

The Human

A class for Basic-style OSR games

Most OSR games derived from Basic roots use a race-as-class paradigm; this frustrates those who want to play dwarf magic-users and elf thieves, usually prompting a “why aren’t humans a race-as-class?” argument from those hooligans. This mini-supplement replaces the fighter, thief, cleric, and magic-user with a human racial class. Now no one gets to be a magic-user or thief: Problem solved.



Humans

Requirements: None

Prime Requisite: CHA

Hit Dice: 1d6

Weapons & armor allowed: All

Attack progression: As Thieves

Special: Animal enmity, animal kinship, magic item use

Maximum Level: None

Humans are humans.

Animal Enmity: Humans possess an inborn antagonism toward wolves and big cats (cougars, lions, etc.), who reciprocate the feeling. Humans receive a -2 to reaction checks with wolves, big cats, and similar creatures (such as phase tigers and werewolves).

Animal Kinship: On the other hand, humans have some sort of natural affinity for dogs and horses. Humans receive a +2 to reaction checks with dogs,

horses, and similar creatures (such as blink dogs and pegasi).

Magic Item Use: Humans can use any and all magic items they find but if the magic item has some kind of racial requirement then there's a 50% that item will be crumble to dust immediate after the human uses it. For items that depend on caster level, treat ½ the human's HD as his caster level.

Reaching 9th Level: At level 9 a human may become a great leader of his kind, taking control of a parcel of land and a leadership rank in his society. A human will, assuming money is at hand, build a castle. He may ultimately control several villages and towns, but must be a good, strong leader and provide protection.

Human Level Progression		
Level	Experience	Hit Dice (1d6)
1	0	1
2	1,200	2
3	2,400	3
4	4,800	4
5	9,600	5
6	20,000	6
7	40,000	7
8	80,000	8
9	160,000	9
10	280,000	9+2*
11	400,000	9+4*
12	520,000	9+6*
13	640,000	9+8*
14	760,000	9+10*
15	880,000	9+12*
16	1,000,000	9+14*
17	1,120,000	9+16*
18	1,240,000	9+18*
19	1,360,000	9+20*
20	1,480,000	9+22*

*Hit point modifiers from constitution are ignored

Human Saving Throws					
Level	Breath Weapon	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	13	13	13	15
5-8	14	11	11	11	13
9-12	12	9	9	9	11
13-16	10	7	7	7	9
17+	8	5	5	5	7

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