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# Human Race-as-Class



A class for OSR games

*Requires Old-School Essentials Core Rules*

Most OSR games derived from Basic roots use a race-as-class paradigm; this frustrates those who want to play dwarf magic-users and elf thieves, usually prompting a “why aren’t humans a race-as-class?” argument from those hooligans. This mini-supplement replaces the fighter, thief, cleric, and magic-user with a human racial class. Now no one gets to be a magic-user or thief: Problem solved.

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DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

## **Humans**

**Requirements:** None

**Prime Requisite:** CHA

**Hit Dice:** 1d6

**Maximum Level:** None

**Armor:** All

**Weapons:** All

**Languages:** Alignment, Common

Humans are humans. You've probably met one on occasion.

### **Animal Enmity**

Humans possess an inborn antagonism toward wolves and big cats (cougars, lions, etc.) which reciprocate the feeling. Humans receive a -2 to reactions from wolves, big cats, and similar creatures (such as phase tigers and werewolves).

### **Animal Kinship**

On the other hand, humans have some sort of natural affinity for dogs and horses. Humans receive a +2 on reactions from dogs, horses, and similar creatures (such as blink dogs and pegasi).

### **Magic Item Use**

Humans can use any and all magic items they find but if the magic item has some kind of racial requirement then there's a 50% that item will be crumble to dust immediate after the human uses it. For items that depend on caster level, treat ½ the human's HD as his caster level.

### **After reaching 9th Level**

A human may become a great leader of his kind, taking control of a parcel of land and a leadership rank in his society. A human will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

### **Human Level Progression**

<b>Level</b>	<b>XP</b>	<b>HD</b>	<b>THACO</b>	<b>D</b>	<b>W</b>	<b>Saving Throws</b>		
						<b>P</b>	<b>B</b>	<b>S</b>
1	0	1	19 [0]	16	13	13	13	15
2	1,200	2	19 [0]	16	13	13	13	15
3	2,400	3	19 [0]	16	13	13	13	15
4	4,800	4	19 [0]	16	13	13	13	15
5	9,600	5	17 [+2]	14	11	11	11	13
6	20,000	6	17 [+2]	14	11	11	11	13
7	40,000	7	17 [+2]	14	11	11	11	13
8	80,000	8	17 [+2]	14	11	11	11	13
9	160,000	9	14 [+5]	12	9	9	9	11
10	280,000	9+2*	14 [+5]	12	9	9	9	11
11	400,000	9+4*	14 [+5]	12	9	9	9	11
12	520,000	9+6*	14 [+5]	12	9	9	9	11
13	640,000	9+8*	12 [+7]	10	7	7	7	9
14	760,000	9+10*	12 [+7]	10	7	7	7	9

\*Modifiers from CON no longer apply.

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