

The Vagrant

Optional Character Class



Written By Shane Ward

Labyrinth Lord
Compatible Product

Labyrinth Lord™ is copyright 2007-2011, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at www.goblinoidgames.com. The Vagrant is a character class compatible with Labyrinth Lord™. 3 Toadstools publishing is not affiliated with Daniel Proctor, Goblinoid Games Copyright 2006 – 2009. (Font, layout, style of artwork). Are reserved as Product Identity.

3 Toadstools Publishing
4D7H4H 4L4N4C4L4L4C 4D4R4I4C4Y4

Vagrant

Requirements: None
Prime Requisite: DEX
Hit Dice: 1d4
Maximum Level: None

Vagrants are not technically thieves although often they do have some thieving abilities that they have picked up living on the streets of large cities. What they do possess is an unnatural ability to stay alive. Whether it be thru trickery, gambling, outright stealing, and on occasion murder. They always manage to make their way in the world. More often than not Vagrants are neutral or evil aligned. Rarely will you find a good aligned vagrant who is just down on his luck. As far as Weapons & Armour go, Vagrants will only have what they manage to scrape together from various sources: looting dead bodies, stealing from smiths. Vagrants start with little to no GP's as starting wealth. (Roll 1d2 x 5, if a roll of a 1 comes up they Vagrant carries no gold)



Starting Weapon 1d4

1. Rusty Dagger - 1
2. Sling w/ 6 sling stones
3. Club
4. Rusty short Sword - 1

Starting Armour 1d4

1. Patches of Leather Armour (treat as AC 10)
2. Stained Clothes (AC 9)
3. Scraps of Plate mail & leather Armour in bad repair (Treat as AC 8)
4. Helmet & Good Boots, Badly worn Shield tunic (AC 8)

Luck!

Vagrants have one extra starting ability along with the basic 6 as every character does. Roll 3d6 this is the total Luck score that the Vagrant has. Mark this down as "Total Luck". Make an extra column with "Current Luck", this is the luck that you currently have leftover from your original total.

Using luck in the game.

- re rolling any attack, damage, ability check, or saving throw roll
- situations where the PC maybe trying to outwit or charm another character, NPC or monster
- On a roll of 1 when re-rolling damage - double the damage.
- Have the DM re roll a monster reaction.

Have the player roll 1d20, if the player rolls under is luck stat he will be lucky. A 1 is a automatic success and 20 is automatic failure. Please keep the original score written down, and deduct one point and add this to the column of current luck. When the Luck stat runs out the player will no longer be lucky, and may have to go on a great quest to regain his/her Luck.

Vagrant Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
1251	2	2
2501	3	3
5001	4	4
10,001	5	5

Vagrant Skills

Level	Pick Locks	Find Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide In Shadows	Hear Noise
1	13	11	20	17	84	11	1 - 2
2	17	13	23	23	87	14	1 - 2
3	23	17	27	27	88	17	1 - 2
4	27	23	31	31	89	23	1 - 3
5	31	27	33	33	90	27	1 - 3

Vagrant Attack Levels

- * Vagrants use the same attack tables as Thieves.
- * Vagrants cannot backstab as thieves until level 3
- * When a Vagrant reaches level 5 or 1000 GP's he can choose to become an outright thief with all the abilities that come with the class.
- * Any time that a Vagrant is able to purchase or acquire real Armour or Weapons their luck score will automatically drop by 5.

Contact

3 Toadstools Publishing

C/O Shane Ward

76 Hart Ave

Winnipeg, MB

R2W 2L5

shanepatrickward@gmail.com

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this

License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. The following material is released as Open Game Content as per the terms of the Open Game License: All character and monster stats, all magic item abilities, all spells, trap mechanics and other items that describe game mechanics. All other content remains Product Identity.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors , Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.

3 Toadstools Publishing Copyright 2014, Shane Ward. All Room Descriptions & Story.