



# In the Name of...

Additional pacifistic, philosophic and religious character ideas for Swords & Wizardry and other retro-clones

Szymon Piecha





# In the Name of...

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## Foreword

This book presents additional classes for Swords & Wizardry and other retro games.


All character types presented in this book are based on various religious, historical or legendary figures, like Christian martyrs, honorable samurai warriors or Knights of the Round Table. These classes are designed for players, who do not wish to solve every problem in their campaign with force, but rather with words or pure, pacifistic good.

“*In the Name of...*” also adds new **Taboo Subclasses**, for the existing classes that you can find in **Swords & Wizardry: Complete**. Taboo Subclasses can give your heroes a lot of powerful bonuses and abilities... at a high cost. These subclasses are meant for veteran players, who not only want to add some flair to their characters, but also wish for some extra challenge.

The “**d100 Gods**” chapter contains tables, which allow you to generate random (and sometimes silly) gods for your campaign.

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# Eriar

**Prime Attribute:** Wisdom (+5% Experience Bonus)

**Hit Dice:** 1d4/level (Gains 1hp/level after 10<sup>th</sup> level.)

**Armor/Shield Permitted:** Leather only

**Weapons Permitted:** Only blunt weapons, the use of slashing or spiky weapons (especially crossbows!) is forbidden and may result in the exile of the Friar.

**Race:** Only humans or dwarves may become Friars. Dwarves do not receive the Class Abilities “Experienced Scribe” and “Master Scribe”.

**To-hit bonus:** The Friar uses the same table as the Cleric.

The Friars live in orders, far from the civilized world. Here, they may pray and contemplate god in absolute peace. Friars also work very hard to support the order, so they rarely take offerings, as they prefer to make their own food and clothes. Young monks learn a lot of new abilities, like gardening, brewing ale, baking and carpentry. A lot of orders also sell beer and wine to believers, making enough money to build new temples.

But, when darkness falls, the friars leave their peaceful holy orders and travel with other heroes, helping them as best they can.

And if peace is restored once more, the friar silently returns to his brethren, where he waits... until his god tells him to save the day again.



## Friar Class Abilities

### Saving Throw bonus

The Friar receives a +2 bonus to Saving Throws against magic.

### Scribe

The Friar may use scrolls containing Cleric spells up to level 2. The Friar may also copy one spell scroll onto another empty scroll. This takes a whole day. The spell may be any level.

### Brewing

Friars travel with a small barrel on their back. If the party takes rest in a city or other dwelling, the Friar may spend the evening brewing drinks. Every evening, the Friar may brew **X** portions of a chosen drink, where **X** is the Friar's level. The Friar cannot hold in

his barrel more portions than his level. Dwarves may prepare two additional portions each evening, and they may also hold two portions more in their barrel.

The Friar may also choose which type of drink he wishes to prepare. Unfortunately, the recipes created by the order are quite complicated, so the Friar must spend some time to learn them. The numbers in brackets represent the minimum Friar level, required to brew the drink.

- **Beer (1<sup>th</sup>)** – Beer brewed under the keen eye of the order. Drinking one pint restores 1 HP.
- **Mulled wine (2<sup>th</sup>)** – A drink that is given out to travelers by Friars in the far north. Restores 1d4 HP when consumed in the cold, restores 1 HP otherwise.
- **Red wine (4<sup>th</sup>)** – Works just as the spell “Bless” when consumed.
- **Secret of the monks (7<sup>th</sup>)** – An herbal extract that has a taste similar to tea. Works to soothe the mind, and cure on the body. When consumed, it removes all poisons, paralysis and harmful spells, which have an effect on the mind. There is also a 3 on 20 chance, that the drink heals one disease. Drinking the Secret of the monks does not make you drunk.

### High-proof spirits

Everyone who drinks three portions of the Friar’s drink becomes drunk. Drunken characters have their AC reduced by +1[-1] and receive a -1 to-hit penalty. These penalties grow with every next consumed portion.

### Clean fighting

The Friar does not kill his enemies. When a Friar reduces an enemy’s HP to 0, that enemy becomes unconscious. Undead and



demons are destroyed instead (this also applies to vampires and werewolves).

### Pray for weather

Once per week, the Friar may pray to his god, and ask him for better weather. The Referee decides how the weather should change. If the Friar has acted so far according to his holy order and he fulfills his god’s mission, the weather becomes better. Otherwise, the prayer is ignored.

Here are some examples for the Referee on how the weather could change:

- Rain, which extinguishes fire elementals.
- Hail that forces the goblin army to flee.



- The gale stops, allowing the party to travel forward.
- The fog disappears.

### Experienced Scribe (3<sup>rd</sup>)

After reaching level 3, the Friar may also copy Magic-user spells. He may not use them though.

### Master Scribe (6<sup>th</sup>)

After reaching level 6, the monk may copy two scrolls in one night.

### Founder (9<sup>th</sup>)

After reaching level 9 and collecting 20,000 gold pieces, the Friar may begin to build his own holy order. From this day on, every other Friar, Cleric or Paladin must address him as “Father” or “Mother”.



| Level | Experience Points Required for Level | Hit Dice (d4) | Saving Throw |
|-------|--------------------------------------|---------------|--------------|
| 1     | 0                                    | 1             | 14           |
| 2     | 1,000                                | 2             | 13           |
| 3     | 2,000                                | 3             | 12           |
| 4     | 4,500                                | 4             | 11           |
| 5     | 10,000                               | 5             | 10           |
| 6     | 20,000                               | 6             | 9            |
| 7     | 45,000                               | 7             | 8            |
| 8     | 80,000                               | 8             | 7            |
| 9     | 100,000                              | 9             | 6            |
| 10    | 150,000                              | 10            | 5            |
| 11    | 190,000                              | 10+1          | 4            |
| 12    | 200,000                              | 10+2          | 3            |
| 13    | 280,000                              | 10+3          | 3            |
| 14    | 320,000                              | 10+4          | 3            |
| 15    | 420,000                              | 10+5          | 3            |
| 16    | 500,000                              | 10+6          | 3            |
| 17    | 590,000                              | 10+7          | 3            |
| 18    | 680,000                              | 10+8          | 3            |
| 19    | 770,000                              | 10+9          | 3            |
| 20    | 860,000                              | 10+10         | 3            |
| 21+   | +90,000 per level                    | +1 hp/level   | 3            |

# Martyr

**Prime Attribute:** Constitution (+5% experience bonus)

**Hit Dice:** 1d6/level (Gains 1hp/level after 10<sup>th</sup> level)

**Armor/Shield Permitted:** None, can only wear robes

**Weapons Permitted:** Staff only

**Race:** Every, except Halfling. Non-humans can only become 5th level Martyrs.

**To-hit bonus:** the Martyr uses the same table as the Cleric.

*A martyr (Greek: μάρτυς, mártys, "witness"; stem μάρτυρ-, mártyr-) is somebody who suffers persecution and death for advocating, renouncing, refusing to renounce, and/or refusing to advocate a belief or cause, usually a religious one. Most martyrs are considered holy or are respected by their followers, becoming a symbol of good leadership and heroism.*

Martyrs sacrifice their lives for higher goals. Most of them commit their lives to a god, to take the sins of the mortals or to show their devotion to their patron. After death, Martyrs may sit next to their gods, as a reward for their suffering. In contrast to the Cleric, Martyrs do not use spells, nor do they receive any divine powers. They would not be able to do much with such skills anyway, since Martyrs basically cannot fight, and do not intend to kill in the name of their beliefs. Their task is to defeat their enemies with the use of words and demeanor.



Martyrs often join travelers or adventurers. In their company, they can carry the word of their gods to the farthest corners of the world. It is also an ideal opportunity to help the heroes. They offer them protection, they willingly take enemy blows and degradations, and, in the worst case scenario, the Martyr can sacrifice himself for the party. Even after death, the Martyr can still be helpful to his friends.

The Martyr is not a class recommended for players who want fame, wealth and immortality. The character will lead a miserable life, he or she will suffer and eventually die in defense of their beliefs, God's words or companions. But in death does the Martyr find his glory, as a he does not live for himself, but for the good of others.



### Martyr Class Abilities

#### **On your knees**

Priests, Paladins and Monks may at any time abandon their classes and become a Martyr. These characters have a Martyr level equal to the level of their old class -3 (for example, if a fifth level Paladin chooses to become a Martyr then he or she continues the game being a second level Martyr).

#### **Martyrdom**

All damage the Martyr receives is always reduced by 1d6. Thanks to this, the hero has a chance to survive long torture without taking any harm (yet, he still feels pain).

#### **Slow Death**

The Martyr is immune to spells that could cause immediate death (for example Power Word: Kill). The Martyr also cannot die from poisoning or diseases.

#### **Saving Throw Bonus**

The Martyr gains +3 to all Saving Throws against fear.

#### **Living Relic**

If the Martyr dies, he can be "converted" by someone to a relic (by pulling out his hair, a finger, the heart or any other body part). The relic is a small, magical object filled with the Martyr's suffering and his dedication to higher goals. A character who wears this relic is protected by a holy aura – he or she receives a +1 to-hit bonus, and the Armor Class is improved by -1[+1]. This effect does not stack (two relics do not provide a +2 bonus). One Martyr can be converted to only one relic.

#### **Stigmata (3<sup>rd</sup>)**

When a Martyr reaches third level, his body begins to become covered with deep, open wounds. A substantial amount of blood pours each day from these wounds (enough to fill an empty vessel). Drinking the blood of the Martyr restores 1d8 hit points. Martyrs cannot drink their own blood.

#### **Tears of the Gods (5<sup>th</sup>)**

The blood of a fifth or higher level Martyr also heals poison and diseases.

#### **Legendary Martyrdom (7<sup>th</sup>)**

Instead of 1d6, the Martyr reduces the damage he receives by 1d6+2.

#### **Saint (10<sup>th</sup>)**

The relic of a tenth or higher level Martyr does not only give bonuses to-hit and armor, but also makes the wearer immune to hostile magic.



### Additional rules: gaining XP through damage

If the Referee agrees, you may give the Martyr the "Pain and Suffering" ability. This completely changes the way the Martyr gains levels.

#### Pain and Suffering

The Martyr does not receive XP in the traditional way, as do other characters by defeating monsters and collecting treasures. The Martyr receives Experience Points whenever he receives damage. The sum of received XP is equal to the HP lost times 20. For example, the Martyr who has received 3 points of damage also gets 60XP (3x20=60). The Referee may still reward the hero XP for completing quests or game sessions. Experience points are awarded BEFORE the

damage will be reduced by the ability "Martyrdom" or "Legendary Martyrdom".



| Level | Experience Points Required for Level | Hit Dice (d4) | Saving Throw |
|-------|--------------------------------------|---------------|--------------|
| 1     | 0                                    | 1             | 14           |
| 2     | 1,000                                | 2             | 13           |
| 3     | 2,000                                | 3             | 12           |
| 4     | 4,500                                | 4             | 11           |
| 5     | 10,000                               | 5             | 10           |
| 6     | 20,000                               | 6             | 9            |
| 7     | 45,000                               | 7             | 8            |
| 8     | 80,000                               | 8             | 7            |
| 9     | 100,000                              | 9             | 6            |
| 10    | 150,000                              | 10            | 5            |
| 11    | 190,000                              | 10+1          | 4            |
| 12    | 200,000                              | 10+2          | 3            |
| 13    | 280,000                              | 10+3          | 3            |
| 14    | 320,000                              | 10+4          | 3            |
| 15    | 420,000                              | 10+5          | 3            |
| 16    | 500,000                              | 10+6          | 3            |
| 17    | 590,000                              | 10+7          | 3            |
| 18    | 680,000                              | 10+8          | 3            |
| 19    | 770,000                              | 10+9          | 3            |
| 20    | 860,000                              | 10+10         | 3            |
| 21+   | +90,000 per level                    | +1 hp/level   | 3            |

# Warrior Poet

**Prime Attributes:** Strength and Wisdom, both 13+ (+5% experience bonus)

**Hit Dice:** 1d8/level (Gains 1 hp/level after 9<sup>th</sup> level.)

**Armor/Shield Permitted:** Any

**Weapons Permitted:** Any

**Race:** No limitations, anyone can become a Warrior Poet

The Warrior Poet is a warrior who walks the path of enlightenment. He uses both strength and wisdom to overcome obstacles, using each to guide the other, and he develops his mind and body as one.

Despite their impressive strength, these spiritual warriors only use force if it's absolutely necessary. They more often rely on diplomacy, teachings and act calmly even in the face of great danger. The Warrior Poet understands that in order to archive enlightenment, he must face earthly suffering, while being the embodiment of heaven.

The Shambhala teachings of Tibet, the chivalrous knights of medieval Europe, Japanese Samurai and the ancient Greek warriors are all examples of this proud Warrior Poet tradition.



## Warrior Poet Class Abilities

### **Patience and forgiveness**

The Warrior Poet cannot attack, if the target (and/or his companions) didn't attack him, his friends or someone weaker first. If the Warrior Poet did attack first anyway, he loses all his other class abilities, until he spends one night meditating.

### **Body and mind**

The Warrior Poet uses the Fighter attack table and adds his Wisdom modifier to his attack rolls and the Strength Damage Modifier to damage dealt in melee.



**Wisdom score/to-hit bonus of the Warrior Poet**

| Wisdom score | To-hit bonus |
|--------------|--------------|
| 3-4          | -2           |
| 5-6          | -1           |
| 7-12         | 0            |
| 13-14        | +1           |
| 15-17        | +2           |
| 18+          | +3           |

**Saving Throw bonus**

The Warrior Poet is receives a +2 bonus to Saving Throws against fear and magic that affects the mind.

**Human resolve**

Human Warrior Poets are natural leaders, they receive a +2 bonus to all Saving Throws.

**Inspire**

Once per day, the Warrior Poet may try to inspire one of his or hers companions with wise and uplifting words. The hero chooses one companion that is able to hear the Warrior Poet, there is a 30% chance of inspiring him. If the roll succeeds, the Warrior Poet begins his inspiring talk and the companion may choose one effect:



- His or hers next roll is an automatic success.
- He or she is immune to fear and mind magic during the next battle.
- He or she restores 1d8+1 Hit Points.

The chance of success increases by 5% each level after the first, until it reaches 100%

**Leader (3<sup>rd</sup>)**

At third level, hirelings hired by the Warrior Poet are immune to fear, as long as the Warrior Poet is not afraid.

**Mentor (5<sup>th</sup>)**

At fifth level, the Warrior Poet tries to work even harder, and may use his inspire ability twice per day.

### Harangue (7<sup>th</sup>)

At seventh level, the Warrior Poet finally understands how the hearts of men work, and how to make them stronger. Anyone inspired by the Warrior poet may choose two effects instead of one.


### Enlightenment (9<sup>th</sup>)

After reaching the ninth level, the mind and body of the Warrior Poet finally becomes one with heaven and earth. He may teach future Warrior Poets the way of enlightenment by establishing a warrior school. The Strength and Wisdom scores of the Warrior Poet also increase by two.



| Level | Experience Points Required for Level | Hit Dice (d8) | Saving Throw |
|-------|--------------------------------------|---------------|--------------|
| 1     | 0                                    | 1             | 14           |
| 2     | 2,500                                | 2             | 13           |
| 3     | 5,000                                | 3             | 12           |
| 4     | 10,000                               | 4             | 11           |
| 5     | 20,000                               | 5             | 10           |
| 6     | 35,000                               | 6             | 9            |
| 7     | 50,000                               | 7             | 8            |
| 8     | 75,000                               | 8             | 7            |
| 9     | 100,000                              | 9             | 6            |
| 10    | 200,000                              | 9+1           | 5            |
| 11    | 300,000                              | 9+2           | 4            |
| 12    | 400,000                              | 9+3           | 3            |
| 13    | 500,000                              | 9+4           | 3            |
| 14    | 600,000                              | 9+5           | 3            |
| 15    | 700,000                              | 9+6           | 3            |
| 16    | 800,000                              | 9+7           | 3            |
| 17    | 900,000                              | 9+8           | 3            |
| 18    | 1,100,000                            | 9+9           | 3            |
| 19    | 1,200,000                            | 9+10          | 3            |
| 20    | 1,300,000                            | 9+11          | 3            |
| 21+   | +100,000 per level                   | +1 hp/level   | 3            |





**Inspiring quotes to use while playing as a  
Warrior Poet**

*Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win.*

**Sun Tzu**

*We may stumble and fall but shall rise again; it should be enough if we did not run away from the battle.*

**Mahatma Gandhi**

*I firmly believe that any man's finest hour, the greatest fulfillment of all that he holds dear, is that moment when he has worked his heart out in a good cause and lies exhausted on the field of battle - victorious.*

**Vince Lombardi**

*In every battle there comes a time when both sides consider themselves beaten, then he who continues the attack wins.*

**Ulysses S. Grant**

*You may have to fight a battle more than once to win it.*

**Margaret Thatcher**

*Loyalty and devotion lead to bravery. Bravery leads to the spirit of self-sacrifice. The spirit of self-sacrifice creates trust in the power of love.*

**Morihei Ueshiba**

*We can easily forgive a child who is afraid of the dark; the real tragedy of life is when men are afraid of the light.*

**Plato**

*He who knows when he can fight and when he cannot, will be victorious.*

**Sun Tzu**

*Fear keeps us focused on the past or worried about the future. If we can acknowledge our fear, we can realize that right now we are okay. Right now, today, we are still alive, and our bodies are working marvelously. Our eyes can still see the beautiful sky. Our ears can still hear the voices of our loved ones.*

**Thich Nhat Hanh**

*To be idle is a short road to death and to be diligent is a way of life; foolish people are idle, wise people are diligent.*

**Buddha**

*Where there is unity there is always victory.*

**Publius Syrus**

*Fear leads to anger; anger leads to hate; hate leads to suffering.*

**Master Yoda**

*Tenderness and kindness are not signs of weakness and despair, but manifestations of strength and resolution.*

**Khalil Gibran**

# Taboo Subclasses

The following chapter introduces Taboo Subclasses to the game.

During character creation, the player may choose a Taboo Subclass for his character. This subclass gives the hero powerful bonuses, but forces him to stick to his principles.

## *What happens when I pick a Taboo Subclass?*

You receive all bonuses that are written in the “**Perseverance bonus**” line.

## *What happens if I break my Taboo?*

You not only lose your Taboo Subclass **permanently** with all your Perseverance bonuses, but your **Charisma** score is also permanently **reduced by 2**, since you have disappointed yourself.

As you see, choosing a Taboo Class is risky, but worthwhile. If you wish for an extra challenge, this is something for you. Otherwise, play your character as you wish.

The following Taboo Subclasses are available for all classes presented in the **Swords & Wizardry: Complete** book. They should also work for classes in other retro games.



## Angel (Paladin)

You are an angel sent by your god on a holy mission. Beautiful wings embellish your back, but be careful not to lose them.

**Taboo:** You must always follow orders given out by your god, no matter how questionable or strange they are.


**Perseverance bonus:** you have wings, which allow you to fly.

## Ascetic (Cleric)

You have chosen a humble life. You have the blessing of your god upon you, and that’s all you’ll ever need.

**Taboo:** Similar to Paladins and Rangers, you must spend all your wealth to charities. You also cannot wear any armor heavier than leather.





**Perseverance bonus:** You are more resistant to pain and other hardships, you receive one extra hit point for each hit die. You may also cast the “Commune” spell once per month.

**Dark Knight (Assassin)**

You are a silent guardian of the streets. Unaligned with any guilds, you pass swift and brutal judgment on your foes.

**Taboo:** You cannot kill lawful, good or neutral people, you also lose your “Poisons” and “Establish Guild” Class Abilities.

**Perseverance bonus:** When you hit an enemy with a blunt weapon from behind, you have a 2 in 6 chance to make the enemy unconscious. Critical hits always make the target unconscious. Hide in Shadow skill is increased by 10%.

**Hermit (Ranger)**

You don’t need the help of other Rangers. You walk this world mostly alone, trying to escape your dark past, or simply the annoyance of civilization. If you fail or grow weak, you simply seek help in the nearby order of Rangers.

**Taboo:** since you are not a part of the order, you cannot be given the “Ranger-Knight” title, thus all Ranger restrictions are permanent. You cannot have any treasures or henchmen, you also cannot enter or help cities. You also lose your “Fortress” Class Ability.

**Perseverance bonus:** You learn your “Scholar” abilities 3 levels sooner (Scholar of Healing Magic at level 5, Scholar of Scrying and Travel Magic at level 6). Once per day, you may also cast the spells “Predict Weather” and “Purify Food and Drink” which help you survive in the wild.

**Hooded One (Thief)**

You were brought up by a band of thieves, who robbed the evil and rich, and gave out everything to the good and poor.

**Taboo:** You cannot steal from people that are lawful, good or neutral. You also cannot break into their premises. You lose your “Backstab” Class Ability, since you prefer fair and clean fights.

**Perseverance bonus:** all your attacks with blunt weapons (such as clubs or staves) deal an additional 1 point of damage. Your Delicate Tasks and Traps skill is increased by 10%, while robbing evil or chaotic people. You may use shields.

**Open Fist (Monk)**

After many years, you have learned how to attack the nerves and very soul of your enemies. Thanks to this incredibly complicated technique, you are able to defeat your enemies without hurting them.

**Taboo:** the Open Fist Monk cannot use any weapons and his “Deadly Strike” Class Ability. All unarmed attacks deal 1 less damage.

**Perseverance bonus:** enemies that were hit by the Open Fist Monk cannot move (they may still attack, they only lose their ability to move their legs) and cast spells for 1d6 rounds. Critical hits done by the Open Fist Monk completely paralyze the target for one hour.

### Staff Fighter (Fighter)

You have killed many people in the past... but now, you have vowed never to touch a real weapon again. You fight with a simple staff. It is weak, but it is enough to protect the ones you love.

**Taboo:** You may only fight with a staff or unarmed.

**Perseverance bonus:** While wielding a staff, your AC is improved by -1[+1] and you may deflect all arrows, bolts or stones fired by enemies with a HD of 2 or less.

### Vegan (Druid)

You have vowed never to eat meat, harm animals or destroy plants. You are one with nature.

**Taboo:** You cannot eat meat, attack animals or destroy plants. You must also protect nature and oppose those, who wish to destroy it.

**Perseverance bonus:** wild animals never attack you. When using the Shape Change Class, you may change into a Treant with 7 HD instead.

### White Mage (Magic-User)

You have seen how much destruction magic can bring. You have vowed never to cast dangerous spells, and use your magical gift only to help others.

**Taboo:** You cannot cast spells that deal damage or are designed only to destroy, hurt or kill.

**Perseverance bonus:** you are permanently protected by an invisible shield of good magic,

which improves your AC by -1[+1]. Also, you are able to learn and cast the Cleric spell "Cure Light Wounds".



# d100 Gods

This chapter is all about tables. Here, you can generate various gods for your campaign.

## How to use

1. Roll two times on the Syllables table to generate a name for your god. If it is a primordial god or someone (or something) that has its temples in wild lands, then you should roll three or four times.
2. Roll once on the Gender table, to determine the god's sex.
3. Roll once on the Appearance table, to determine how the god looks.
4. Roll once on the Alignment table, to determine the god's Alignment.
5. Roll twice on the Domain table, to determine what the god controls or protects.

Table 1: Syllables

| d100 | Syllable |
|------|----------|
| 1    | As       |
| 2    | Ad       |
| 3    | Af       |
| 4    | Ag       |
| 5    | Ah       |
| 6    | Aj       |
| 7    | Ak       |
| 8    | As       |
| 9    | Ba       |
| 10   | Bal      |
| 11   | Be       |
| 12   | Be       |
| 13   | Beth     |
| 14   | Bi       |
| 15   | Bil      |
| 16   | Bo       |
| 17   | Bol      |
| 18   | Cel      |

|    |      |
|----|------|
| 19 | Cem  |
| 20 | Cen  |
| 21 | Cil  |
| 22 | Com  |
| 23 | Con  |
| 24 | Cop  |
| 25 | Cul  |
| 26 | Da   |
| 27 | Da   |
| 28 | Dam  |
| 29 | Dan  |
| 30 | De   |
| 31 | De   |
| 32 | Din  |
| 33 | Din  |
| 34 | Do   |
| 35 | Don  |
| 36 | Fa   |
| 37 | Fi   |
| 38 | Fo   |
| 39 | Fu   |
| 40 | Go   |
| 41 | Hun  |
| 42 | Jam  |
| 43 | Jan  |
| 44 | Jim  |
| 45 | Jom  |
| 46 | Jon  |
| 47 | Jun  |
| 48 | Kal  |
| 49 | Kil  |
| 50 | Kol  |
| 51 | Kyr  |
| 52 | La   |
| 53 | La   |
| 54 | Le   |
| 55 | Lial |
| 56 | Lo   |
| 57 | Lo   |
| 58 | Lu   |
| 59 | Mo   |
| 60 | Mo   |
| 61 | Mo   |
| 62 | Na   |
| 63 | Pol  |



|    |      |
|----|------|
| 64 | Qu   |
| 65 | Qu   |
| 66 | Ra   |
| 67 | Ra   |
| 68 | Ra   |
| 69 | Ras  |
| 70 | Re   |
| 71 | Ren  |
| 72 | Ril  |
| 73 | Ro   |
| 74 | Rol  |
| 75 | Rom  |
| 76 | Su   |
| 77 | Ta   |
| 78 | Ta   |
| 79 | Th   |
| 80 | To   |
| 81 | Tra  |
| 82 | Tren |
| 83 | Ty   |
| 84 | Ty   |
| 85 | Us   |
| 86 | Van  |
| 87 | Ven  |
| 88 | Ver  |
| 89 | Von  |
| 90 | Wan  |
| 91 | Wen  |
| 92 | Won  |
| 93 | Xa   |
| 94 | Xi   |
| 95 | Xo   |
| 96 | Xu   |
| 97 | Za   |
| 98 | Zi   |
| 99 | Zo   |
| 00 | Zu   |

**Table 2: Gender**

| d100  | Gender  |
|-------|---------|
| 1-30  | Male    |
| 31-60 | Female  |
| 61-80 | Unknown |
| 81-90 | None    |

|       |                      |
|-------|----------------------|
| 91-00 | Both male and female |
|-------|----------------------|

**Table 3: Appearance**


| d100  | Appearance |
|-------|------------|
| 1     | Artifact   |
| 2-10  | Demonic    |
| 11-15 | Dragon     |
| 16-30 | Dwarf      |
| 31-35 | Elemental  |
| 36-50 | Elf        |
| 51-55 | Giant      |
| 56-65 | Halfling   |
| 66-85 | Human      |
| 86-90 | Invisible  |
| 91    | Ogre       |
| 91-95 | Orc        |
| 96    | Unknown    |
| 97-00 | Weird      |

**Table 4: Alignment**

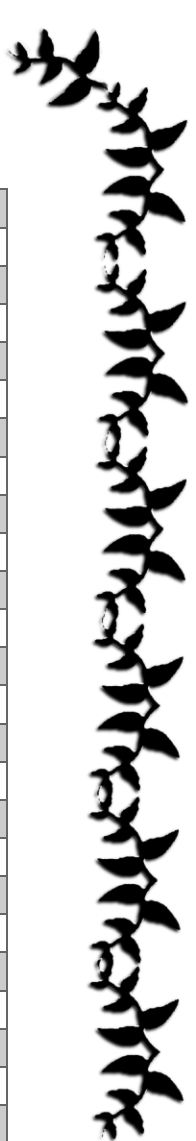
| d100  | Alignment |
|-------|-----------|
| 1-20  | Lawful    |
| 21-40 | Good      |
| 41-60 | Neutral   |
| 61-80 | Evil      |
| 81-00 | Chaotic   |

**Table 5: Domain**

| d100 | Domain        |
|------|---------------|
| 1    | Angels/Demons |
| 2    | Armor         |
| 3    | Art           |
| 4    | Autumn        |
| 5    | Barbarians    |
| 6    | Beasts        |
| 7    | Birds         |
| 8    | Blood         |
| 9    | Cats          |
| 10   | Caves         |
| 11   | Change        |
| 12   | Civilization  |
| 13   | Clouds        |



|    |                |
|----|----------------|
| 14 | Colors         |
| 15 | Confusion      |
| 16 | Creation       |
| 17 | Dancing        |
| 18 | Darkness       |
| 19 | Day            |
| 20 | Death          |
| 21 | Destruction    |
| 22 | Diseases       |
| 23 | Doom           |
| 24 | Dragons        |
| 25 | Dwarves        |
| 26 | Earth          |
| 27 | Elves          |
| 28 | Emotions       |
| 29 | Fear           |
| 30 | Fencing        |
| 31 | Fire           |
| 32 | Food           |
| 33 | Forbidden lore |
| 34 | Giants         |
| 35 | Gold           |
| 36 | Halflings      |
| 37 | Healing        |
| 38 | Hope           |
| 39 | Humans         |
| 40 | Hunting        |
| 41 | Ice            |
| 42 | Illusions      |
| 43 | Inspiration    |
| 44 | Jokes          |
| 45 | Kings          |
| 46 | Knights        |
| 47 | Knowledge      |
| 48 | Life           |
| 49 | Light          |
| 50 | Lizards        |
| 51 | Love           |
| 52 | Luck           |
| 53 | Lust           |
| 54 | Machines       |
| 55 | Madness        |
| 56 | Magic          |
| 57 | Merchants      |
| 58 | Metal          |



|    |            |
|----|------------|
| 59 | Moon       |
| 60 | Mountains  |
| 61 | Music      |
| 62 | Nature     |
| 63 | Night      |
| 64 | Ogres      |
| 65 | Orcs       |
| 66 | Pain       |
| 67 | Protection |
| 68 | Rain       |
| 69 | Rats       |
| 70 | Roads      |
| 71 | Rocks      |
| 72 | Runes      |
| 73 | Sea        |
| 74 | Secrets    |
| 75 | Snakes     |
| 76 | Sound      |
| 77 | Space      |
| 78 | Speed      |
| 79 | Spirals    |
| 80 | Spring     |
| 81 | Stars      |
| 82 | Storms     |
| 83 | Strength   |
| 84 | Summer     |
| 85 | Sun        |
| 86 | Time       |
| 87 | Traps      |
| 88 | Travelers  |
| 89 | Trolls     |
| 90 | Undead     |
| 91 | Underworld |
| 92 | Volcanoes  |
| 93 | Walls      |
| 94 | War        |
| 95 | Warriors   |
| 96 | Weapons    |
| 97 | Wind       |
| 98 | Winter     |
| 99 | Wolves     |
| 00 | Wood       |



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„In the Name of...” is a supplement for Swords & Wizardry and other retro games. This book introduces new character types, who are all about religion, philosophy and pacifism.

This book contains:

+ 3 new classes: the Friar, the Martyr and the Warrior-Poet

+ 8 new Taboo subclasses for the original Swords & Wizardry: Complete classes

+ The “d100 Gods” Chapter, which allows you to generate random Gods and Goddesses for your campaign

