold the law.

Prime Requisites: A tie fling must have at least 13 in one or the other prime requisite in order to get a +5% to experience. The character must have a DEX and STR of 13 or higher to get a +10% bonus.

Abilities

Combat: Tieflings may use any type of armor and any weapon
Infernal Heritage: A tiefling has the blood of a dweller of the Lower Planes flowing through them. That heritage expresses itself in different ways. Roll a d10 or choose one of the following benefits if your Game Master allows it:
☐ 1) Claws that deal 1d4 damage.
☐ 2) Enhanced reflexes grants a +2 to Save vs Dragon Breath.
☐ 3) Hooves that grant +30 (+10) Movement.
☐ 4) Catʀ Eyes that grants the ability to cast the Detect Invisible spell 2 x per day (see B/X Essentials: Cleric and Magic-User spells, p16).
☐ 5) Chitinous Hide that grants +1 Armor Class.
☐ 6) Produce a poison that may be spit up to 10ʀaway up to 3 x per day. Target must make a Save vs Poison or take 1d8 damage.
☐ 7) Magic resistance grants +2 to Save vs Spells.
☐ 8) Sturdy build grants +2 to Save vs Paralysis.
☐ 9) Exotic constitution grants +2 to Save vs Poison.
☐ 10) Enhanced hearing grants Hear Noise at a 2 in 6 chance on 1d6.
Infravision: Due their infernal nature, tiefling have the ability to see in the dark with infravision up to 60ʀ(see *Light, Vision, and Visibility* in *B/X Essentials: Core Rules, p16*).
Resist Fire: A tiefling may cast Resist Fire once per day (see *B/X Essentials: Cleric and Magic-User spells, p7*).
Shadowcaster: A tiefling may cast Darkness (Light reversed) once per day (see *B/X Essentials: Cleric and Magic-User spells, p15*).

Reaching 9th Level

When a tiefling reaches level 9, he or she may be granted a title such as Baron or Baroness. The land under the tieflingʀs control is then known as a Barony.
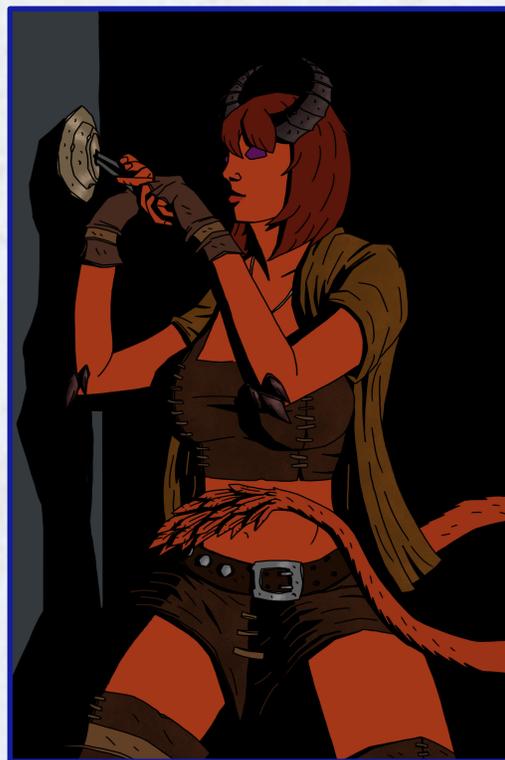
Tiefling Level Progression

Level	XP	HD	AC0	Saving Throws						
				D	W	P	B	S	T	U
1	0	1d8	19	10	11	12	13	14	10	14
2	2,200	2d8	19	10	11	12	13	14	10	14
3	4,400	3d8	19	10	11	12	13	14	10	14
4	8,800	4d8	19	8	9	10	11	12	8	12
5	17,000	5d8	17	8	9	10	11	12	8	12
6	35,000	6d8	17	8	9	10	11	12	8	12
7	70,000	7d8	17	6	7	8	9	10	6	10
8	140,000	8d8	17	6	7	8	9	10	6	10
9	270,000	9d8	14	6	7	8	9	10	6	10
10	400,000	9d8+2*	14	4	5	6	7	8	4	8
11	530,000	9d8+4*	14	4	5	6	7	8	4	8
12	660,000	9d8+6*	14	4	5	6	7	8	4	8

*CON modifier no longer applies

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell; T=trained skill; U=untrained skill