

Creating Characters

Character Generation Steps

- Roll your Attribute Scores. In order roll 3d6 for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.
- Record your scores along with relevant modifiers.
- Look at the character class summary and pick out the character class that interests you.
- Record the details of your class. Roll your starting hit points.
- Look at the character race summary and pick out the race that you want to play.
- Modify your attributes according to the character race and record any special abilities.
- Choose an alignment: Lawful, Neutral, or Chaotic.
- Roll 3d6 and multiply by 10 for the number of gold pieces you start with.
- Buy your equipment.
- Record your armor class, and weight carried. Look up your character's base movement rate based on the weight carried.
- Your character is now ready for adventuring.

Strength

Score	To-Hit Modifier*	Damage Modifier	Open Doors	Carry Modifier (in pounds)
3-4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9-12	+0	+0	1-2	+5
13-15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

**Penalties apply to any character, but only Fighters get the bonuses.*

Dexterity

Score	Missile Weapon To-Hit Bonus/Penalty*	Effect on AC
3-8	-1	Worse by 1 point
9-12	+0	None
13-18	+1	Better by 1 point

**Penalties apply to any character, but only Fighters get the bonuses.*



Constitution

Score	Hit Point Modifier (per hit die)	Raise Dead Survival
3-8	-1	50%
9-12	+0	75%
13-18	+1	100%



Intelligence

Score	Maximum Additional Languages	Maximum Spell Level	Chance to Understand New Spell	Min/Max Number of Basic Spells Understandable per Level
3-7	0	4	30%	2/4
8	1	5	40%	3/5
9	1	5	45%	3/5
10	2	5	50%	4/6
11	2	6	50%	4/6
12	3	6	55%	4/6
13	3	7	65%	5/8
14	4	7	65%	5/8
15	4	8	75%	6/10
16	5	8	75%	7/10
17	5	9	85%	7/All
18	6	9	95%	8/All

Wisdom

- If a Cleric has a Wisdom score of 15 or greater, the character gains an additional first-level spell
- Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards.

Charisma

- Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

Score	Maximum Number of Special Hirelings
3-4	1
5-6	2
7-8	3
9-12	4
13-15	5
16-17	6
18	7



Art by William McAusland
Swords & Wizardry, Complete Card - 1

Magic-User Spells

Level 1

Charm Person
 Detect Magic
 Hold Portal
 Light
 Magic Missile
 Protection from Evil
 Read Languages
 Read Magic
 Shield
 Sleep

Level 2

Continual Light
 Darkness, 15-foot Radius
 Detect Evil
 Detect Invisibility
 ESP
 Invisibility
 Knock
 Levitate
 Locate Object
 Magic Mouth
 Mirror Image
 Phantasmal Force
 Pyrotechnics
 Strength
 Web
 Wizard Lock

Level 3

Clairaudience
 Clairvoyance
 Darkvision
 Dispel Magic
 Explosive Runes
 Fireball
 Fly
 Haste
 Hold Person
 Invisibility, 10-foot Radius
 Lightning Bolt
 Monster Summoning I
 Protection from Evil, 10-foot Radius
 Protection from Normal Missiles
 Rope Trick
 Slow
 Suggestion
 Water Breathing

Cleric Spells

Level 1

Cure Light Wounds
 Detect Evil
 Detect Magic
 Light
 Protection from Evil
 Purify Food and Drink

Level 2

Bless
 Find Traps
 Hold Person
 Silence, 15-foot Radius
 Snake Charm
 Speak with Animals

Level 3

Continual Light
 Cure Disease
 Locate Object
 Prayer
 Remove Curse
 Speak with Dead

Level 4

Create Water
 Cure Serious Wounds
 Neutralize Poison
 Protection from Evil, 10-foot Radius
 Speak with Plants
 Sticks to Snakes

Druid Spells

Level 1

Detect Magic
 Detect Snares & Pits
 Faerie Fire
 Locate Animals
 Predict Weather
 Purify Water

Level 2

Create Water
 Cure Light Wounds
 Heat Metal
 Locate Plants
 Obscuring Mist
 Produce Flame
 Speak with Animals
 Warp Wood

Level 3

Call Lightning
 Cure Disease
 Hold Animal
 Neutralize Poison
 Plant Growth
 Protection Against Fire
 Pyrotechnics
 Water Breathing



Character Classes Summary

Assassin

A sub class of Thieves, Assassins are trained killers, members of secret guilds, and societies of their kind.

Cleric

Clerics are armored warrior-priests (or -priestesses) who serve Law or Chaos.

Druid

Druids are part of a mysterious religious order of priests and priestesses who worship and serve the powers of nature.

Fighter

Fighters are warriors, trained in battle and in the use of armor and weapons.

Magic-User

Magic-Users are figures of mystery and students of mysteries, steeped in ancient and arcane knowledge.

Equipment Packs

Burglar's Pack (20 gp)

Includes a backpack, a grapple, 4 pieces of chalk, 5 candles, a crowbar, a hammer, 10 spikes, a hooded lantern, 2 flasks of oil, 5 days trail rations, flint & steel, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side of it.

Diplomat's Pack (34 gp)

Includes a chest, 2 scroll cases for maps and scrolls, a set of fine clothes, 5 bottles of black ink, an ink quill, a lamp, 2 flasks of oil, a blank book, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (21 gp)

Includes a backpack, a crowbar, a hammer, 10 spikes, 10 torches, flint & steel, 10 days of rations, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side of it.

Entertainer's Pack (20 gp)

Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of trail rations, a waterskin, and assorted makeup to change one's appearance.

Explorer's Pack (15 gp)

Includes a backpack, a bedroll, flint & steel, 10 torches, 10 days of trail rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack (25 gp)

Includes a backpack, a bedroll, 10 candles, flint & steel, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Monk

Monks seek enlightenment, members of ascetic religious orders pursuing mental, spiritual, and physical perfection.

Paladin

Paladins are resolute warriors against Chaos and evil, and stalwart defenders of Law.

Ranger

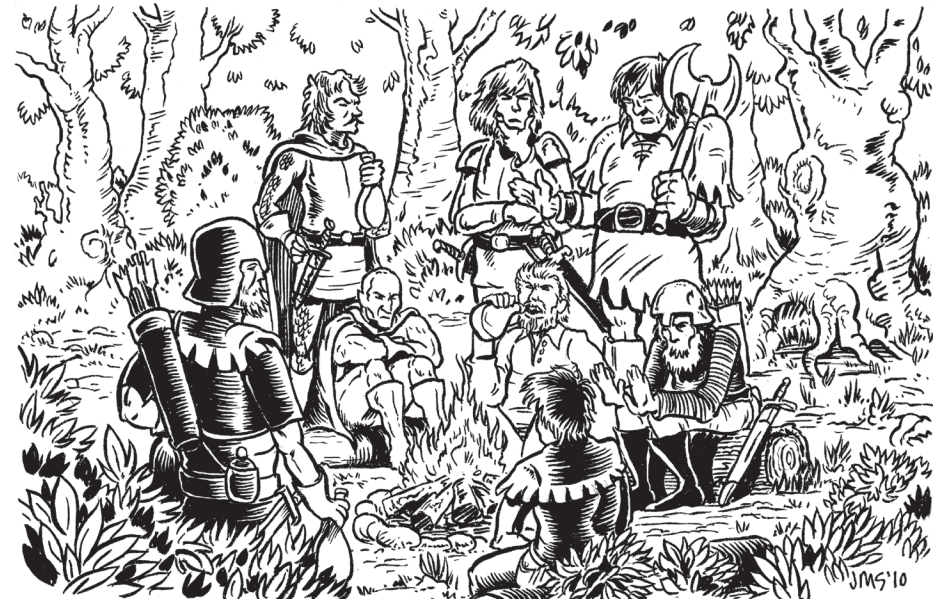
Rangers are the inheritors of ancient scholarship, students of forgotten skills and lore passed on from teacher to student over the generations, preserving the legacy through times when the light of civilization wavered and dimmed.

Thief

Thieves are figures in the shadows, experts in stealth and delicate tasks. Locks, traps, and scouting are their stock in trade.

Scholar's Pack (25 gp)

Includes a backpack, a codex of lore (with 6d6 empty pages out of 100), 5 bottles of black ink, an ink quill, 10 sheets of parchment, and a small dagger.



Art by Jason Sholtis

Swords & Wizardry, Complete Card - 3

Character Races Summary

Dwarves

The first dwarves were forged in the fires of creation itself. Their origins have left them with a deep and abiding desire to craft and create. Their legendary stubbornness arouses in them a fierce fighting spirit whenever Evil and Chaos threatens the legacy of their forefathers.

Defenses: The player-character Dwarf has a +4 on saving throws against any magic.

Stone Sense: Dwarfs easily takes note of certain features of stonework: sloping corridors, moving walls, and traps made of stone. They can also identify whether stonework is recent or not.

Darkvision: Dwarfs can see in the dark to a limit of 60 feet.

Classes

Fighters or Fighter-Thieves.

Optional: Fighter-Clerics

Max Advancement: Cleric, 7th level; Fighter, 6th level; Thief, Unlimited.

Bonus Advancement:

Fighter (only class): Strength 17, 7th Level; Strength 18, 8th Level.

Elves

Perhaps the most ancient of the races, elven history and memory is said to stretch back to the dawn of time itself. Steeped in knowledge and magical lore, the elves attempt to guide the other races even the unruly humans.

Darkvision: Elves can see in the dark to a range of 60 feet.

Find secret doors: Elves have a 1-in-6 chance to notice a secret door automatically and have a 4-in-6 chance to find secret doors when actively searching, unlike the other races, which have only a 2-in-6 chance.

Defenses: Elves cannot be paralyzed by ghouls.

Classes

Fighter-Magic Users, Fighter-Magic User-Thieves, or Thieves.

Note: Elves can only cast a maximum of 5th level spells irregardless of additional MU advancement.

Max Advancement: Fighter 4th level, Magic User 8th level, Thief Unlimited

Bonus Advancement:

Fighter: Strength 17, 5th Level; Strength 18, 6th Level.

Magic User: Intelligence 18, 9th Level.

Half-Elves

The best qualities of human and elves are found in the children they have together. Living examples of life's potential when peace and love holds sway.

Darkvision: Half-elves can see in the dark to a range of 60 feet.

Find secret doors: Half-elves have a 4-in-6 chance to find secret doors when actively searching.

Classes

Fighter-Magic Users, Fighter-Magic User-Clerics, or Thieves.

Max Advancement: Cleric, 4th level; Fighter, 6th level; Magic User, 6th level; Thief Unlimited

Bonus Advancement:

Fighter: Strength 17, 7th Level, Strength 18, 8th Level.

Magic User: Intelligence 17, 7th Level, Intelligence 18, 8th Level.

Halflings

A small diminutive race, they are content to live and work in their corner of the world. Quiet and unassuming as a people. But in times of great change and unrest, halflings will leave their lands to make a stand alongside the other free peoples of the land.

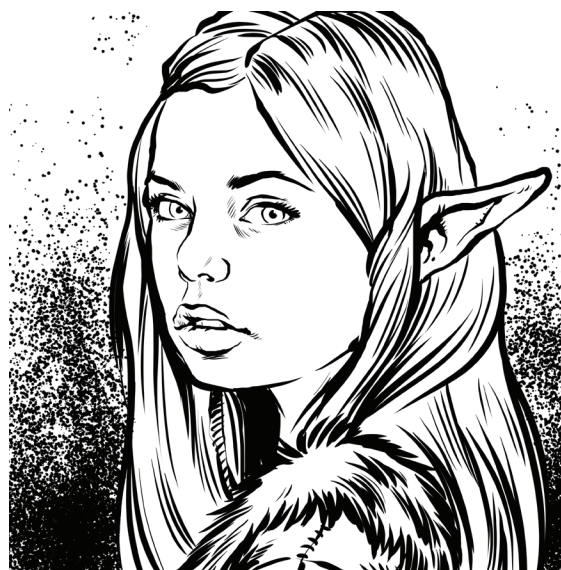
Defenses: Halflings gain a +4 on saving throws against magic

Attack Bonuses: Halflings have a +1 bonus when using missile weapons.

Classes

Halfling player characters must be Fighters, or Thieves.

Max Advancement: Fighter 4th level, Thief Unlimited



Humans

Humans are the most widespread and receive no specific bonuses or penalties as do the other races. Their drive and determination leads humans to vigorously expand and guard their civilizations. Fighting the many perils that lurk beyond the borders of their land. However the same drive cause other humans to form alliances with the forces of Evil and Chaos undermining the human realms through treachery.

Classes

Any

Max Advancement: All Unlimited

Assassins (Thieves)

Assassins are a rare sub-class of Thieves; they are trained killers, members of secret guilds and societies of their kind. As an Assassin, you begin the game as a very minor member of the nearest Assassins' Guild, a secret organization to which you and your fellow Assassins have given dire oaths and pledges of loyalty. The first rule of the Assassins' Guild, one might say, is that no one talks about the Assassins' Guild. You are not an indiscriminate killer for hire, for the guild strictly regulates the actual assassination missions its members are permitted to undertake. As an Assassin-adventurer, you provide your allies with a mixture of thieving skills and combat capabilities, although you are not as proficient with thieving skills as a true Thief, nor are you truly a front-line fighter. However, your ability to disguise yourself can be of great advantage in certain situations, and your ability to use poisons and poisoned weapons can often turn the tide in a desperate combat.

Class Details

Prime Attribute: Dexterity, Strength, and Intelligence all 13+ (an assassin character gains a +5% experience bonus only if ALL of their Prime Attributes are 13 or higher.)

Hit Dice: 1d6/level (an Assassin gains just 1 hp/level after 13th.)

Armor/Shield Permitted: Leather armor and any shields.

Weapons Permitted: Assassins are able to use any weapon effectively.

Race: Only humans may become Assassins.

Requirements and Limitations

Must be Neutral or Chaotic

Assassins must be of Neutral or Chaotic alignment. A Chaotic alignment, however, means that a creature is utterly bad, down to the very bones.

Class Abilities

Disguise Self

Assassins can disguise themselves with great skill, allowing them to blend into other groups without causing suspicion. Most character have only a 5% chance to see through such a disguise. If the disguise involves considerable fakery, (opposite sex, another race) the chance increases to 10%. Characters of low intelligence have their chances of detecting a disguise lowered, while characters of high intelligence have a better chance of detecting a disguise.

The Assassin's disguise is more than just a matter of costume; it encompasses mimicry of speech and behavior as well. Disguises are more about blending in, mimicking a different social class, and not being recognized afterwards. Not impersonating specific individuals.

Can Use Thief Magic Items

Assassins can use any magic items usable by Thieves, plus any magic weapons, armor (leather only), and shields.

Poison Use

Assassins are able to use poison on their weapons without the risk of making basic errors. Assassins are not, however, trained at concocting poisons; most guilds employ an alchemist for such purposes.

Assassin Advancement

Level	XP for Level	Hit Dice (d6)	Saving Throw
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10



Thieving Skills

Assassins have skills similar to those of Thieves, but comparable to a Thief two levels lower than the Assassin character.

Thieving Skills for Assassins

Level	Climb Walls	Delicate Tasks	Hear Sounds (d6)	Hide in Shadows	Move Silently	Open Locks
3	85%	15%	3 in 6	10%	20%	10%
4	86%	20%	3 in 6	15%	25%	15%
5	87%	25%	4 in 6	20%	30%	20%
6	88%	30%	4 in 6	25%	35%	25%

Backstab

Assassins may attack from behind with a to-hit bonus of +4, and inflict double damage. At levels 5-8, damage is tripled, and above level 8 such an attack inflicts quadruple damage

Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

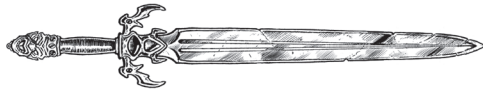
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Clerics

Clerics are armored warrior-priests (or -priestesses) who serve Law or Chaos. Most Clerics have a patron deity or serve a particular religion, although the unified power of Law is paramount for Lawful Clerics and has an existence in and of itself. You are a champion of your faith and moral alignment. You might be a shining knight of the faith, an exorcist of demons, or a sinister witch-hunter. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat: backing up the front line, but able to stand shoulder to shoulder with the party's Fighters if the need arises—at least for a while. As your Cleric grows in power and reputation, the character might establish a stronghold for the faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes the Cleric as the best way to protect and serve a growing flock of acolytes and loyal peasant followers.

Class Details

Prime Attribute: Wisdom 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

Hit Dice: 1d6/level (a Cleric gains just 1 hp/level after 9th.)

Armor/Shield Permitted: Clerics are able to use any armor or shield.

Weapons Permitted: Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons, other than oil or slings if the Referee permits.

Race: Only half-elves and humans may become Clerics.

Requirements and Limitations

May not be Neutral

Clerics may not be of Neutral alignment.

Class Abilities

Spell Casting

Clerics cast “divine” spells from a specific list, with numbers as per Table: Cleric Advancement. Clerics of specific deities might have different lists of available spells, designed by the Referee. Each day, the Cleric selects and prays for a particular set of spells, choosing any spells from the standard list. Once a spell is cast it cannot be cast again until the next day, unless the Cleric has prepared (prayed for) the spell more than once.

Saving Throw Bonuses

Clerics gain a +2 bonus on saving throws against being paralyzed or poisoned.

Turn Undead

Clerics have the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, roll a d20 and consult the Turning Undead table for the result.

- If the number rolled is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.
- If the table indicates “T”, all undead creatures of the targeted type are automatically turned and will flee for 3d6 rounds, or cower helplessly if they cannot flee.
- For Lawful or Good Clerics, if the table indicates “D”, the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil Clerics, a result of “D” indicates that the undead are forced into the Cleric's command for a period of 24 hours.



Cleric Advancement

Level	XP for Level	Hit Dice (d6)	Saving Throw
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10

Cleric Spell Advancement

Level	1	2	3	4	5	6	7
1	–	–	–	–	–	–	–
2	1	–	–	–	–	–	–
3	2	–	–	–	–	–	–
4	2	1	–	–	–	–	–
5	2	2	–	–	–	–	–
6	2	2	1	1	–	–	–

Table: Turn Undead

HD	Example	1	2	3	4	5	6
1	Skeleton	10	7	4	T	T	D
2	Zombie	13	10	7	4	T	T
3	Ghoul	16	13	10	7	4	T
4	Shadow ¹	19	16	13	10	7	4
5	Wight	20	19	16	13	10	7
6	–	–	20	19	16	13	10
7	Wraith	–	–	20	19	16	13
8	Mummy	–	–	–	20	19	16
9	Spectre	–	–	–	–	20	19
10	Vampire ²	–	–	–	–	–	20
11	Vampire ²	–	–	–	–	–	–
12	–	–	–	–	–	–	–
13	Lich ²	–	–	–	–	–	–

1 Shadows might not be undead creatures ask your referee.

2 Vampires and more-powerful undead cannot be turned automatically.



Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

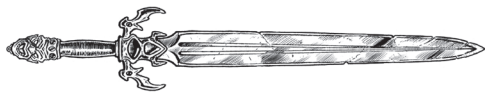
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
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Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
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Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
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Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Druids

Druids are part of a mysterious religious order of priests and priestesses who worship and serve the powers of nature. As a Druid, you have great reverence for the natural world, and are more comfortable with plants and animals than with other people. You can cast spells to talk with wildlife, or enlist animals and even plants as your allies; but you are also an able fighter in defense of your forest and your friends. Some of your nature spells are unlike anything a Cleric or Magic-User can cast. You are ready to extend the balance of nature to human affairs, and have little tolerance for those who go to excess either for good or evil, Law or Chaos. You keep your rituals secret, and prefer to live in the wilderness rather than in cities. Your ability to control fire helps to protect your sacred groves, but also can be effective in battle.

Class Details

Prime Attribute: Wisdom and Charisma, both 13+ (a druid gains a +5% xp bonus only if both their Wisdom and Charisma are 13 or higher.)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)

Armor/Shield Permitted: Leather armor and wooden shields only.

Weapons Permitted: Dagger, sickle-shaped sword (treat as short sword), spear, sling, oil.

Race: Only humans may become Druids.

Druid Advancement

Level	XP for Level	Hit Dice (d6)	Saving Throw	Role in Hierarchy
1	0	1	15	None
2	2,000	2	14	Initiate of the First Mysteries
3	4,000	3	13	Second Mysteries
4	8,000	4	12	Third Mysteries
5	13,000	5	11	Fourth Mysteries
6	20,000	6	10	Fifth Mysteries

Druid Spell Advancement

Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	1	-	-	-	-	-
4	3	1	1	-	-	-	-
5	3	2	1	-	-	-	-
6	3	2	2	-	-	-	-



Requirements and Limitations

Must be Neutral

Druid characters must begin with a Neutral alignment. Separate druidic-oriented orders might exist, talk to your referee about their details.

Mistletoe Dependency for Spellcasting

A sprig of mistletoe serves for Druids much as a holy symbol serves for Clerics, but is even more important. In order to focus their connection to nature, a Druid needs to possess a sprig of mistletoe to cast a druid spell.

Must Observe Druidic Hierarchy

The Druid character is a member of a Druidic Order (or the Druidic Order lead by a Grand Druid. The levels of druidism represent the sequential introduction to higher knowledge – secrets that are dangerous for those of lesser power to know.

Class Abilities

Spell Casting

Druids cast spells from a specific list, with numbers as per Table: Druid Advancement. Each day, the Druid selects and prays for a particular set of spells, choosing any spells from the standard Druid spell list. Once a spell is cast, it cannot be cast again until the next day, unless the Druid has prepared (prayed for) the spell more than once.

Saving Throw Bonus vs. Fire

Druids gain a +2 bonus on saving throws against fire.

Mysteries

At 2nd level a Druid learns the “First Mysteries.” These grant a variety of abilities to the character. The second level Druid can determine whether water is pure; identify any type of normal plant by sight, smell, or taste; and move easily through non-magical undergrowth, including thorns or heavy vines.

Shape Change (5th)

At fifth level, a Druid can change shape into the form of an animal. The animal’s size can range from that of a crow to that of a black bear (but not a huge bear such as a grizzly or polar bear). The druid can change into as many as three different animal forms per day – one from each category of reptile, mammal, and bird – but only once for each form within a single day. When the Druid shapeshifts, 1d6 x10% of any lost hit points are cured in the transformation.

Immune to Fey Charms (5th)

At 5th level, a Druid becomes completely immune to the charms of dryads, naiads, satyrs, and other such fey creatures of the wild woods and rivers.

May Use Cleric Magic Items

Druids are able to use any magical item Clerics can, with the exception of Clerical-spell scrolls.

Secret Language

The druidic hierarchy speaks a secret language known to all true (neutral) Druids.



Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

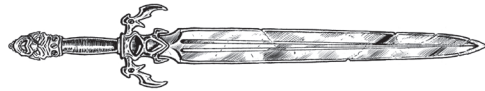
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Fighters

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, a dashing swashbuckler, a deadly swordswoman, or a chivalrous knight. Whatever type of Fighter you choose to play, you will probably end up on the front lines of your adventuring party—going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The Fighter character is best-equipped of all the character classes to dish out damage and absorb it, too. Clerics heal and Magic-Users cast spells, but the down-and-dirty, hack-and-slash work is generally up to you. You are going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you will die, just another forgotten warrior in a dangerous world. It should go without saying that female Fighters are as deadly and as skillful as their male counterparts – and in the fantasy worlds of Swords & Wizardry, they are also much more common than in the history of our own world.

Class Details

Prime Attribute: Strength 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

Hit Dice: 1d8/level (a Fighter gains 2 hp/level after 9th.)

Armor/Shield Permitted: Fighters are able to use any armor or shield effectively.

Weapons Permitted: Fighters are able to use any weapon effectively.

Race: Any race may become Fighters.

Fighter Advancement

Level	XP for Level	Hit Dice (d8)	Saving Throw
1	0	1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9



Class Abilities

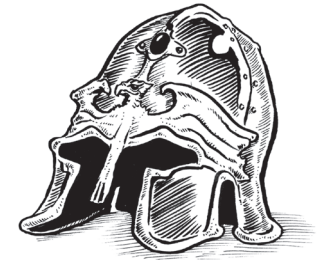
Multiple Attacks

A Fighter may make one attack per Fighter level he possesses each round against creatures with 1 HD or less.

Parry

Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks, as shown on Table: Fighter Parrying Ability below.

Dexterity Score	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

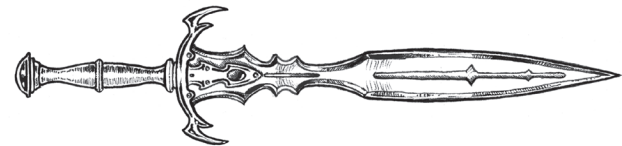


Strength Bonuses

Unlike most other classes, Fighters with a high Strength score can have bonuses to hit and on damage.

Taking the Vows of a Paladin

A Fighter of Lawful alignment may at any time take on the vows of a Paladin, and become a member of that class, provided the character has a Charisma of at least 17. The Referee will decide how to handle such matters as the level, hit dice, and experience points the character has after making this change; it is strongly recommended that the character not actually gain experience points by changing classes, however.



Art by William McAusland

Art by The Forge, Maciej Zagorski, Pawel Dobosz

Swords & Wizardry, Complete Card - 11

Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

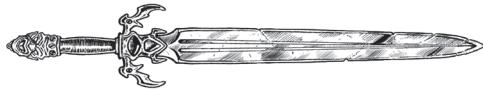
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Magic-Users

As a Magic-User, you are a figure of mystery and a student of mysteries, steeped in ancient and arcane knowledge. You have studied long hours deep into the candlelit nights, delving into the parchment pages of cobweb-covered magic tomes, learning the intricacies of magical circles and runes, the strange significances of the stars and moons, the disquieting theories of mad philosophers, and above all, the casting of magic spells. You can be a truly devastating opponent as long as your fellow adventurers protect you from physical combat, in which you are the weakest of all the character classes: completely untrained in the use of armor, barely adequate with even the simplest weapons, and having fewer hit points than most other members of an adventuring expedition. You are not limited to the role of providing the party with offensive spells, though, for your spellbook provides an array of other spells that can be critical for surviving the perils of dungeons, lost temples, and other such places where you might venture in search of treasure and knowledge. If you succeed in such forays into the wild and dangerous places of the world, you might eventually rise to such heights of power that you can build a mystically protected tower for your researches, create fabulous magic items, and scribe new formulae for hitherto unknown spells. Such great Archmages can sway the politics of kingdoms, commanding respect and fear across the realms.

Class Details

Prime Attribute: Intelligence, 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

Hit Dice: 1d4 (a Magic-User gains just 1 hp/level after 11th level.)

Armor/Shield Permitted: A Magic-User may not use any armor or shields.

Weapons Permitted: A Magic-User may use daggers, darts, and staves only.

Race: Only elves, half-elves and humans may become Magic-Users.

Magic-User Advancement

Level	XP for Level	Hit Dice (d4)	Saving Throw
1	0	1	15
2	2,500	2	14
3	5,000	3	13
4	10,000	4	12
5	20,000	5	11
6	35,000	6	10

Magic-User Spell Advancement

Level	1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	3	1	-	-
4	3	2	-	-
5	4	2	1	-
6	4	2	2	-



Class Abilities

Spell Casting

Unlike the Cleric, a Magic-User owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, “preparing” as many spells as the Magic-User can mentally sustain. (It is possible to prepare a spell multiple times using the available “slots” in the Magic-User’s memory and mental capability.) Once a prepared spell is cast, it disappears from the Magic-User’s ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring, these spells can be added to the Magic-User’s spellbook.

Spells Known

A beginning Magic-User’s spellbook contains as many of the eight basic first level spells as the neophyte character can know. Check each spell to see if the Magic-User can learn and know it, using the “Learn Spells” column on the table in the description of the Intelligence attribute. Each time the magician gains a level (if the Referee permits) he or she may re-check the spells not understood before, to see if increased experience has granted new understanding – although the Maximum Number of Basic Spells Understandable (from the Intelligence Table) is still the upper limit. A Magic-User would also still need to find and copy these new spells into his or her spellbook. The same procedure applies to each higher spell level; a wizard must find the higher-level spells in dungeons or musty libraries and copy them into a spellbook, or trade copies with other Magic-Users. New and unusual spells outside the basic lists are not part of the “maximum number” of knowable spells, although they still require a roll to see if a Magic-User can understand one. (Such spells are rare and seldom traded.) New spells that a wizard researches and creates personally are also not subject to the maximum allowable number of regular spells.

Saving Throw Bonuses

Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staves.

Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

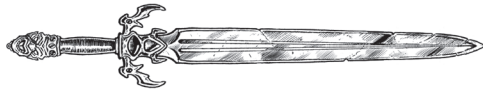
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Monks

As a Monk, you are a seeker after enlightenment, a member of an ascetic religious order pursuing mental, spiritual, and physical perfection. You are deadly with all weapons, and an expert in complex forms of unarmed combat. Although Monks do not wear armor, they improve in armor class as they gain levels, due to a higher and higher degree of both enlightenment and martial artistry. Various stages of enlightenment grant Monks a wide variety of abilities.

Class Details

Prime Attribute: Wisdom 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)
Hit Dice: 1d4 (a Monk gains just 1 hp/level after 16th level.)
Armor/Shield Permitted: Monks may not use any armor or shields.
Weapons Permitted: Monks are able to use all weapons equally effectively.
Race: Only humans may become Monks.

Requirements and Limitations

Usually Lawful

Monks may be of any alignment, although most are disciples of Law.

May Only be Human

Only humans may become Monks.

Must be Charitable

All treasure other than the bare minimum of what is needed to maintain the Monk and any followers must be donated to charities.

Restricted Magic Items

Monks cannot use potions. Monks can only use weapons and magic rings as magic items.

Class Abilities

Alertness

Monks are not easily attacked by surprise. A party containing a Monk is unlikely to be surprised, with only a 1 in 6 chance..

Deadly Strike

When the Monk's attack roll is 5 higher than the required to hit number, the target has a 75% chance to be stunned by the blow for 2d6 rounds. Moreover, the mystic perfection of the blow also has a 25% chance to kill the opponent, provided the opponent's hit dice are no more than 1 higher than the Monk's.

Deflect Missiles

The Monk can deflect arrows and magic missile spells with a successful saving throw.

Saving Throw Bonus vs. Paralysis and Poison

Monks gain a +2 bonus against paralysis and poisons.

Thieving Skills

Monks are proficient in some skills similar to a thief.

Weapon Damage Bonus

At 2nd level, Monks inflict an +1 damage when using weapons. This bonus increases to +2 at 4th level and to +3 at 6th level.



Monk Advancement

Level	XP for Level	Hit Dice (d4)	Armor Class	Saving Throw	Weaponless Damage	Movement Rate
1	0	1	9[10]	15	1d4	12
2	2,500	2	8[11]	14	1d6	13
3	5,000	3	7[12]	13	1d6	14
4	10,000	4	6[13]	12	1d8	15
5	20,000	5	5[14]	11	1d10	16
6	40,000	6	4[15]	10	1d20	17

Thieving Skills for Monks

Level	Climb Walls	Delicate Tasks	Hear Sounds (d6)	Hide in Shadows	Move Silently	Open Locks
1	85%	15%	3 in 6	10%	20%	10%
2	86%	20%	3 in 6	15%	25%	15%
3	87%	25%	4 in 6	20%	30%	20%
4	88%	30%	4 in 6	25%	35%	25%
5	89%	35%	4 in 6	30%	40%	30%
6	90%	40%	4 in 6	35%	45%	35%

Class Abilities (Continued)

Speak with Animals

At 4th level a Monk can speak with normal animals, in a manner similar to the spell of the same name.

Slow Falling

At 5th level, Monks can fall up to 20 ft. with no damage if they can touch a wall.

Mastery of Silence

At 5th level a Monk can enter a state of perfect catatonia, stopping his or her own heart to simulate death. The character can maintain this state for 1d6 x 10 minutes x monk's level.

Multiple Attacks

At 6th level, when fighting without weapons, the Monk gains 2 weaponless attacks.

Mastery of Mind

At 6th level a Monk's thoughts become so serene and placid that any attempt at mind reading has a 90% chance of failure. The failure chance increases by 1% per monk's level above sixth, rising to 100% at level 16, when the Monk's mind is completely at one with the surrounding environment.

Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

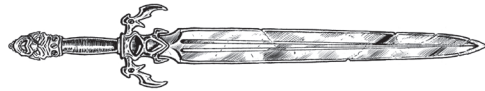
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Paladins

As a Paladin, you are a resolute warrior against Chaos and evil, and a stalwart defender of Law. You might resemble the “knight in shining armor,” or you might be a grim, deadly veteran of the dark and desperate war against the foul powers of Chaos. In either case, you are wholly dedicated to the eradication of Chaos and the protection of civilization. You defend the weak from tyranny, fight injustice where you find it, and hunt down those who are tainted with the demonic mark of Chaos. Most Paladins are members of an order of knights, or are attached to the service of a temple of Law, although some of them operate as “knights errant,” following the guidance of higher powers toward the places where Law battles Chaos.

Class Details

Prime Attribute: Strength 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

Hit Dice: 1d8/level (a Paladin gains 2 hp/level after 9th.)

Armor/Shield Permitted: Paladins are able to use any armor or shield effectively.

Weapons Permitted: Paladins are able to use any weapon effectively.

Race: Only humans may be Paladins.

Requirements and Limitations

Must be Lawful

Paladins must be of Lawful alignment or they will revert to the abilities of a normal Fighter.

Restricted Magic Items

Paladins may own a suit of magic armor, a magic shield, and up to 3 magical weapons, but they may own no more than four additional magic items. Paladins can use any magic items that can normally be used by Fighters.

Must be Charitable

Other than whatever is needed for food and shelter, a Paladin must donate all treasure to charities or temples associated with the Lawful alignment.

Limited Alliances

Paladins will not work with characters other than those of Lawful alignment unless ordered to do so by a superior officer of the Paladin’s order, by a Lawful prince, or by the high priest of a Lawful temple.

Class Abilities

Multiple Attacks

A Paladin may make one attack per Paladin level he possesses each round against creatures with 1 HD or less.

Parry

Paladins with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks, as shown on the table to the right.

Dexterity Score	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

Strength Bonuses

Unlike most other classes, Paladins with a high Strength score can have bonuses to hit and on damage.

Class Abilities (Cont.)

Divine Favor

Paladins have better saving throw chances than any other character class due to the divine influence of Law. Paladins gain a +2 bonus to the saving throws of a regular Fighter.

Lay on Hands

A Paladin can “lay on hands” once per day to cure others of 2 hit points of damage per level of the Paladin, or to cure disease. If the other person is afflicted by more than one disease, only one of these will be affected per five levels the Paladin has attained.

Immune to Disease

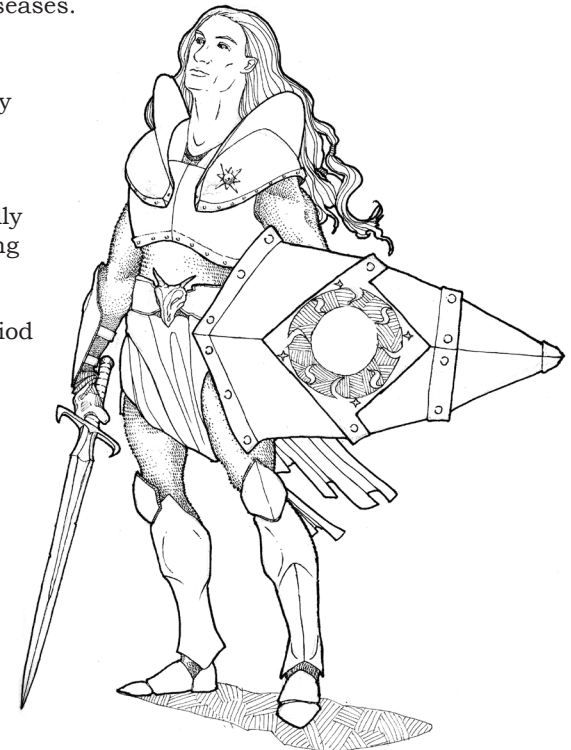
Paladins are immune to all diseases.

Warhorse

At any level, the character may summon a warhorse that will arrive from the wilderness to serve as the Paladin’s steed. This warhorse will be unusually intelligent and extremely strong (5 HD). However, if the horse is killed, the Paladin may not summon another within a period of ten game-years.

Paladin Advancement

Level	XP for Level	Hit Dice (d8)	Saving Throw
1	0	1	12
2	2,000	2	10
3	4,000	3	9
4	8,000	4	8
5	16,000	5	7
6	32,000	6	6



Art by John Kapsalis 2016

Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

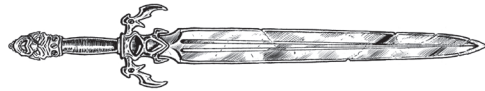
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Rangers

You and your fellow Rangers are the inheritors of ancient scholarship, students of forgotten skills and lore passed on from teacher to student over the generations, preserving the legacy through times when the light of civilization wavered and dimmed. The Rangers retreated to the wilderness and the outlands long ago; they seldom visit the decadent, glittering cities, for these are places that have turned aside from much of the lore the Rangers protect. As a Ranger, you are well-versed in the subtle skills of the wilderness, and you are a dangerous opponent in battle. Moreover, when you reach higher level, your studies and understanding of ancient lore will have developed to the point where you can actually cast spells. You are a guardian of civilization and a protector of the weak, normally hunting the creatures of chaos in the wild places where they lurk. You take the battle directly to the enemy, in its very lair.

Class Details

Prime Attribute: Strength 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

Hit Dice: 2d8 at first level, 1d8/level thereafter. (2 hp/level after 9th)

Armor/Shield Permitted: Rangers are able to use any armor or shield effectively.

Weapons Permitted: Rangers are able to use any weapon effectively.

Race: Only humans may be Rangers.

Requirements and Limitations

Must be Lawful

Rangers must be, and remain, Lawful in alignment, or they will lose all Ranger abilities and be treated as ordinary Fighters.

Title

When a Ranger attains 8th level, other Rangers will refer to the character by the title of "Ranger-Knight." At this point, certain class restrictions no longer apply.

Must be Charitable

Other than what is necessary for food and shelter, a Ranger must donate all treasure to charities or temples associated with the Lawful alignment. This restriction is lifted when the character becomes a Ranger-Knight.

Followers

Until reaching the status of a Ranger-Knight (8th level), the character may not hire or accept followers of any kind, not even lantern-bearers or servants. They even prefer to fetch their own ale at taverns rather than being waited upon.

Must Not Associate with Other Rangers

Until the character reaches the status of a Ranger-Knight (8th level), a Ranger may not operate in concert with more than one other Ranger. This does not restrict the Ranger's membership in an order of Rangers – it only restricts the number of Rangers that can participate in a particular mission or expedition.

Ranger Advancement

Level	XP for Level	Hit Dice (d8)	Saving Throw
1	0	2	14
2	2,500	3	13
3	5,000	4	12
4	12,000	5	11
5	25,000	6	10
6	50,000	7	9

Class Abilities

Multiple Attacks

A Ranger may make one attack per Paladin level he possesses each round against creatures with 1 HD or less.

Strength Bonuses

Unlike most other classes, Ranger with a high Strength score can have bonuses to hit and on damage.

Parry

Rangers with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks, as shown on the table to the right.

Dexterity Score	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

Track

Rangers are able to track down other creatures in the wild, in cities, and even through underground passages. The base chance for successful tracking is 90%. Outdoors this goes down by -10% per each day old the tracks are. Underground and City the a trail can't be followed unless it is under an hour old. Also there is a chance of losing the trail when the trail changes like turning, going through a door, or climbing up and down.

Alertness

A party containing a Ranger is unlikely to be surprised, with only a 1 in 6 chance.

May Use Fighter Magic Items

Rangers can use any magic items that can normally be used by Fighters.

Bonus Damage vs. Giants and Goblin-Types

Rangers are well trained to deal with giants, trolls, ogres, orcs, goblins, and kobolds. Against any of these sorts of monsters, Rangers gain +1 damage per level with a successful to-hit roll.



Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

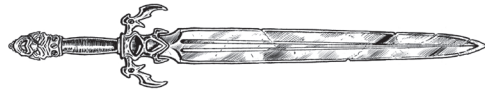
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Thieves

You are a figure in the shadows, an expert in stealth and delicate tasks. Locks, traps, and scouting are your trade; you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself. In many ways, you are a scholar of the world; in the course of your profession you pick up knowledge about languages and even magic. True, in combat you are not the equal of armored Fighters or Clerics, but they rely on your knowledge and specialized skills to get them safely into and out of the dangerous places where treasure is to be found. You are the guide; the scout; and when necessary, the deadly blade that strikes from the shadows without warning. In your profession, it takes great skill to survive – the life expectancy of most Thieves is very short. However, if you rise to high level, your reputation in the hidden community of tomb robbers and alley skulkers will attract followers to your side, often enough allies to place you in power as a guildmaster of Thieves. A high-level Thief is a deadly opponent, for such an individual has learned subtlety and survival in the game's most difficult profession.

Class Details

Prime Attribute: Dexterity 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

Hit Dice: 1d4/level (a Thief gains just 1 hp/level after 10th.)

Armor/Shield Permitted: Thieves may only wear leather armor. They do not use shields.

Weapons Permitted: Thieves may use any weapons, but magical weapons are limited to daggers and swords.

Race: Any race may become a Thief.

Requirements and Limitations

Must be Neutral or Chaotic

All Thieves must be either Neutral or Chaotic in alignment.

Class Abilities

Backstab

When attacking with surprise, from behind, the Thief gains +4 to hit and inflicts double damage. At levels 5-8, damage is tripled, and above level 8 such an attack inflicts quadruple (x4) damage.

Saving Throw Bonuses

Thieves gain a +2 bonus on saving throws against devices, including traps, magical wands or staves, and other magical devices.

Read Normal Languages

Thieves of 3rd level and above can figure out the gist of most written languages, and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.



Thief Advancement

Level	XP for Level	Hit Dice (d4)	Saving Throw
1	0	1	15
2	1,250	2	14
3	2,500	3	13
4	5,000	4	12
5	10,000	5	11
6	20,000	6	10



Thieving Skills

Thieves possess a wide range of special skills which make them very useful in dungeons and other areas.

Some races are better at some skills. See the table for Non-Human Thief Bonuses below.

Thieving Skills

Level	Climb Walls	Delicate Tasks	Hear Sounds (d6)	Hide in Shadows	Move Silently	Open Locks
1	85%	15%	3 in 6	10%	20%	10%
2	86%	20%	3 in 6	15%	25%	15%
3	87%	25%	4 in 6	20%	30%	20%
4	88%	30%	4 in 6	25%	35%	25%
5	89%	35%	4 in 6	30%	40%	30%
6	90%	40%	4 in 6	35%	45%	35%

Non-Human Thief Bonuses

Race	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks
Dwarf	+10%	+5%	+5%	+5%
Elf	-	+15%	+10%	-
Halfling	+5%	+10%	+10%	+10%

Equipment Prices

Armor

Armor Type	Effect on AC	Weight ¹ (lbs.)	Cost
Chain mail	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate mail	-6 [+6]	70	100 gp
Ring mail	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹Magical armor weighs half normal

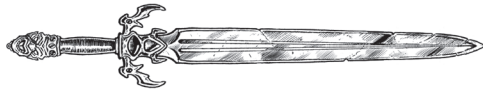
Weapons

Weapon	Damage	Weight	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon



Missile Weapons

Weapon	Damage	Rate of Fire	Range ¹	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

¹ Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	1 cp
Canvas (sq. yd)	1 sp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 sp
Flint & Steel	1 gp
Garlic, charmed	10 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	5 sp
Lamp (bronze)	1 sp

Equipment (Continued)

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Musical Instrument	5 gp
Oil (lamp), 1 pint	1 sp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Rations, trail (day)	5 sp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spike, iron	5 cp
Tent	10 gp
Torch	1 sp
Waterskin	1 gp
Wolvesbane	1 sp



Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp