

Murderhobo

A Labyrinth Lord-Compatible Class



HIT DICE



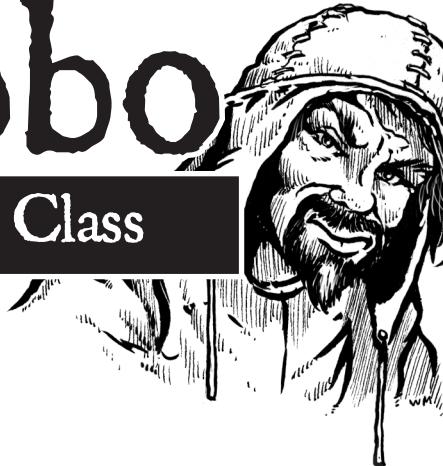
STR



DEX



CON



You and your ilk go by many names – adventurer, fortune seeker, hero – but most know you as a *MURDERHOBO*, a wandering mercenary who solves problems with metal and magic, though if they’re smart they won’t call you it to your face. Whether adventuring alone or travelling in a group known as a “party”, you not only hold your own against what the cruel world throws at you, but you flourish and thrive! Able to fight, steal, and cast spells, you’re an oddity in a broken world that demands specialization for survival. Being a “hero” and saving the day are just a means to an end, which is the accumulation of wealth and power so that you don’t need to do this shit any more and someone else can do it for you. Someday you’ll have enough put away to hang up your Murderhobo hat for good and retire. I mean, it’s not as if you’re really Hero or Champion material anyway, are you? Well, ARE YOU?

Murderhobos are effectively a composite of multiple classes (Fighter, Thief, and Magic-User) without having to use multiclassing rules, and gaining the best Saving Throws of each of those classes each level. They can use any weapons and any armor, but the same armor restrictions for Thief Skill use exists: they cannot be used in armor heavier than leather or with shields. Like Thieves, Murderhobos gain the ability to backstab.

WHO NEEDS SOFT SKILLS ANYWAY?

Murderhobos can temporarily perform “Attribute Burn” on their *Intelligence*, *Wisdom*, or *Charisma* to heighten their physical attributes and make them more effective in combat. Each attribute point spent in this way gives an additional $+/-1d6$ roll that can be used for *Attack Rolls*, *Damage Rolls*, or *Saving Throws*. The number of times that this can be used per day is listed in

the *Level Advancement Table*. A single point from one attribute that has been “burned” may be recovered daily with the roll of a 1d20 equal to or lower than the attribute attempting to be recovered. Modified attributes have modified bonuses and effects until recovered. No attribute may go below 3 in this way.

Experience	Level	Hit Dice	Attack AC 0	Thief Skills	Magic-User Level	Attribute Burn
0	1	1d6	19	1 st Level	1 st Level	1x Daily
3,001	2	2d6	19			
6,001	3	3d6	19	2 nd Level		
12,001	4	4d6	18			2x Daily
24,001	5	5d6	18	3 rd Level	2 nd Level	
48,001	6	6d6	18			
96,001	7	7d6	17	4 th Level		
192,001	8	8d6	17			3x Daily
384,001	9	9d6	17	5 th Level		
576,001	10	+2 hp only*	16			3 rd Level
868,001	11	+4 hp only*	16	6 th Level		
1,160,001	12	+6 hp only*	15			
1,452,001	13	+8 hp only*	15	7 th Level		4x Daily
1,744,001	14	+10 hp only*	14			
2,036,001	15	+12 hp only*	14	8 th Level		
2,328,001	16	+14 hp only*	13			4 th Level
2,620,001	17	+16 hp only*	13	9 th Level		
2,912,001	18	+18 hp only*	12			5x Daily
3,204,001	19	+20 hp only*	12	10 th Level		
3,496,001	20	+22 hp only*	11			

* Hit Point modifiers from *Constitution* are ignored

KILL THEM ALL AND TAKE THEIR SHIT!

Instead of gaining a bonus to experience based on attributes, Murderhobos gain percentage bonuses based on the results of encounters with other creatures, gaining experience for any foe they have a hand in slaying/dispatching, and for any loot they recover from the foe (1 xp per gp). Starting at a 0% base bonus, they get a cumulative +1% bonus for each foe in a group. The bonus resets each new combat encounter.

IT DIDN’T HAVE ANYONE’S NAME ON IT!

All Murderhobos gain Thief Skills starting at 1st Level, progressing at a slower advancement speed than the normal class. See the *Level Advancement Table* for when Thief Skill are unlocked at higher levels.

I WANNA CAST...

Murderhobos have limited magical training and progress as Magic-Users using a slower advancement speed than the normal class. See the *Level Advancement Table* for information on corresponding Magic-User Levels being unlocked.

REACHING LEVEL 2: SACRIFICE A PAWN

Murderhobos with followers can inspire one of them once daily to do something that they wouldn't normally do, especially if it's dangerous, gaining a +2 as a bonus to *Morale* checks. This is especially useful during combat, when you need meatshields.

REACHING LEVEL 4: IMPROVED SURPRISE

Murderhobos are only surprised on a 1 on a 1d6. They can surprise others on a 1-3 on a 1d6.

REACHING LEVEL 6: COLLATERAL DAMAGE

At this stage of advancement, Murderhobos have become experts at explaining away the death and destruction they reap in the pursuit of their loftier goals. Any attempts to explain unintended damage, injuries, or deaths caused by the Muderhobo or associates are improved by their *Charisma* bonus. If using the *Monster Reaction Table*, this bonus reduces the roll result in the Murderhobo's favor.

REACHING LEVEL 9: PARTY TIME!

When Murderhobos reach this level, they have achieved enough notoriety that others wish to join them. Murderhobos establish a stronghold either in a rural or urban environment, drawing other 1st Level Murderhobos (2d6), Fighters (1d4), Thieves (1d6), and Magic-Users (1d4) to it who adventure and support the Murderhobo in achieving their goals.

VARIANTS

LOW TEMPLAR

Amounting to little more than hired thugs or holy warriors who have failed to uphold the tenets of the religious orders they serve, this variation of the Muderhobo uses Cleric spells and Saving Throws instead of those of the Magic-User and gains the ability to *Turn Undead* at the same Level as their Cleric Level. Paladins may revert to this class instead of the Fighter class. (Thanks to James M. Spahn for the genesis of this idea.)

DEATHBLADE

Using magic and stealth to deadly efficiency, this version of the Murderhobo replaces the Fighter with the Assassin Class for Saving Throws. While Hit Dice changes to a d4, they gain the *Assassination*, *Disguise*, and *Poison Use* abilities of the Assassin.

STRIDER

Skilled at wilderness survival, this variation of the Murderhobo replaces the Magic-User Class with the Ranger class, with a CON Prerequisite of 15 for Saving Throws. The class gains the base abilities and restrictions of the Ranger class, but at Level 4 loses the restriction of vagabond lifestyle and henchmen restriction instead of gaining Improved Surprise. Hit Points are changed to a d8 instead of being doubled.

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