
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.

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

| Level | XP | HD | THACO | D | W | Saving Throws | | |
|--------------|-----------|-----------|--------------|----------|----------|----------------------|----------|----------|
| | | | | | | P | B | S |
| 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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