

WHITE BOX COMPANION II

Rules for Optional Player Character Classes
for
Use With Swords & Wizardry White Box

Spahn



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WHITE BOX COMPANION II

Optional Character Classes for *Swords & Wizardry WhiteBox*

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Introduction

There was a time when dragons ruled magazine racks and each month gamers would flock to their local game or comic shop and see what the greatest minds in tabletop roleplaying games had brought to life this time around. One of the most popular articles featured in these magazines were NPC Classes.

But let's be honest – we all wanted to use them for our own player characters. That's exactly what *White Box Companion II* does. It harkens back to the good ol' days and takes the diversity out of the hands of non-player characters and provides new options for players. So whether it's a nimble acrobat, savage barbarian, noble cavalier, deft duelist or foolish jester, there's sure to be something in these pages to remind you of the good old days and help bring that spirit to your next *Swords & Wizardry WhiteBox* game!

Acrobat

Whether daredevils, thrill-seekers, or physical performers, the acrobat is able to accomplish physical tasks that are unbelievable for other humans. Acrobats are agile, strong and have honed their bodies to accomplish amazing things. They are capable of walking the width of a rope, tumbling from high buildings without injuring themselves and leaping distances that most would believe impossible.

Acrobats take up the call to adventure in order to test their skills and hone their bodies. They often desire both fame and fortune, which can be found in a life of exploring the forgotten places of the world. The risks associated with exploring dark, forgotten places of the world are not so terrifying to a man who can leap from the apex of a castle tower and disappear into the night without tools, noise or injury to himself

Table 1: Acrobat Advancement

Level	XP	HD	BHB	ST	Acrobatics
1	0	1	+0	14	1
2	1,250	1+1	+0	13	1
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	2
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5
10	320,000	5+1	+5	5	5

Weapon/Armor Restrictions: Acrobats are agile, traveling lightly. They prefer to avoid combat. They may use the club, dagger, quarterstaff, short bow, shot sword, and sling and may wear leather armor. They do not use shields.

Acrobatics: Acrobats are capable of amazing physical feats. When using this ability they roll 1d6. If the roll is equal to or below their rating in Acrobatics they are successful. This ability can be used to make a standing jump at a distance or height of five feet, plus their level or a running jump twice that

distance. When using a ten foot pole to assist in these jumps they add an additional ten feet to distance. This ability also allows them to walk along narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools. Finally a successful Acrobatics roll allows them to reduce damage from a fall of up to 50 feet to a mere 1d6 points.

Saving Throw: Acrobats receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

XP Bonus for Dexterity: This class bonus is due to a high dexterity.

House Rule: Thief-Acrobat

With the referee's permission, acrobats may also be skilled thieves and may use their Acrobatics skill to accomplish any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden – these talents are reflected in the ability of Acrobatics. The referee has the final say as to whether an action falls under the purview of acrobatics or not. Acrobats are not often aware of when their attempts to remain stealthy fail, and the Acrobat always *believes* he is successful. When an Acrobat fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

Barbarian

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome warriors with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

A barbarian serves as a front line combatant in an adventuring party, forgoing any attempts at subtlety – the only solution they see lay on the sharpened edge of their axe. They typically shun villages and hate urban cities and formal religious temples, instead longing to dwell in the wild places of the world where they have only the strength of the arm and the mettle of their mind to tame the land.

Table 2: Barbarian Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,500	2+1	+1	14
3	5,000	3+1	+2	13
4	10,000	4+1	+2	12
5	20,000	5+1	+3	11
6	40,000	6+1	+4	10
7	80,000	7+1	+4	9
8	160,000	8+1	+5	8
9	320,000	9+1	+6	7
10	640,000	10+1	+6	6

Weapon/Armor Restrictions: Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may only wear leather armor. They can use shields.

Keen Instincts: Barbarians can detect and concealed doors easier than other humans. They are able to discover secret and hidden doors on a 1-4 on 1d6 and may even notice such a door simply by passing near it if they roll 1-2 on 1d6. They cannot be surprised.

Savage Blows: Barbarians receive +2 to all damage rolls made in melee combat.

Swift Runner: Barbarians move quicker than other humans and have a movement rate of 15 instead of the standard 12.

Wilderness Survival: Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness.

Saving Throws: Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

XP Bonus for Constitution: This class bonus is due to a high constitution.

House Rule: Defiler of Magic

Barbarians have a natural distrust or even hatred of magic items. At the referee's discretion, whenever a Barbarian encounters a magic item while adventuring he has a natural urge to destroy it and must make a saving throw to resist this urge.

Cavalier

Cavaliers are knights in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are masters of mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

When part of an adventuring company Cavaliers serve as front-line warrior, diplomat and moral compass. They are bound by a code of fealty and honor, expecting no less from those who fight beside them.

Table 3: Cavalier Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,500	2	+1	14
3	5,000	3	+2	13
4	10,000	4	+2	12
5	20,000	5	+3	11
6	40,000	6	+4	10
7	80,000	7	+4	9
8	160,000	8	+5	8
9	320,000	9	+6	7
10	640,000	10	+6	6

Weapon/Armor Restrictions: Cavaliers are trained in all forms of weapons and armor – as well as shields. They have no restriction in what weapons they may wield in combat, though they do not regularly use ranged weapons.

Hospitality: When a Cavalier travels to the realm of another lord and announces themselves it is expected that they will be granted hospitality. This includes a place to rest in the local lord's hall or castle, as well as attending meals and feasts. He can also expect that his horse will be attended and that basic accommodations will be provided to those in the Cavalier's retinue.

Tournament Fighter: Cavaliers are masters in all forms of tournament combat. They receive a +1 bonus to all “to-hit” rolls when wielding a mace, sword, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls. A lance has all the qualities of a spear, except that it cannot be used as a ranged weapon.

Squire (4th): Beginning at 4th level, the Cavalier attracts the service of a 1st level fighter to serve as his squire. The squire will tend to his steed, weapons, and armor, as well as prepare his meals.

Saving Throws: Cavaliers receive a +2 bonus to all saving throws made to resist fear.

House Rule: Fealty

At the referee's discretion, a Cavalier must swear fealty to a noble lord who holds a castle and large tract of land. The Cavalier is expected to follow the command of his liege lord and if he breaks his vow of service, he cannot make use of his Hospitality ability.

House Rule: Arms & Equipment

With the referee's permission Cavaliers may begin play with the following equipment for free: chain mail, dagger, mace, riding horse, and a long sword. These are either gifts from his liege lord or prizes won in a previous tournament. They are never magical.

Duelist

Armed with only a sword and wearing the lightest of armor, a Duelist relies on lightning reflexes and skill to bring him victory in battle. Duelists are master swordsmen who forgo the use of armor or ranged weapons and instead choose to master a single weapon. They are often arrogant, though possesses the skill to back up their bravado. With only a sword in their hand they are as deadly as any warrior in heavy armor wielding a battle axe or polearm – and often twice as fast.

Duelists serve a similar purpose as a fighter in most adventuring parties, literally living and dying by their sword. Their focused training grants them unmatched ability with a blade, but can leave them unable to defend themselves if they find themselves without a sword.

Table 4: Duelist Advancement

Level	XP	HD	BHB	ST	AC
1	0	1+1	+0	15	0
2	2,500	2	+1	14	1
3	5,000	3	+2	13	1
4	10,000	4	+2	12	2
5	20,000	5	+3	11	2
6	40,000	6	+4	10	3
7	80,000	7	+4	9	3
8	160,000	8	+5	8	4
9	320,000	9	+6	7	4
10	640,000	10	+6	6	5

Weapon/Armor Restrictions: Duelists are very narrowly trained when it comes to weaponry and armor. They are only able to wield clubs, daggers, long swords and short swords in combat and may only wear leather armor. They do not use shields.

Armor Class Bonus: Duelists are agile and light-footed, receiving a bonus to their armor class based on their level as denoted on Table 4: Duelist Advancement.

Lightning Reflexes: Duelists are only surprised on a roll of 1 on 1d6 when rolling for surprise at the beginning of combat.

Master Swordsman: Duelists receive +2 to their “to-hit” and damage rolls when wielding a long sword or short sword.

Saving Throw: Duelists receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

XP Bonus for Dexterity: This class bonus is due to a high dexterity.

House Rule: Florentine Fighter

With the referee's permission, a Duelist may fight with short sword or dagger in their off hand. This grants him a second attack each combat round, with the damage inflicted determined by the weapon wielded.

Jester

Call them fools, call them pranksters, call them buffoons – the jester is most often found in the courts of kings to serve as entertainment. But their unique skill set can be put to unique use and more than one jester has found himself in an adventuring party after making a particularly sharp jape at a noble who will suffer no fools in their presence.

Jesters are often regarded as a nuisance or liability to an adventuring party, but their ability to enrage and distract foes can turn the tide of battle and they are welcomed by downtrodden peasants who are long overdue for a bit of mirth and merriment.

Table 5: Jester Advancement

Level	XP	HD	BHB	ST	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	Foolery
1	0	1	+0	13	-	-	-	1
2	2,000	1+1	+0	12	1	-	-	1
3	4,000	2	+0	11	2	-	-	2
4	8,000	2+1	+1	10	2	1	-	2
5	16,000	3	+1	9	2	2	-	3
6	32,000	3+1	+2	8	2	2	1	3
7	64,000	4	+2	7	2	2	2	4
8	128,000	4+1	+3	6	3	2	2	4
9	256,000	5	+3	5	3	3	2	5
10	512,000	5+1	+4	4	3	3	3	5

Weapon/Armor Restrictions: Jesters are not suited for combat. They may use clubs, daggers, light crossbows, slings, and short swords in combat. They may wear leather armor but do not use shields.

Foolery: Jesters are trained physical performers. They may use their foolery ability to perform acts of sleight of hand (such as palming a small object and picking pockets), climbing sheer surfaces without tools, tumbling, and even catching or juggling objects which are thrown at them (like daggers or hand axes). When a Jester uses this ability he rolls 1d6 and if the result is equal to or lower than his Foolery rating, he is successful.

Lucky: Jesters have an uncanny luck. They are only surprised on a 1 on 1d6 when rolling for surprise at the beginning of combat and receive a +1 bonus to their Armor Class at all times.

Spells: Jesters are able to cast spells in a manner similar to a magic-user. They own a book of spells which does not necessarily contain all of the spells on the magic-user spell list. Reading from this book, the Jester presses select spell formula into his mind, effectively "preparing" it to cast. Once a prepared spell is cast, the spell formulae disappears from the Jester's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available

“slots” in the Jester's memory. If a Jester finds spell scrolls during an adventure he can copy them into his spell book.

Taunt: A Jester can taunt his opponents. When a Jester uses this ability, all enemies within 60' of the Jester who can understand what he is saying become so infuriated that they suffer a -2 penalty on all “to-hit” rolls for the remainder of combat unless they make a successful saving throw. If the Jester is slain during that combat, this effect ends.

Saving Throws: Jesters receive a +2 bonus to all saving throws made to resist mind-affecting spells like *Charm Person* or *Confusion*.

XP Bonus for Charisma: This class bonus is due to a high charisma.

House Rule: Mind of Madness

With the referee's permission, it may be ruled that Jesters are immune to any spells or effects that would cause insanity due to their already slightly fractured minds.

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