

Class Ideas

some standalone classes and 'bolt-on' classes
made and stat'ed for AD&D



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Contents

Preliminary comments.....	1
Origins	1
Character design philosophy	1
Why the class restrictions?	1
Supporting materials	1
5e and other editions	1
Content overview	1
One paragraph summary of the classes.....	2
Standalone Classes.....	3
Augur	3
Catabolyist	5
Shaman.....	7
Shire Runner	9
Bolt-on Character classes.....	11
Gambler.....	11
Infiltrator.....	13
Urchin.....	15
Wereman.....	18

Credits

Classes by Goblin's Henchman

Cover art by [Marcin S](#)

Preliminary comments

Origins

The below classes were first published on G+ (when that existed) or on my blog. If you are interested in the original versions of these classes (some of which are more detailed than in this version), they can be found here: [link](#)

Character design philosophy

If any of the classes in this document appeal to you for their power profile, then I have failed. In essence, these classes are intended to be on a par with a human fighter. Hopefully, these classes will appeal to you as a player for their roleplaying potential and not purely for their game utility.

Why the class restrictions?

What can I say, I believe in class restrictions. I believe removing these restrictions devalue humans and/or devalues fighters. But, I'm not the D&D police, and wouldn't and can't tell you how to run your game.

Supporting materials

The classes in this document are rooted in AD&D. Many of the classes are sub-classes of the base classes that appear in the first edition AD&D Players Handbook (**PHB**). As such, to save on needless repetition, this document references the PHB.

5e and other editions

I'm sure the willing mind could convert these classes over to other editions, especially those prior to 3e. Of course, a sensible person would make 5e versions of these races/classes, but that is too far outside my wheelhouse; and I suspect the appetite for this kind of stuff is not present in the 5e community away ... (prove me wrong?). Frankly, I'm probably mad for writing this stuff up for the small number of OSR people who might use it. But, that is how the OSR DIY crowd roll I suppose ...

Content overview

The classes in this document deliberately have pros and cons, which I hope offer some interesting roleplaying opportunities.

This document offers four new standalone classes (Augur; Catabolyist; Shire Runner; and Shaman); and four 'bolt-on' classes (Gambler; Infiltrator; Urchin; and Wereman). The 'bolt-on' classes are intended to tweak existing classes, by giving them some abilities at the expense of something else.

One paragraph summary of the classes

Augur – beardless dwarves with an innate sense for metal detection. To use their abilities, they must be free of metal items.

Catabolyist – a non-Vancian magic-user who can use their body like an alchemical battery. They can gamble life-force for additional magic. But it's a dangerous gamble that could irrevocably damage their health.

Shire Runner – a halfling woodsman, with two possible paths. One path is ranger-facing the other is druid-facing.

Shaman – a fighting wild-man/woman with woods magic. This class may absorb a race/species specific ability from a defeated foe. The Shaman can follow four possible paths, each with different spells.

Gambler – open to the daring-do classes, fighters and thieves. Luck (or at least the belief in Luck) affects everything about them. Highly superstitious, these superstitions only proliferate as they progress.

Infiltrator - specializes in getting into secure locations without being noticed, and in obtaining sensitive information. They have a connection with an insidious and ruthless organization.

Urchin - is a street kid that has learnt to survive. In reality, this is a proto-class before the PC dual classes to their ultimate adventuring profession. The Urchin is blessed with intuition, insight and pluck.

Wereman – when lycanthropes turn good. A person cured of lycanthropy can sometimes harbor the menace within them, albeit in a semi-benign form. This class is often destined to hunt for the lycanthrope that infected them (and their descendants and corrupt cousins), trying to rid the world of this terrible curse!

Standalone Classes

Augur

Summary

An Augur is a venerated dwarfish profession. They have enhanced underground skills especially (precious) metal detection. Those Augurs that have become PCs have either run away from their preordained life, or have been cast out.

Appearance

Augurs shave their beards. This visually sets them apart from normal dwarven society. Augur apprentices are permitted to shave their top lips, whereas Augur Masters are completely clean shaven. There are several tiers between Apprentice and Master, each tier having a beard type which reflects their status. Augurs tend to be less muscular than normal dwarves, as they do little manual labour. On the whole, they tend to have a gnomish aspect. Augurs that have become adventurers do not feel bound by the Augur society norms.

Summary of conventional Augur society

Augurs are little known outside dwarven society. Indeed, they are somewhat of a secret. Augurs are revered in dwarven society, but are outside of the usual clan structure. Beard shaving is emblematic of their separation. In youth, when their special skills are first spotted, Augurs must forgo their clan and travel to secret locations (Augurary) to train as an Augur. Augurs earn a good living by getting commissions from detecting seams of precious metals. Master Augurs can earn huge commissions. Augurs normally only accept non-metallic payment. To use their abilities, especially when looking for sparse and deeply buried metals, the Augur must be free of all metal distractions. Sometimes, an Augur will need to venture into a mine alone to find a precious metal seam. In the wild places this can be dangerous. Augurs therefore train in some of the evasive thieving skills. Augur society makes use of two unconventional beasts: Denzelians (Fiend Folio; page 25) and Rust Monsters (Monster Manual I; page 83) to scour a mine before it is scanned for metals. They pay high prices for both. Rust Monsters are also used as guard animals in Augurarys, and are sensitive to the approach of metal-heavy threats.

Augurs as PCs

Augurs that have a weak metal-sensing talent, or fail to pass the rigorous testing, enter into the armed Augur Guard, or are expelled. These failures, often young, cannot simply return to their clan without shaming it. As such, these loners seek new ways to earn a living, often seeking a life of adventure.

Prime Attributes - must have the minimum stats to qualify as a Dwarven fighter (STR 9; and CON 12) and qualify as a thief (DEX 9).

Fighter - This class is treated and progresses as a dwarven fighter in all respects, but with the following exceptions:

They gain the thief skills of **Hide in Shadows**, **Move Silently**, **Hear Noise**, and **Climb Walls**, with a skill level equating to a thief of their current level.

Level-related abilities

Augur PCs are free from the constraints of their society, and so free to develop skills normally forbidden to them:

1st level - located large metal lode; range 10 foot per level; 50% + 5% per level (each hour)

3rd level - locate (specific) metal object; as per 'Locate Object' spell; PHB page 56 (once per day for each three levels)

5th level - repel metal object 2 foot per level, and with a force equating to a person with STR of 7 + level (once per day)

7th level - attract metal object 2 foot per level, and with a force equating to a person with STR of 7 + level (once per day)

9th level - heat metal as per 'Heat Metal' spell; PHB page 56 (once per day)

However, to make use of their thief and metal-related skills, they must wear clothes and carry gear free of any metal, e.g. with bone/wooden buttons/buckles, metal-less armour and weapons, e.g. bone or stone axes and leather armour. As such, an Augur may resemble a primitive, e.g. looking like a 'cave-man' dwarf.

Catabolyist

Summary



Also known as Ketomancers, and by their arcane detractors as Crumble Wizards. These magic-users pay for their power in sinew, cell and soul. They squeeze their body, pith and marrow like an alchemical battery. With mastery, the Catabolyist can trim and tap the body and psyche of those parts that will renew themselves in time. Sometimes, the Catabolyist wagers too much, drinks too deep or clumsily, and irreplaceably strip their body of their nonrenewable 'sauce'; to which lurches them ever grave-wards.

To watch a Catabolyist fail in their magic is ugly. Like the touch of a ghost, their hair enwhitens, skins sloughs off, eyes sink, yellow and cloud, teeth fall out in the half and quarter score, liver spots erupt and spread like brown puddles, capillaries suffuse their face in fans, and hands curl into arthritic claws. In short, the Catabolyist lurches forward in time by years in broken seconds. For a Catabolyist, Death's embrace is all but a missed spell away.

Details

Magic-user - this class is treated and progresses as a magic-user in all respects, except:

Race – this class excludes the fair races, like those carrying elven, halfling or gnomish blood. Dwarves are unusually attracted to this kind of magic, imbuing weapons with life force.

Alignment – chaotic of any stripe.

Prime Attributes – while Intelligence is important, Constitution is a Catabolyist's prime requisite. They require at least 14 CON and 9 INT.

Hit dice – D6; unlike their bookish counterparts, its practitioners are desirous to be hearty and hale!

Learning spells – Catabolyist gain spells like any other magic-user (e.g. min/max no. spells; %learn spell etc.). However, they do not need to memorize spells to cast them. Once learnt, the spells are knitted into their fibre and pulp. They also do not need spell components.

Spell casting – Catabolyist can cast magic-user spells of any level and as many times as they like, except for the below restrictions and risks:

Spell failure – there is no risk of spell failure if the total levels of the spells cast in one day (i.e. after an 8 hr rest) is equal of below the PCs level (i.e. the green zone in **Table 1**). If exceeding that number, a save roll being equal or above the number in **Table 1** is required. Spell failure risks unnaturally aging (see **Table 2**). Also, after a spell failure, they must rest (e.g. 8 hrs sleep) for their body to recoup and recharge.

Total Spell Levels cast	PC Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1																				
2																				
3	2																			
4	3	2																		
5	4	3	2																	
6	5	4	3	2																
7	6	5	4	3	2															
8	7	6	5	4	3	2														
9	8	7	6	5	4	3	2													
10	9	8	7	6	5	4	3	2												
11	10	9	8	7	6	5	4	3	2											
12	11	10	9	8	7	6	5	4	3	2										
13	12	11	10	9	8	7	6	5	4	3	2									
14	13	12	11	10	9	8	7	6	5	4	3	2								
15	14	13	12	11	10	9	8	7	6	5	4	3	2							
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2						
17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2					
18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2				
19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2			
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2		
21	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
22	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
23	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
24	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20
25	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20

Table 1 – Save vs Spell Failure (roll equal or above)

	PC Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
To save:	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2

Table 2 – Save vs Ageing (roll equal or above); this is done after Spell Failure via Table 1

Save vs ageing – when a spell fails, the Catabolyist has the chance to recover the botched spell, to draw the magics back into their body; recovering it before it is lost forever. Failing the save leads to lost vitality and in unnaturally ageing (see below).

PC's Age – the Catabolyist 'SSS' score (i.e. derived from CON) defines the Catabolyist's remaining life span as a percentage. For example, a 14 CON gives an SSS of 88%, so the Catabolyist has 88% of their lifespan left (perhaps 12% used in naturally ageing at 1st level).

PC's Ageing - when the Catabolyist fails to save vs ageing, their SSS score is lowered by the total number of spell levels that the PC had cast that day. The Catabolyist's CON score is also changed to match the current SSS score. When their SSS is zero, the Catabolyist crumples, dying of old age.

SSS gains when levelling up – the Catabolyist gains some SSS back when levels are gained. Roll a die equal to the PC's new level, i.e. if attaining 6th level, the Catabolyist gains D6 SSS points. This may result in a corresponding increase in the PC's CON score.

Example - a 7th level Catabolyist casts a 2nd level spell (after already casting a 1st, 2nd, and 4th level spell that day without resting). So, the total number of spell levels cast is now = 9. **Table 1** gives a target number of 7 (or above) on a D20 to avoid spell failure. A D20 comes up as 4, and so the spell fails (she cannot cast any more spells until she rests). But, does the Catabolyist age as a result of the botched spell? With reference to **Table 2**, it can be seen that a 7th level Catabolyist has a target number of 14 (or above) to avoid ageing. A 12 is rolled and she is wracked in pain and sorrow. Her SSS score is decreased by 9 points (i.e. the total of the spell levels cast that day). Her SSS score of 88 is now 79. She only has 79% of her life remaining to be lived! And her CON drops from 14 to 11 (see page 12 of the PHB). As such, the Catabolyist made a mistake in exceeding her natural limit of 7 spell levels that day.

Shaman

Background:

A Shaman is a fighting wild-man/woman with woods magic. They are effectively a martial subclass of druid, or possibly a barbarian-druid. They are not so much in harmony with nature as attuned to it.

Abilities/restrictions

Druid - this class is treated and progresses as a druid in all respects, except:

- The class is also open to half-humans as well as humans
- Half-humans are level capped at a level equal to their CHA score
- Instead of 15+ CHA, they need 15 CON to qualify; in addition to 12 WIS
- The druidic special abilities at 3rd and 7th level do not apply
- There is no need to defeat a shaman of higher level to progress
- They use a 12 HD (i.e. not 8HD) for hit points

Spells

While they gain spells at the same rate as a druid, they get a much smaller subset of the druidical spells to choose from. The spells they get are linked to one of the four shamanic paths, each with a certain naturistic bent and associated alignment restriction, i.e.:

Path of Light & Leaf – Plant & Weather magics; alignment NG



Number	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level	7th Level
1		Barkskin	Call Lightning				
2							
3				Control Temperature	Anti-Plant Shell		
4	Entangle						
5			Plant Growth		Control Winds		Control Weather
6							
7				Hold Plant	Pass Plant	Transport Via Plants	
8		Locate Plants	Shard	Plant Door	Sticks To Snakes	Turn Wood	
9	Predict Weather					Wall Of Thorns	
10				Prot. From Lightning		Weather Summoning	Trans Metal To Wood
11	Shillelagh	Trip	Tree				
12		Warp Wood		Speak With Plants			

Path of Mud & Paw – Animal & Earth magics; alignment CN



Number	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level	7th Level
1	Animal Friendship			Animal Summoning I	Animal Growth	Animal Summoning III	Animate Rock
2		Charm Person/Mammal		Call Woodland Beings	Animal Summoning II	Anti-Animal Shell	Chariot Of Sustarre
3			Hold Animal				
4							Conjure Earth Elemental
5							
6	Invisibility To Animals				Insect Plague		Creeping Doom
7	Locate Animals						
8					Sticks To Snakes		
9			Stone Shape		Trans Rock To Mud		
10			Summon Insects				
11				Repel Insects			
12	Speak With Animals						

Path of Wet & Ash – Fire & Water magics; alignment NE



Number	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level	7th Level
1							
2							
3		Create Water				Conjure Fire Elemental	
4							
5	Faerie Fire						
6		Fire Trap	Protection From Fire			Fire Seeds	
7		Heat Metal	Pyrotechnics				
8							Fire Storm
9				Produce Fire			
10	Purify Water	Produce Flame			Wall Of Fire		
11							
12			Water Breathing				

Path of Blood & Mind – Life & Perception magic; alignment LN



Number	1st Level	2nd Level	3rd Level	4th Level	5th Level	6th Level	7th Level
1							
2	Detect Magic		Cure Disease				
3	Detect Snares & Pits						Confusion
4		Cure Light Wounds	Neutralize Poison	Cure Serious Wounds	Commune With Nature	Cure Critical Wounds	
5		Feign Death		Dispel Magic		Feeblemind	
6	Invisibility To Animals			Hallucinatory Forest			
7							Finger Of Death
8	Pass Without Trace		Snare				
9		Obscurement					Reincarnate
10							
11							
12							

Shamanistic ability

At each level this class may absorb a race/species specific ability from a defeated foe. Examples of the abilities that may be taken up by a shaman include: night/dark vision, acute sense of smell, water breathing, a venomous bite, a bear's powerful hug, a rust monster's corroding touch, a velociraptor's talons etc.

Mechanic - the player must declare this ability acquisition shortly after the creature is defeated (if they have a free slot). It might be sensible for the PC and DM to agree the gained ability, and to make it a fair reward, without unbalancing the game. The Shaman cannot have more than one free slot.

As a suggested **guideline**, the shaman can absorb an ability from any defeated creature which has a HD up to their current shamanistic level +3. So, a 2nd level shaman can absorb an ability from creatures up to 5HD. Also, the 'defeated' creature must be at least around the same level as the Shaman, so it cannot be a trivial creature like a goldfish or slug.

Examples - a first level shaman does not have the shamanistic strength to adsorb a fire breathing property from an ancient red dragon (at least at its full potency). At the opposite end of the spectrum, killing a gecko would not give the Shaman its climb wall ability (due to a lack of the property to be absorb). That said, killing a giant gecko is a different matter. Killing a stirge might give the ability to deploy a bloodsucking proboscis for a round or two, but not the ability to fly etc. In short, be sensible.

Use & cost of the shamanistic ability:

The shamanistic abilities are like 'Vancian' spells; once used, it can be recharged after 8 hrs rest. So, a third level shaman might have three shamanistic abilities, e.g. climb like an ape, punch like an ogre and blink like a blink dog once per day. However, each time they use an ability, this **costs** them one of their (standard) druidic spell slots. So, if the Shaman has cast all of their spells that day, they cannot use any of the shamanistic abilities until they rest.

Shire Runner

General



Shire Runners are a kind of Halfling woodsman, being closest to the Ranger class in nature, with some early low-level spell casting abilities. Magic is something that most Halflings are not comfortable with, so invariably Shire Runners tend to live on the margins/outskirts of Halfling society. Shire Runners are often self-appointed boarder watchmen/guardians.

These Halflings are thought to have a strong vein of brownie/pixie blood in them, which is thought to give them their magical potency. Shire Runners are nearly exclusively from the Tall Fellow sub-race, and unusually for Halflings, prefer to live above ground. They often have red hair.

Race - Halfling related abilities/restriction/modifiers apply (e.g. see PHB, page 17), except as highlighter further below.

Ranger - this class is treated and progresses as a ranger in all respects, except:

- D6 hit dice (optionally, two HD at first level, i.e. like the Ranger class)
- Level capped at 7th level (8th if CHA is 15 or above)
- Armour restrictions like the Druid class (i.e. leather armor and wooden shields, etc.)
- Druid leveling abilities, at 3rd and 7th level (see page 21 of the PHB); in place of the Ranger leveling abilities, i.e.:
 - 3rd level – identify woodland plants; identify woodland animals; identify clean water; move without trace in woodland areas
 - 7th level – immune to charm spells cast by woodland creatures; and change form three times a day to a woodland or domestic mammal

Level	Level Title	XP's
1	Scrumper	0 – 2,250
2	Hedgeman	2,251 – 4,500
3	Boarderman	4,501 – 10,000
4	Fell Watchman	10,001 – 20,000
5	Leaf Master	20,001 – 40,000
6	Sheriff	40,001 – 90,000
7	Glade Runner	90,001 – 150,000
8	Shireman	150,001+

Paths - upon attaining 2nd level, the Shire Runner must choose one of two progression paths. Either to become a 'Woodsman' or 'Rambler'. Woodsman love the wilds and woods. Ramblers prefer to venture beyond the wilds.

Alignment - The Woodsman are LN, tN or CN, whereas the Rambler may be any alignment except tN.

Spells – Woodsman specialize in woods magic, whereas Ramblers are more generalists, so the Ramblers get more variety of spells, but these are less powerful. Below are spells they get at each level:

Woodsman Path				
Druidic Spell Levels (Lv)				
Level	1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	2	1	-	-
4	2	2	-	-
5	2	2	1	-
6	3	2	1	-
7	3	2	1	1
8	3	3	1	1

Rambler Path				
Level	Druidic Spell Lv		Magic-user spell Lv	
	1	2	1	2
1	1	-	-	-
2	1	-	1	-
3	2	-	1	-
4	2	-	2	-
5	2	1	2	-
6	2	1	2	1
7	2	2	2	1
8	2	2	2	2

So, at 7th level a Woodsman gets 7 druidic spells, and a Rambler gets 4 druidic spells and 3 magic-user spells. Magic-user spells are gained like a standard magic-user.

Weapon – Bow Staff

Shire Runners are specialist with the staff and get double attacks with a staff (or spear) when outnumbered. Usually, their staves are often notched at each end, and they can string these to form a bow (these performing like a composite short bow).

Bolt-on Character classes

Bolt-on classes are not standalone classes, but tweak the existing classes that they apply to.

Gambler

Background



The Gambler is a person ruled by fates, omens and fortunes. They perceive everything through the lens of luck and chance. For a Gambler, everything happens for a reason. For a Gambler Luck: is as real as a baked potato; is cat-fickle and has a mood; is flattered by rituals and appeased by signs; is unpredictably consistent; is offended and implacable; is passionately for or against you; is never fair; is dangerous to define; is like your best friend's lover.

Class restrictions

This bolt-on class is open to persons of physical dare-do, i.e. **fighters** or **thieves**.

Luck State

Every session roll 2D6 using the navigation Hex (**see below**) to determine the Gambler's current Luck State (LS). The new LS Hex is determined by moving from the current LS Hex to the new LS Hex in the 2D6 navigation direction. LS is also determined if the player rolls a 'crit' or 'fumble'; there's a gamble, or if anything unusual/significant happens in the game (i.e. this represents a shift in the fates).

Luck Points

When the Gambler levels up, they gain 'Luck Points' (LPs) equivalent to the PC's level (so 5 LPs are gained upon attaining 5th level); any previously hoarded LPs are lost; and they may exchange their current LS Hex for Hex 10 (see below). LPs are used to help change the outcome of the 2D6 navigation roll, hence the current Luck State. That is, after the 2D6 navigation roll is made, the player must decide if they are going to spend any LPs, to lock in the current Luck State. Spending LPs moves the 2D6 navigation direction by 1 face per LP spent. So, spending 3 LPs would in effect reverse the navigation direction. Halflings get +1 LP per level, but must take on an extra superstition at first level.

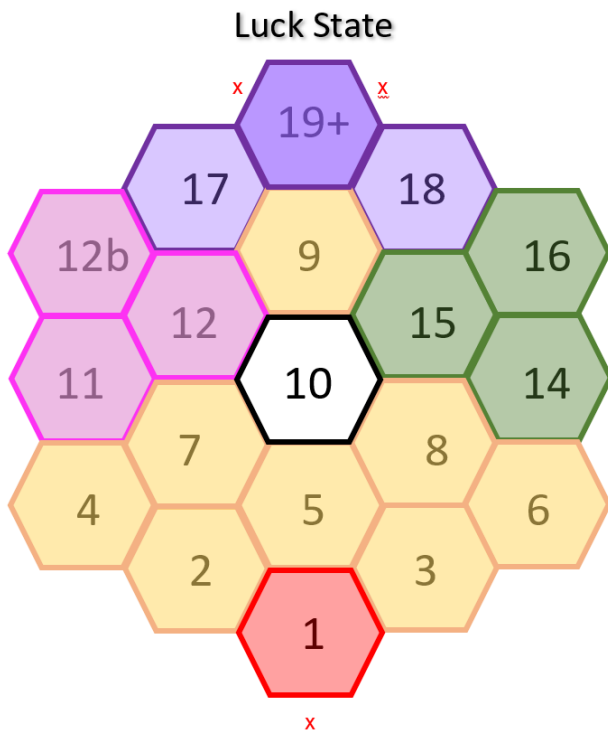
Superstitions

Each level the Gambler acquires a new superstition, e.g. they have three at 3rd level. Preferably, the superstition should be based on an event that happened during the levelling up period. Each superstition should be significant and indexed to the PC's level, and hence should be more onerous than the last. Picking a superstition may require DM input.

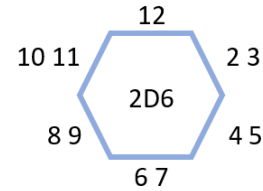
Breaking a superstition

Breaking a superstition results in the loss of all current LPs. If the PC's LPs are already at zero, then move the LS to Hex 1 (see below).

Hex Flower Engine



Navigation Key:



x = remain in current Hex

For example, a roll of 12 on the 2D6 Navigation Hex moves the Luck State (LS) upwards by one Hex, e.g. from Hex 5 to Hex 10.

If the roll leads off the edge of the HF, wrap around to the opposite edge following the same row or column. e.g. a roll of 2 in Hex 16 leads to Hex 4. An 'X' indicates a disallowed direction.

Hex Key:

1	-2 to all rolls	Lady Luck spits in your eye; what foolish transgression has occurred
2 to 9	-1 to all rolls	Unlucky streak; time to double down on the rituals of appeasement
10	Luck Vortex	Roll a D20 and move to that numbered Hex (this is an exception to the normal 2D6 navigation method); Luck is in a state of high flux
11 to 12b	+1 to all physical rolls , e.g. to hit rolls – in this realm you make your own luck	
14 to 16	+1 to all other types of rolls , e.g. to save rolls – the stars are coming into alignment	
17 & 18	+1 to all rolls	Lady Luck has bestowed blessings on you
19	+2 to all rolls	A purple-patch; Luck is a plump cat purring in your lap

Further reading

[Link](#) to the 'theory' (or at least rational) behind this Hex Flower idea.

[Link](#) to some more examples of these kinds of Hex Flowers

Infiltrator

Background



Infiltrators specialise in getting into secure locations without being noticed, and in obtaining sensitive information.

Race - humans and half-humans can be Infiltrators.

Alignment - any lawful alignment

Base class - Infiltrators can be any base class (i.e. no sub-classes like ranger, paladin, assassin or druid etc., or any dual or multi-classing) i.e. so it is open to a fighter, thief, cleric or magic-user, which is permitted by their race/alignment. All limitations of the base class apply.

Ability score requirements - In addition to the minimum ability score needed by the base class, they must have a CHA of 14 or more. However, this high charisma is downplayed and concealed by the Infiltrator until/when it is needed.

Hit points – being more of a generalist, infiltrators tend to have less extreme HP ranges. Fighters use a D8, clerics and thieves use a D6, and magic-users use a D4+1. Magic-users are hardier than normal, due to the rigorous screening process of the Order (see backstory below).

Spells - spell casting is diminished. The spell caster gets the spell set one level below their actual level (but not lower than level 1). So a 5th level cleric gets spells normally obtainable by a 4th level cleric. This is because time is needed to hone their other skills.

Special Skills - non-thief Infiltrators gain the following thief skills:

- open locks
- move silently
- hide in shadows
- hear noises

and all at a level matching the level of their base class. **Thieves** also have the above skills, but the remaining skills (i.e. 'pick pockets', 'find and remove traps', 'climb walls' and 'read languages') are at half the normal value.

In addition, all Infiltrators get the following abilities:

- **Shadow** (equivalent score to the 'pick pockets' score of a thief of the same level) – ability to follow a target person without attracting attention or suspicion
- **Pass checkpoint** (equivalent score to the 'find and remove traps' score) – ability to pass routine security-type checks, by bluff, intimidation, flattery, distraction, or other means

- **Fit in** (equivalent score to the 'climb walls' score) – ability to naturally 'fit in' to their surroundings, be it a social function, strutting through the city barrack or just quietly sitting by the docks fishing. That is, they can adopt mannerisms that make them appear to naturally belong in that location/environment
- **Disguise** (equivalent score to read languages score) – with adequate preparation, have the ability to prepare a convincing disguise. The disguise can fool anyone taking a cursory inspection of the character. For example, a bowing chamber maid could mistake the character for the Lord of the keep, even at close range. However, a disguise would not fool the Lord's daughter wishing to speak with her father

Swapping genders lowers the ability score by half. For each inch in height the character wishes to appear above (or below) their normal height, a -5% modifier applies.

Backstory

Infiltrators belong to a shady organisation of Information Merchants call The Order.

The Order is an organisation that has Chapters in most capital cities. Run by grey men who accept gold for information and secrets. Kings, merchants, and even jealous wives call in at their opulent halls. The Order's clients are a closely guarded secret. Apart from that, little is known about the Order.

The Order find, save or even abduct stray youths. Youths that will not be missed by anyone.

Most of these youths fail a rigorous screening process, and find themselves working their lives away in various projects, usually rural farms, owned by the Order. However, a small percentage of those youths are diamonds in the rough. They are selected, polished and honed into the principle organs of the Order. That is, those that pass the stringent vetting process become the Order's 'Infiltrators'. The Order prefer the term 'Investment'.

Only the most loyal and dedicated youths are trained as 'Infiltrators'. Once their core training is done, they are released into the outside world. Some are simply given a sword a shield and a modest purse of gold. Others find themselves with a letter of introduction to a mages' tower, or to a temple of a lawful Deity.

From that point on, the fledgling Infiltrators strive to achieve power and mastery in their adopted field. Fighters often find themselves in the city guard, or in positions of power in armies. Clerics, the healers to the royal court. Many simply become free-booters, honing their skills through adventure. These adventures being able to move freely in the world without question. These drifters are amongst the most useful 'Investments' that the Order can call on.

No matter their chosen field of pursuit (i.e. their base class), the Infiltrator always awaits the call of the Order, should they be needed (some never are). The Infiltrator will see no conflict in acting for the Order, even to the detriment of their chosen profession. Where possible, the Order try to avoid outright personal conflicts. That said, the Order accepts no betrayal, and will always see that they get a return on their 'investment'.

Urchin

Background



This character class is a street kid that has learnt to survive. This class is blessed with intuition, insight and pluck. You can't be a kid forever, so at some stage the PC must dual class to their true calling (but not before picking up some grifter-like urchin skills).

Race & age – a human who is D8+6 years old

Thief - this class is treated and progresses as a thief in all respects, except they may use any weapon, armour or magic item that suits their small size. So two-handed weapons, big (x)-bows and the heaviest armour is generally not permitted.

Leveling and growing up

The most important facet in an Urchin's life is growing up. When grown, the PC ceases to be an Urchin and must dual-class to another class e.g. fighter, thief, cleric, magic-user etc.

PC stats - growing up is indexed to the Urchin's level, and as they grow up they change physically and mentally. That is, as they level up (that is grow up) their STR; CON and WIS scores increase (i.e. they become stronger, more robust and more worldly), but their DEX, INT and CHA scores decrease (they become less limber, less intuitive and likeable/empathic).

To work out the Urchin's stats you must also work out the Adult stats (i.e. the person the Urchin will become).

Adult stats - roll up the adult ability scores in the normal manner e.g. 4D6 and drop the lowest etc., except keep a record of the individual dice rolls for now, as you will need these to work out the child stats.

Child stats – for STR, CON and WIZ – select and add the highest two dice rolls

for DEX, INT and CHA - add +D4 to each of the adult stats (but these not exceeding 18)

Below is an example of the PC's stats (Urchin and adult) generated using a 4D6 drop the lowest method; the dice rolls have been rearranged in size order for ease of reference:

- | | |
|--------------------------------------|-----------|
| • STR (rolls 5 + 3 + 3 + 1): | STR 8/11 |
| • CON (rolls 6 + 5 + 5 + 2): | CON 11/16 |
| • DEX (rolls 5 + 5 + 4 + 3; D4 = 4): | DEX 18/14 |
| • INT (rolls 5 + 5 + 1 + 1; D4 = 2): | INT 13/11 |
| • WIS (rolls 5 + 4 + 4 + 2): | WIS 9/13 |
| • CHA (rolls 6 + 2 + 1 + 1; D4 = 1): | CHA 10/9 |

In this example, the 1st level Urchin has 8 STR, but this will be 11 STR when they are an adult. Similarly, the Urchin has 18 DEX, but this will be 14 DEX when they are an adult.

Leveling & stats - each time the Urchin gains a level, the Urchin's child stats move one unit towards the adult stats, until they reach the adult stat; for example, using the stats above:

Urchin Stats					Mature Stats
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
STR 8/11	STR 9/11	STR 10/11	STR 11/11	STR 11/11	STR 11
CON 11/16	CON 12/16	CON 13/16	CON 14/16	CON 15/16	CON 16
DEX 18/14	DEX 17/14	DEX 16/14	DEX 15/14	DEX 14/14	DEX 14
INT 13/11	INT 12/11	INT 11/11	INT 11/11	INT 11/11	INT 11
WIS 9/13	WIS 10/13	WIS 11/13	WIS 12/13	WIS 13/13	WIS 13
CHA 10/9	CHA 9/9	CHA 9/9	CHA 9/9	CHA 9/9	CHA 9

When ALL the Urchin's stats are the same as the adult stats (in this case, this will occur at Level 6), the child has fully matured, and this class essentially ends. Thereafter the character must **dual class** to grow further. However, the PC may dual class at any time once 2nd level is obtained. If done the stats are locked in at the urchin's current level. The PC keeps the class abilities they have gained while an urchin (see below).

Urchin abilities - two abilities are gained by the urchin at each level:

1st level (Jub)

Thief skills gained: Move silently + Hear noise + Hide in shadows, and one of (D10):

- 1-4 Live for free off surroundings
- 5-7 Entertain (for coin)
- 8-9 Collect information in an urban area
- 10 Pick any ability from above

2nd level (Scab)

Thief skill gained: Pickpockets, and one of (D10):

- 1-4 Fit in, including fitting in socially (CHA test + Urchin Lv)
- 5-7 Create a widespread rumour (INT test + Urchin Lv)
- 8-9 Lucky (once a session can reroll a die roll)
- 10 Pick any ability from the above lists (including Lv 1 abilities)

3rd level (Scruff)

Thief skill gained: Climb walls, and one of (D10):

- 1-4 Track a 'mark' without being noticed (DEX test + Urchin Lv)
- 5-7 Make a plausible disguise (INT test + Urchin Lv);
- 8-9 Estimate the non-magical value of an item
- 10 Pick any ability from the above lists (including Lv 1 & 2 abilities)

4th level (Sallywag)

Thief skill gained: Thief chant, and one of (D10):

- 1-4 Swindle & deceive (CHA test + Urchin Lv)
- 5-7 Sense an exit or way out (once a session)
- 8-9 Cast one non-offensive 1st Lv MU spell per day §
- 10 Pick any ability from any of the above lists (including Lv 1-3 abilities)

5th level (Rascal)

Thief skill gained: Open locks, and one of (D10):

- 1-4 Implicate a person in a crime (DEX or INT test + Urchin Lv)
- 5-7 Sense a weakness physical or mental (once a session)
- 8-9 Cast one 1st Lv MU or illusionist spell per day §
- 10 Pick any ability from any of the above lists (including Lv 1-4 abilities)

6th level (Chancer)

Thief skill gained: Find and remove traps, and one of (D10):

- 1-4 Read body language once a day (DEX test + Urchin Lv) (effectively detect lie)
- 5-7 Guess a riddle or gain an insight into a puzzle (once a session)
- 8-9 Cast one non-offensive 2nd Lv MU spell per day §
- 10 Pick an ability from any of the above lists (including Lv 1-5 abilities)

7th level (Dodger)

Thief skill gained: Read languages, and one of (D10):

- 1-4 Intuition once a day (ANY STAT test + Urchin Lv) (know if person is hostile or friendly; or a situation feels wrong)
- 5-7 Learn or guess a password (once a session)
- 8-9 Cast one 2nd Lv MU or illusionist spell per day §
- 10 Pick ability from any of the above lists (inc. Lv 1-6 list) and can swap one ability

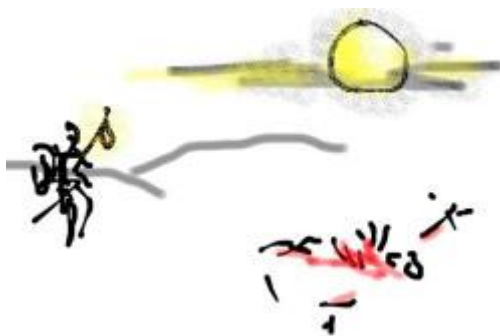
Thief abilities – the urchin has the thief abilities as if they were a thief of the same level. If the PC later dual classes as a thief, the highest score is used.

§ **Urchin magic** – the urchin casts spells as if they were a MU at a level one below the urchin's class level. Spells gained are not picked as of right when levelling up. Instead, during an adventure, something will happen and the player may declare that's when this spell ability manifests itself e.g. Featherfall is gained when the PC topples from a roof; or the Hold Portal spell is gained when needed etc. Thereafter, the urchin has gained that spell ability inherently (once per day after 8 hours rest – no books or spell components are required; the spell is usually instantaneous but may require a word, item and/or gesture linked to the time the ability manifested itself).

From whence does the magic come from? Well something in fate's tangled web has touched the urchin, they seem destined to rise beyond the simple hunt for the next meal that consumes most urchin kind. Even in the biggest cities there will only be a handful of urchins that have progress beyond being a Scruff (Lv 3), therefore magic in urchins is a rare gift, a gift that rarely goes unnoticed for long.

Wereman

Backstory



About one in a hundred people cured of lycanthropy still harbour the menace within them, albeit in a semi-benign form. Such individuals often become lycanthrope hunters due to the innate abilities they possess, as a result of their cured lycanthropy.

These rare individuals are known as 'Weremen' (irrespective of their gender). Weremen are driven to eradicate lycanthropy in all its forms. In particular, they seek to eradicate the kind of lycanthrope that originally infected them.

Class - Weremen are often on the move, because they fear that if they stay in one place they could be mistaken for true lycanthropes. Weremen, thus often resort to adventure to earn a living (if not already an adventurer when they were infected). Such adventurers may be any character class, although usually fighters or clerics.

Alignment - Weremen are invariably chaotic good, but other non-evil alignments are possible.

Special Abilities

- Weremen are immune to the strain of lycanthropy that they were cured of, and have a 75% chance of resisting other forms of lycanthropy
- Like true lycanthropes, they can shape change into their animal form. This can be done at will once a day, but only during daylight hours. They will have the same HPs as they had before the change, but otherwise they have the same abilities as their animal form (see Monster Manual pages 63-64); with the exception of alignment, immunity to non-magic weapons, and being able to speak the lycanthrope languages.
- As an unfortunate remnant of their past lycanthropy, during a full eclipse, the Wereman loses control of the beast within and they revert back to their bestial form for 24 hrs. Weremen, for obvious reasons, are very superstitious about celestial events, comets and even country folk sayings about the weather.
- Weremen have the ability to sense Lycanthropes within 100 ft (even in their unchanged form). For example, the scars from their original infection may begin to itch then burn. However, the lycanthrope will also sense him/her in return. If the lycanthrope has never met a Wereman before, they will invariably think he/she is another lycanthrope, and may approach the Wereman out of curiosity. This is the best chance for the Wereman to identify or even slay the beast.

- Wereman have an affliction that causes silver that they touch with bare skin to debase to lead. The change is slow, but visible to the naked eye. Weremen therefore avoid touching silver coins/items with barehands.
- Belladonna is a powerful intoxicant causing a Wereman to become highly stimulated. Consuming belladonna gives a Wereman +1 hit and +2 on damage for one hour.

On the downside, belladonna is highly addictive to a Wereman. If used twice (or more) in one Luna month it causes an incessant **craving** for more. The only way to break the belladonna craving is to go 7 days without it. To do this the Wereman must make a wisdom save each day, else they have a near irresistible urge to find and consume belladonna. If the craving is not fed, there is a -1 on all to hit rolls, due to withdrawal symptoms. If the craving is fed, then this negative modifier is nullified.

- Domestic animals are uneasy around Weremen. Dogs and cats can be unusually aggressive although rarely attack. Horses, unless drunk, typically need at least a week to accept a Wereman as a rider.

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