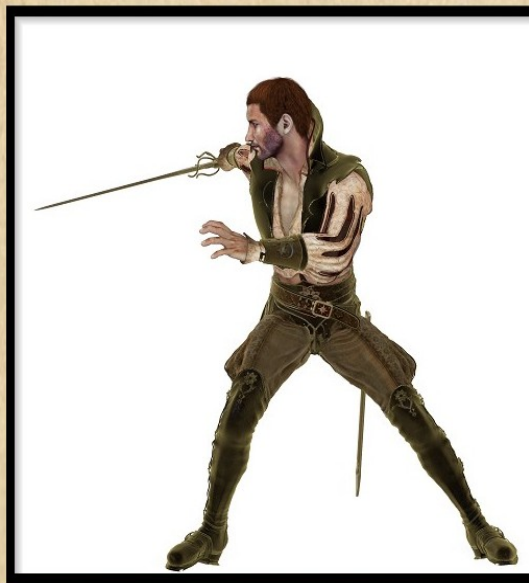


Swashbuckler

A PC Class for Labyrinth Lord
and other old-school fantasy
role-playing games



Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Swashbuckler

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Str 9, Dex 9

Prime Requisite: STR and DEX

Hit Dice: 1d8

Maximum Level: 20th

While most warriors in the world make their way through heavy arms and armor, some forgo brutal battlefield tactics and take a more elegant approach to combat. The Swashbuckler is quick and agile in combat, relying on deft reactions and pin-point strikes to defeat their foes instead of the cumbersome protection of heavy

armor or the slow strikes of larger weapons.

Swashbucklers may wield any one-handed melee weapon, though they typically favor short swords, long swords, scimitars and daggers. They may use light crossbows and short bows in ranged combat. Because they rely on mobility and movement they may only wear Padded, Leather or Studded Leather armor. They may not use shields. Beginning at 15th level a Swashbuckler gains one additional attack per round. Swashbucklers use the same saving throws and attack value as a Fighter.

Reaching 9th level: At 9th level a Swashbuckler may establish a Fencing Academy in a city or other urban area. He will attract 2d6 1st level Swashbucklers who wish to learn from him. He must treat them fairly and devote some amount of time to their training or they will abandon his Academy in favor of a better school. If any of these followers die, replacements will arrive in one year's time.

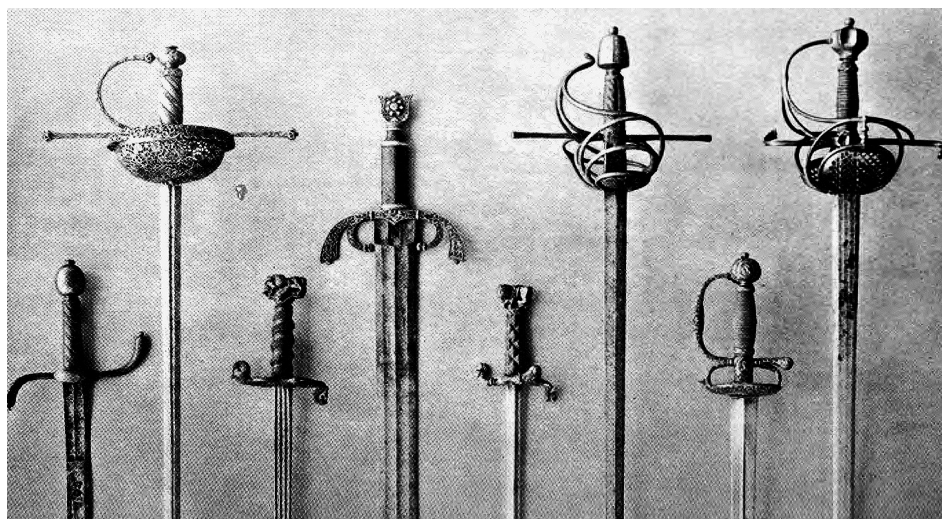
Initiative Bonus: Due to their lightning reflexes and keen senses, Swashbucklers are able to notice threats and react to them quickly. They receive a bonus to Initiative checks listed below when fighting alone or with other Swashbucklers.

Armor Class Bonus: Because of their natural agility and deft movements, Swashbucklers receive a bonus to their AC based on the progression shown below.

Saving Throw Bonus: Because of their sense of impending danger and light footwork, Swashbucklers receive a bonus to their Breath Attack Saving Throw and any saving throw made against a trap.

Level	Initiative Bonus	AC Bonus	Breath Attack & Trap Bonus
1	1	0	0
2	1	1	0
3	1	1	0
4	1	1	1
5	1	1	1
6	1	2	1
7	1	2	2
8	2	2	2
9	2	2	2
10	2	3	3
11	2	3	3
12	2	3	3
13	2	3	4
14	2	4	4
15	3	4	4
16	3	4	5
17	3	4	5
18	3	5	5
19	3	5	6
20	3	5	6

Experience	Level	Hit Dice (1d8)
0	1	1
2035	2	2
4065	3	3
8125	4	4
16251	5	5
32501	6	6
65001	7	7
120001	8	8
240001	9	9
360001	10	+2 hp only *
480001	11	+4 hp only *
600001	12	+6 hp only *
720001	13	+8 hp only *
840001	14	+10 hp only *
960001	15	+12 hp only *
1080001	16	+14 hp only *
1200001	17	+16 hp only *
1320001	18	+18 hp only *
1440001	19	+20 hp only *
1560001	20	+22 hp only *



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