Labyrinth Lord

Bard, Monk, Paladin, Ranger & Thief Acrobat

Brave Halfling Publishing

Labyrinth Lord brings back the feel of older edition fantasy games

This supplement is for the Labyrinth Lord fantasy role playing game, and is usable with all older editions of the world's most popular rpg.

www.goblinoidgames.com

Brave Halfling Publishing

www.bravehalflingpublishing.com
358 Woodland Drive
Salem, IL 62881

Labyrinth Lord

Delving Deeper – 1:
Optional Human Character Classes

Credits

Art: Andy Taylor
                           Steve Robertson
                           Brian Thomas

Writers: John Adams (Bard, Paladin & Ranger)
                           Luke Fleeman (Monk)
                           Cameron Dubeers (Thief Acrobat)

Editors:

                           Aaron Hooper
                           Cameron Dubeers
                           Bill Ellis
                           David Macauley
                           Moritz Mehlem

Brave Halfling Publishing

Bards

Requirements: CHA 15, STR 9, & INT 12
Prime Requisite: CHA
Hit Dice: 1d6
Maximum Level: None

The bard is a jack-of-all-trades—combining the skills of fighter, magic-user, historian, and sage—but master of none. Above all, bards are artists and entertainers. Some memorize and recite ancient tales of glory and defeat. Some are proficient thespians who act out folk tales and morality plays. Others become master musicians or singers. Whichever path or combination of paths a bard chooses, their artistic drive and ability will be a major part of their life. In addition, many bards are driven to a life of adventuring from a desire to discover ancient mysteries and experience a few epic tales themselves. Some bards train in bardic colleges while others choose to apprenticeship under master bards. Bards may use any weapons and wear any armor up through chain mail, but may not use shields. They begin play with the standard 3d8x10 gold pieces (gp). Bards use the cleric Attack Table and the thief Saving Throw Table.

Legend Lore: Through research and study of ancient tales and arcane lore, bards are sometimes able to recognize famous items, people, places, etc. This can be a handy ability when adventuring in lost ruins or when encountering ancient creatures or mysteries. At the Labyrinth Lord's discretion most uses of this ability can be resolved quickly; while some may require hours, days, or even weeks of research on the part of the bard to discover detailed information.

Charm Person / Charm Monster: A bard's talent and charisma allow him to *charm persons* and m*onsters* just as the 4th level and 1st level magic-user spells. However, unlike the spells, a bard uses a special percentage chart to determine whether the person or monster is charmed. Depending upon the situation, the Labyrinth Lord may add bonuses or penalties to the bard's d100 roll.

At 1st level a bard can attempt to charm a person once per day, twice a day at 5th level, three times a day at 10th level and four times a day at 15th level. Similarly, a bard may attempt to charm a monster once per week at 1st level, twice a week at 5th level and three times a week at 10th level.
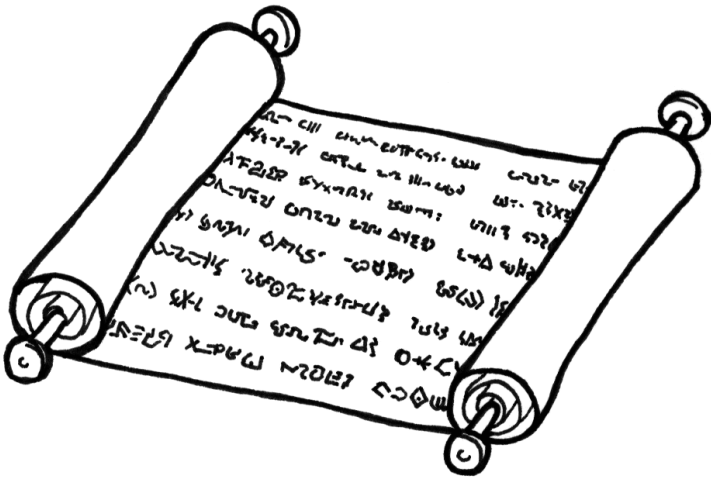
Read Languages: Their studies of ancient lore teach bards to read many languages (including many magical writings) – or at least how to get information out of such writings.

Magic-User / Elf Scrolls: As dabblers in the arcane arts, bards may attempt to read and cast magic from magic-user and elf scrolls. As with the thief ability, a failed roll means the spell does not function as expected, and may create a horrible effect at the Labyrinth Lord's discretion.

Bard Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+2 hp only*
610,001	11	+4 hp only*
760,001	12	+6 hp only*
910,001	13	+8 hp only*
1,060,001	14	+10 hp only*
1,210,001	15	+12 hp only*
1,360,001	16	+14 hp only*
1,510,001	17	+16 hp only*
1,660,001	18	+18 hp only*
1,810,001	19	+20 hp only*
1,960,001	20	+22 hp only*

*Hit point modifiers from constitution are ignored.

Level	Charm Person / Monster	Legend Lore	Magic-User / Elf Scrolls
		Bard Skills Table	
1	23	23	17
2	27	27	23
3	30	30	27
4	37	37	31
5	40	40	35
6	43	43	45
7	53	53	55
8	63	63	65
9	73	73	75
10	83	83	85
11	93	93	95
12	95	105*	97
13	97	115*	99
14	99	125*	99

*There is always a 1% chance of failure despite a skill percent above 100%.

Monks

Requirements: DEX 13 & WIS 13
Prime Requisite: STR
Hit Dice: 1d6
Maximum Level: 15

Monastic humans who hone their bodies through rigid discipline and devotion to the martial arts, monks are mystics who devote their lives to mastery of mind and body. Self-denial, poverty, meditation and unarmed combat are used as tools to achieve enlightenment.

Monks journey into the world with the goal of personal growth and a spiritual understanding of human nature. They often join with adventurers, as these special people expose them to a wide range of experiences, and give them ample opportunity to grow, learn, and hone their abilities. Being an adventurer also allows a monk to help the needy and his order through the wealth he will have access to; few monastics will donate wealth as readily as an adventuring monk.

All monks belong to a monastic order. They are at the disposal of their order at all times, and may be recalled at any time to serve the order. Furthermore, all wealth they gain technically belongs to the order, who may use it as they wish, regardless of the monk's desires.

The monk's place in their order is very important, and the hierarchy of monks is a rigid one. There may be, at any time, a limited number of monks above 9th level in each order. For each level above 9th, there are only seven monks. To attain each level beyond the 9th, a monk must challenge and defeat one of the monks of that level in single, unarmed combat. If they do, a monk may advance to that level. If they fail, then they remain at their current level, 1 XP short of the amount needed to advance. A monk may repeat this process as many times as they wish, but they will always suffer the same penalty for failure.

The only exception is level 15. At any time, there may only be one 15th level monk in an order, the Grand Master. The Challenge of the Grand Master may be attempted but once, and the loser is forever stranded at 14th level.

Monks may not use any form of armor; they depend solely on their discipline and their martial training to protect themselves. They are therefore usually only seen in their recognizable monastic attire. They are only practiced with a few weapons, which include the staff, sling, dagger, club, short sword and scimitar. Instead, they use their lethal fighting techniques to defend themselves.

Monks use the thief Saving Throw Chart and the fighter Attack Table.

Martial Arts: Monks practice many martial arts, which give them the ability to defend themselves, but which also require self-discipline, willpower, and openness to learning. Their expertise in martial arts entitles them to several benefits.

Listed on the chart on page 8 are the benefits of their Martial Arts training. The chart is used as follows:

- **Level** indicates the monk's level.

- **AC** indicates the monk's armor class. Monks may never wear armor; instead, this AC is used in place of their unarmored AC.

- The **Attack** column details how many unarmed attacks a monk may make in one round.

- **Damage** signifies how much damage the monk's unarmed strike causes. Unarmed damage need not be from fists or feet alone. Different styles may involve the head, elbows, knees, and other body parts.

- **Strikes As** indicates what kind of magical weapon the monk's unarmed attack is the equivalent of, for the purpose of striking monsters. The unarmed attack does not actually gain this enchantment; rather, the monk may strike creatures normally only hit by such weapons.

- **Abilities** indicates which special abilities they gain as they master their art and their mind, body, and spirit.

Monk Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
2,035	2	2
4,065	3	3
8,125	4	4
16,251	5	5
32,501	6	6
65,001	7	7
120,001	8	8
240,001	9	9
360,001	10	+2 only*
480,001	11	+4 only*
600,001	12	+6 only*
720,001	13	+8 only*
840,001	14	+10 only*
960,001	15	+12 only*

*Hit point modifiers from constitution are ignored.

Awareness: A monk is only surprised on a roll of 1, as opposed to a 1 or 2.

Purity of Body: Once per day, a monk may heal himself a number of hit points equal to his level.

Friend of the Beasts: A monk may speak fluently with any normal or giant animal. They understands him fully, and he understands the animal fully. This does not entitle him to any special reactions, it only allows him to communicate clearly, and without misunderstanding.

Evasion: When an effect that causes damage calls for a saving throw, a monk only suffers half damage. If their saving throw is successful, they only suffer one-quarter damage.

Gift of Tongues: A monk may communicate with any living being that has a language. The being understands the monk fully, and the monk understands the being fully. This does not entitle the monk to any special reactions, it only allows the monk to communicate clearly, and without misunderstanding

Purity of Mind: A monk is immune to *ESP*, *hold* and *slow* spells, magical charms, and *geas* spells.

Emptiness of Body: By concentrating without interruption for 1 round, a monk may disappear. For a number of rounds equal to his level, the monk is completely invisible, and no living or undead being can see him. This ability is usable once per day.

Endless Purity: Once per day, a monk may use this ability on one living creature with fewer hit dice than he or she has levels. The monk must make a normal attack roll to hit. If successful, their touch duplicates the effects of one of the following spells: *death spell, charm person, cure disease, cure critical wounds,* or *hold person*. There is no saving throw for this effect. Whether the monk fails or succeeds, they may only use this ability once per day.

Thief Abilities: A monk may use the following thief skills as a thief of his level: move silently, hide in shadows, and hear noise.

Special Restrictions: Monk may not use any form of armor, nor may they employ any protective magical item. Any material goods or treasure won by the monk only count toward their experience total if they give the goods to the poor, or donate it to their order. Anything owned or possessed by the monk is the property of the order, who may request it at any time. Monks are bound by their oath. They must never break their word and must strive to fulfill all promises and debts, if they have sworn to do so. Monks who break an oath immediately lose all the benefits of their martial arts abilities, and may not advance in level. They must perform a mission given by the order to redeem their shame.

Monk Abilities Table

Level	AC	Attack	Damage	Strikes As	Ability
1	8	1	1d4		Awareness
2	7	1	1d4	Silver	
3	6	1	1d6		Purity of Body
4	5	1	1d6		
5	4	1	1d8	+1 Weapon	Friend of the Beasts
6	3	2	1d8		
7	2	2	1d10		Evasion
8	1	2	1d12	+2 Weapon	
9	0	2	2d8		Gift of Tongues
10	-1	2	2d10		
11	-2	3	2d12	+3 Weapon	Purity of Mind
12	-3	3	3d8		
13	-4	3	4d6	+4 Weapon	Emptiness of Body
14	-5	3	5d6		
15	-6	4	4d8	+5 Weapon	Endless Purity

The Monk in Your Game

The monk will not be a normal class in most *Labyrinth Lord* games. The high entry requirements and special restrictions will prohibit many players from choosing this class, while the strength prime requisite means it is unlikely that any who can qualify to be a monk will also receive any kind of experience bonus. Nonetheless, the class will produce an able fighter who can replicate the abilities of some other classes, and whose strange panoply of specialties will enable the group to navigate many tricky situations. Particularly, their efficacy as a warrior without any arms or armor and their ability to heal themselves will make monks a hardy, strong character choice.

As a PC: A monk PC in your game will require a number of special adjustments. When a player chooses to create a monk, be sure that they are fully aware of the restrictions and hindrances they will face. Many players take great delight in accumulating wealth and treasure, and the monk will rarely be able to take full advantage of this aspect of the game. It is possible that a monk may become stranded for some time at a given level, unable to overcome a Master of the next level to advance. And finally, being bound to a rigid oath and a hierarchical structure may chafe some adventurers with a great love of freedom.

As the Labyrinth Lord, you must consider the special abilities of the monk during labyrinth design. Certain puzzles and foes may be rendered powerless due to the ease of communication between the monk and their would-be foes. Some traps and pitfalls will lack their normal bite because of the monk's ability to evade damage. And some challenges that can normally only be overcome by a thief may now have a second participant. You must consider the monk to be, in some situations, an additional fighter or thief in the party.

Additionally, your design must be prepared for the special role of the monk. While some labyrinths may call to PCs due to their outstanding wealth and treasure content, a monk may be less inclined to adventure in such an area, as wealth is a low priority to them. You must keep in mind the hierarchical powers of the order as well, as they must be exercised occasionally to enforce game balance for this sometimes potent class.

As an NPC: Monk NPCs can similarly fulfill many roles. The esoteric wandering mystic, who seeks enlightenment and speaks only in riddles, is a monk. A stealthy, black-clad assassin devoted to a Chaotic order is a monk. And a brash youngster, confident in his unarmed abilities and his wisdom, is also a monk. Just as with the other classes of *Labyrinth Lord*, a monk NPC can wear many hats.

Monk orders provide an area-, continent-, or world-spanning organization, which can either hinder or aid your PCs. They may sometimes be law-abiding, friendly cloisters of happy mystics, or rebellious, dangerous warriors who advocate for greater rights for peasants or slaves. If a PC is included in this order, your setting may have appropriate complications.

Perhaps the most intriguing role of a monk NPC is as a rival for a monk PC. Over the many years of practice, different orders of monks have developed different teachings, methods, and beliefs. These practices occasionally lead to schism and disagreement, spawning new sects and orders, most of which are antagonistic to their parent sect. Monk NPCs may be members of these new orders, intent on proving the impotence or falsehoods of the PC monk's order. Even monks from the same order as your PC may have grown up as rivals or enemies within the temple, and they can always return to wreak havoc. These rivalries can produce long-term, valuable nemesis for your group.

Paladin

Requirements: STR 12, WIS 12, & CHA 12
Prime Requisite: CHA and STR
Hit Dice: 1d8
Maximum Level: None

Paladins are a very rare type of fighter. These holy warriors dedicate all they have and all they are to living, supporting and defending all that is lawful and good. Therefore, they must always be lawful in alignment. Paladins use the fighter Attack and Saving Throw tables.

A paladin may serve one particular god, a pantheon of gods, or just the ideals of law and good. Many are part of a religious order of paladins that live and train in an almost monastic community. Other paladins are much more loosely affiliated, mentoring potential recruits individually and only gathering together when occasion calls for it. However, paladins of any faith, deity or pantheon recognize each other as brothers and sisters who share a common calling and and will often support and work together. They usually follow the direction of higher level paladins and clerics of good gods - even a god or gods other than their own.

Paladins may never have more weapons or armor than they can personally use in combat at one time. They must also give at least 10% of all they earn to their religion. In addition, after taking care of all their living and working expenses, paladins must give away 90% of their remaining wealth to their religion or another worthy charity. Note that none of these tithes or offerings can be given to another player's character in the adventuring party.

Paladins begin play with at least one primary weapon, a set of armor including a shield (if they use one), possibly a horse, etc., as gifts from the members of their order or from their mentor and the local faithful. However, they begin play with only 1d8x10 gp.
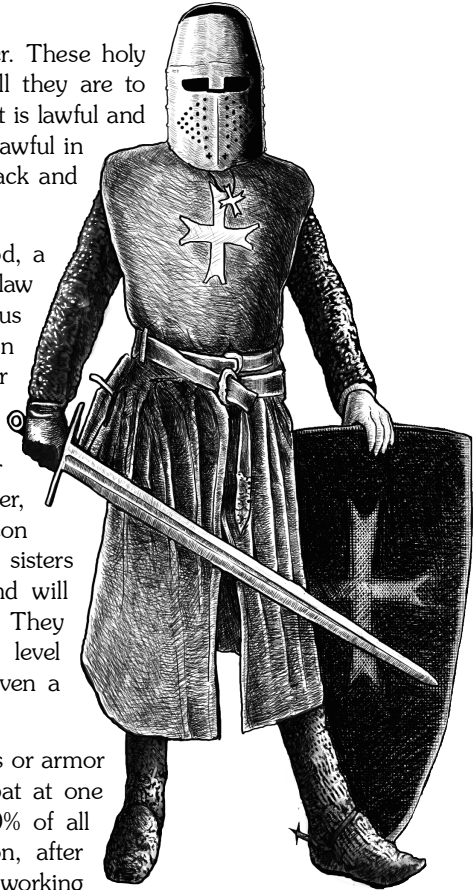
Detect Evil 60': A paladin can, at will, *Detect Evil* just like the cleric spell of the same name). However, they must spend an entire round concentrating on it and performing no other actions in order for this ability to be effective.

Divine Bonus: Because of their unswerving devotion to good, paladins receive a +2 bonus to all their saving throws.

Protection from Evil: As a divine gift, once per day paladins can radiate a *protection from evil* aura as per the cleric spell of the same name. At 9th level, this ability is extended to 10 feet around the paladin.

Divine Healing: Paladins are blessed with the ability to, once per day, lay their hands upon one person (including themselves) and restore 2 points of damage per level. In the same way, they can lay their hands upon a person and *cure disease* just like the cleric spell of the same name. At 1st level they can *cure disease* once per month, twice a month at 5th level and three times a month at 10th level. Paladins are personally immune to all diseases, both ordinary and magical.

Paladin Level Progression		
Experience	Level	Hit Dice (1d8)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+2 hp only*
610,001	11	+4 hp only*
760,001	12	+6 hp only*
910,001	13	+8 hp only*
1,060,001	14	+10 hp only*
1,210,001	15	+12 hp only*
1,360,001	16	+14 hp only*
1,510,001	17	+16 hp only*
1,660,001	18	+18 hp only*
1,810,001	19	+20 hp only*
1,960,001	20	+22 hp only*

*Hit point modifiers from constitution are ignored.

Turn Undead: Beginning at 3rd level, paladins may attempt to turn undead as a cleric of 2 levels lower than their current level. For example, a 4th level paladin would turn undead as a 2nd level cleric.

Cleric Spells: (OPTIONAL) If there is a desire on the part of the Labyrinth Lord to have spell-casting paladins, then they may want to adopt this optional rule: Starting at 9th level, paladins may cast clerical spells as a cleric of 8 levels lower. They reach their maximum number of spells and their maximum spell level (4th level cleric spells) when a paladin reaches 17th level. Paladins do not receive bonus spells from high wisdom scores.

Ranger

Requirements: STR 12, DEX 9, and WIS 12
Prime Requisite: STR and WIS
Hit Dice: 1d8
Maximum Level: None
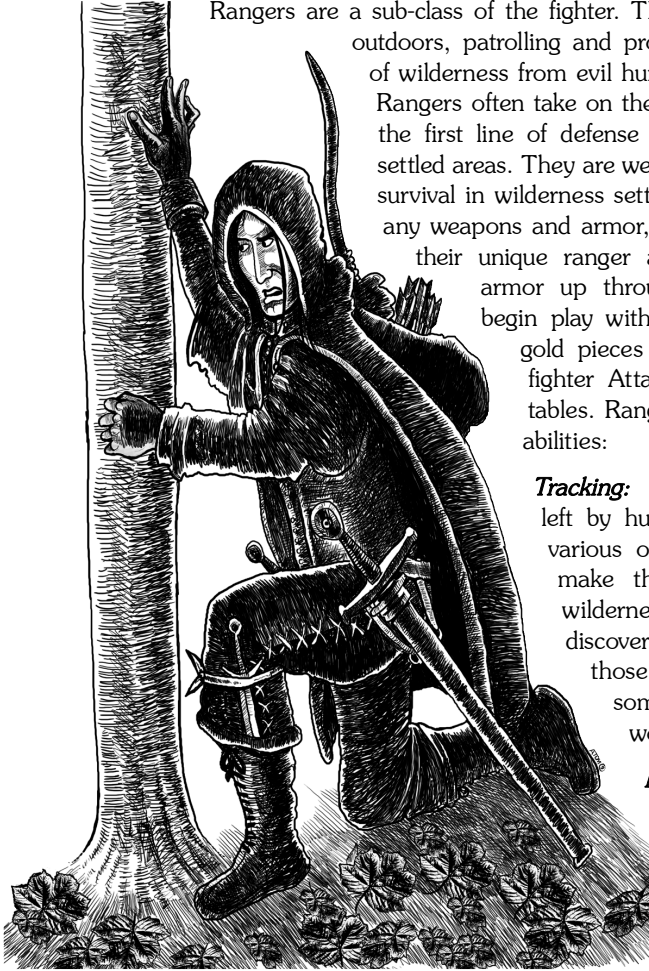
Rangers are a sub-class of the fighter. They are masters of the outdoors, patrolling and protecting large stretches of wilderness from evil humanoids and monsters. Rangers often take on the role of spy, scout and the first line of defense for more civilized and settled areas. They are well-versed in combat and survival in wilderness settings. Rangers may use any weapons and armor, but they can only use their unique ranger abilities when wearing armor up through chain mail. They begin play with the standard 3d8x10 gold pieces (gp). Rangers use the fighter Attack and Saving Throw tables. Rangers have the following abilities:

Tracking: Familiar with the signs left by humans, humanoids and various other creatures as they make their way through the wilderness, rangers can discover and follow the trail of those they are pursuing – sometimes even in the worst of conditions.

Move Silently: As excellent hunters, rangers can move silently through wilderness settings.

Hide: Rangers are adept at hiding in the wilderness, becoming virtually invisible to those nearby. As they become more skilled, they can remain undetected by even the wild creatures of the area.

Direction Sense: Constantly traveling in unmapped and seldom-traveled areas, rangers learn how to keep their bearings.

Listen: Spending most of their time in the wild, rangers soon become accustomed to the natural sounds of the land. This allows them to detect noise, or even a lack of noise, that is out of place or out of the ordinary.

Wilderness Survival: Rangers learn how to live off of the land and survive even the harshest natural environments. If a ranger spends at least six hours a day gathering food and supplies (hunting, fishing, gathering fruits, berries, firewood, setting up a camp, etc.) they can keep a party of up to six adventures alive and well.

Ranger Level Progression

Experience	Level	Hit Dice (1d8)
0	1	1
2,501	2	2
5,001	3	3
10,001	4	4
20,001	5	5
40,001	6	6
80,001	7	7
160,001	8	8
310,001	9	9
460,001	10	+2 hp only*
610,001	11	+4 hp only*
760,001	12	+6 hp only*
910,001	13	+8 hp only*
1,060,001	14	+10 hp only*
1,210,001	15	+12 hp only*
1,360,001	16	+14 hp only*
1,510,001	17	+16 hp only*
1,660,001	18	+18 hp only*
1,810,001	19	+20 hp only*
1,960,001	20	+22 hp only*

*Hit point modifiers from constitution are ignored.

Ranger Skills Table

Level	Tracking, Move Silently, Hide, Direction Sense & Listen	Wilderness Survival
1	23	17
2	27	23
3	30	27
4	37	31
5	40	35
6	43	45
7	53	55
8	63	65
9	73	75
10	83	85
11	93	95
12	95	97
13	97	99
14	99	99

*There is always a 1% chance of failure despite a skill percent above 100%.

Thief-Acrobats

The thief-acrobat may be used as an expansion of the existing thief in *Labyrinth Lord* or as a separate class (the thief-acrobat) for both PCs and NPCs with exceptional character ability scores. Thief-acrobats allow thieves to capitalize on their superior dexterity and light armor types. The skills are presented in such a way as to allow the Labyrinth Lord to use the skills as a bundle or individually.

Wall Climbing: An Expanded Skill

The thief profession is the only class that can free climb sheer surfaces, that is, climbing using one's own physical strength and without any equipment. This means a thief can climb a cliff or a castle wall, leaving no evidence of his or her passing. But what about the thief's companions? If, for some reason, the entire party has need to traverse a sheer rock face or similar obstacle, the thief can also prepare the way for non-climbers with the use of special climbing equipment. This equipment, together with a halved movement rate and verbal instruction from the thief, allows untrained adventurers a chance equal to the thief's skill to climb walls or 90%, whichever is lower, to successfully scale a wall or other sheer surface. Of course, any adverse conditions should have a profound effect upon chances for success; a magic-user rope climbing a damp rock face while under missile fire from the ground should not have more than a 50% chance of reaching the top, for example. No other activity may be attempted while climbing, rope climbing requires an untrained individual to devote all concentration on the task at hand. The thief's specialized climbing equipment is equivalent to our modern day rock climbing gear including such devices as carabiners, belay devices, rappel devices, quick draws, and harnesses.

New Skills, An Overview

Thieves travel and adventure while either lightly armored or wearing no armor at all, and so a natural extension of this freedom of movement coupled with the inherent dexterity of the profession would include various acrobatic moves. All skills listed are performed at a level equal to the thief's chance to successfully climb walls, with the single exception of slow fall. Again, care has been taken to choose skills which complement the natural ability of the thief while not allowing a shift of power toward this class. The Labyrinth Lord should carefully consider the needs of his or her campaign and players before allowing these expansions. Each jumping & tumbling skill description includes information for non-skilled characters attempting that maneuver, this assumes the character is either unarmored or lightly armored and further that the untrained character is relatively unencumbered. The new skills are: funanbulism, high jump, leveraged jump, running broad jump, slow fall, and standing broad jump. Also included are two more powerful skills the Labyrinth Lord should carefully consider including: slapjack and preternatural awareness. These last two skills stand a greater chance of unbalancing the careful symmetry of power between the four archetypal classes, they are therefore presented last and clearly marked as optional.

Funambulism: Funanbulism is the art of walking on thin rope or wire, often at great heights. This thief skill includes traversal of all tight ropes and wires, slack ropes and wires, beams, freestyle slack-lining, and narrow ledges. Funambulism can be performed at angles up to 45° up or down without difficulty, at a movement rate of 60 feet per round. Skill checks are made every round or portion thereof, failure indicating the character has lost his or her balance and fallen to the ground below. Characters, either trained or untrained, performing funanbulism may engage in melee combat or missile fire with skill checks each round of combat. Movement rates in excess of 60 feet per round or adverse conditions should impose either additional skill checks or penalties to skill checks as deemed appropriate by the Labyrinth Lord. For example, a 9th level thief moving on a high-wire at double speed should probably make the standard 60 foot skill check at a slight penalty, 10% perhaps; whereas a 2nd level thief tight-rope walking in windy conditions in a driving rain should face skill checks every 10 to 20 feet traveled. Use of a 10 foot pole should improve balance for both trained and untrained characters by +10% in windy conditions and +20% for ideal conditions. Untrained characters may attempt funanbulism with a 25% chance of success, with a skill check every round and a halved movement rate of 30 feet per round.

High Jump: High jumping is an unassisted jump for height requiring a running start and a landing area which is on the same plane as the point at which the jump originated, though some variation is allowed. As a rule of thumb the running start requires 15-30 feet and a reasonably level surface. Slopes, ramps, and steps are all permissible so long as they are not steeply inclined and allow the thief to maintain a maximum rate of acceleration while traversing the distance. Some variation is also allowed with the landing zone, which can be up to half the height of the jump above or below the plane of the starting point of the jump. Exceeding that distance or failing the skill check should incur penalties appropriate to the situation; ranging from stumbling and automatically losing initiative for that round of combat; to landing prone, taking 1d4 damage, and requiring 1d4-1 combat rounds to regain footing. A successful skill check indicates the thief lands on his or her feet at the end of the jump, ready for action. Reasonably fit untrained characters can usually accomplish high jumps of up to 3 feet without undue difficulty.

Leveraged Jump: A leveraged jump is any jump made using an assistive device in order to increase momentum and thereby obtain greater jumping height. Examples include springboards, teeter boards, trampolines, and poles. In the labyrinth setting, the most commonly used leverage device would be a pole for pole vaulting. Pole vaulting requires a 10 foot pole and a 20 foot running start. The pole is planted and the jumper is propelled into the air, and is horizontal at the height of the jump. Also at the apex of the jump the pole is released, falling forward 80% of the time. The pole vaulter lands in a rolling tumble and springs to his or her feet, requiring 1 round to prepare for action or combat. If the pole vaulter is jumping for height and landing on a surface at least 1 foot lower but not less than half the height of the jump, the thief lands on his or her feet and is immediately ready for action. This maneuver may not be attempted by untrained characters.

Running Broad Jump: An unassisted jump for distance, the broad jump requires a 15-30 foot running start and ends with the character on his or her feet, facing in the direction of the jump and ready for action. The running broad jump may be extended, though certain penalties will apply. Extending the jump 3 feet will result in the player ending the jump prone and requiring 1 round to scramble to his or her feet and prepare for action. Further extensions of 4 feet and 5 feet may be attempted with 2 and 3 round delays to regain footing and a skill check penalty of -33% and -66% respectively. Consequences of failure are left to the Labyrinth Lord to decide based upon the circumstances of the failure. Extending a running broad jump past 5 feet is not possible. Untrained characters in reasonably good physical condition may attempt running broad jumps of up to 8 feet.

Slow Fall: Slow falling is the ability of the falling thief to either avoid or reduce damage. This skill is the result of a combination of factors including divine favor, training, tumbling maneuvers, using nearby surfaces to slow the fall, dexterity, and (perhaps most importantly) luck. The table lists the maximum distance followed by the percentage chance of avoiding any injury. If the thief fails the percentage chance to avoid falling damage, that same percentage is allowed as a saving throw for half damage. As thieves gain the ability to slow fall farther they will automatically succeed at slow falling lesser distances. For example, a 4th level thief can slow fall 10 feet without injury, and a 7th level thief can fall 20 feet without injury, and so on. Thieves failing the 2nd roll or those falling distances beyond the level listed incur the normal penalties for falling. Untrained characters may not slow fall.

Standing Broad Jump: The standing broad jump is an unassisted jump for distance but, unlike the running broad jump, can be performed from a complete standstill. Distances covered will be reduced as a result, but the standing broad jump conforms to the running broad jump in most other respects; including extending the jump and associated penalties. Thief-acrobats can also use this ability to leap backward or to either side up to half the listed distance for a forward standing broad jump listed on the table. Untrained adventurers may attempt broad jumps of up to 4 feet.

Slapjack (Optional): Slapjack (both a noun and verb; adjective: slapjacking) is a non-lethal attack intended to render an unsuspecting and unprepared opponent unconscious. A successful attack renders the victim unconscious for 1d4 turns and damages the victim for 25% of his or her total hit points. If a slapjack or sap (see below) is used in the attempt there is a 5% chance the victim will be slain outright rather than knocked out. Any other non-edged weapon used for this purpose imposes a -2 penalty on the attack and increases the chance of accidentally killing the victim to 10%. Slapjacking may not be attempted on any opponent wearing armored headgear, any opponent who has engaged the thief in combat, or any hostile person (or monster, etc.) who is aware of the thief's presence.

To resolve the attempt, the thief must make an attack against AC 9 (unarmored). A successful attack grants the victim a saving throw *versus poison or death*, failure indicating the victim falls unconscious for 1d4 rounds as noted above, and a result of "1" (or "2" if slapjack or sap is not used) indicates the victim has been slain. An unconscious victim cannot be roused by non-magical means.

Sap: a small bag filed with lead shot attached to a sturdy handle. Saps are used by thieves to knock out victims. Due to the association of this weapon with thieves and brigands, openly carrying one will inflict a +4 penalty on all CHA reaction adjustment checks. Damage: 1 (unless used to slapjack). Cost: 10 GP, encumbrance: 2 pounds.

Slapjack: a leather jacketed piece of iron or steel with a flexible handle. Slapjacks are used by thieves to knock out victims. Due to the association of this weapon with thieves and other unsavory types, openly carrying one will inflict a +4 penalty on all CHA reaction adjustment checks. Damage: 1d4+1 (unless used to slapjack). Cost: 5 GP, encumbrance: 3 pounds.

Preternatural Awareness (Optional): Preternatural awareness is a 6th sense granting a cumulative 10% chance per level to detect backstab attempts on his own person. A successfully detected backstab attempt is resolved as a normal attack without any bonuses to the attacker. If the thief detects the backstab attempt, he gains the benefit of the dexterity bonus to AC, though shield bonuses would not apply. In the case of a successful backstab detection the thief also gets a free counterattack, even if he has already expended all combat actions for that round. Preternatural awareness further allows thieves to reduce the standard -4 "to hit" penalty for blindness, darkness, and fighting invisible or otherwise unseen opponents to -2.

Thief-Acrobat Skills Table

Level	High Jump	Lev. Jump	R. Broad Jump	Slow Fall	S. Broad Jump
1	4'	9'	10'	10' / 33%	5'
2	4'	9½'	11'	10' / 66%	5½'
3	4'	10'	12'	10' / 90%	6'
4	5'	10½'	12½'	20' / 33%	6½'
5	5'	11'	13'	20' / 66%	7'
6	5'	11½'	13½'	20' / 90%	7½'
7	6'	12'	14'	30' / 33%	8'
8	6'	12½'	14½'	30' / 66%	8½'
9	6'	13'	15'	30' / 90%	9'
10	7'	13½'	15½'	40' / 33%	9½'
11	7'	14'	16'	40' / 66%	10'
12	7'	14½'	16½'	40' / 90%	10½'
13	8'	15'	17'	50' / 20%	11'
14	8'	15½'	17½'	50' / 40%	11½'
15	8'	16'	18'	50' / 60%	12'
16	9'	16½'	18½'	50' / 80%	12½'
17	9'	17'	19'	60' / 20%	13'
18	9'	17½'	19½'	60' / 40%	13½'
19	10'	18'	20'	60' / 60%	14'
20	10'	18½'	20½'	60' / 80%	14'
21	10'	19'	21'	60' / 90%	14'
22	10'	19½'	21½'	60' / 95%	14'
23	10'	20'	22'	60' / 99%	14'
24	10'	20'	22'	60' / 99%	14'