

PC5

OLD SCHOOL RULES



TOMB ROBBER

The Tomb Robber

While most adventurers are tomb robbers at some point in their career, some make a specialty of it. Part scholar, part fighter, part thief, they specialize in looting ancient tombs and dungeons.

Requirements: Intelligence 10+, Dexterity 11+

Races Allowed: Dwarf, Gnome, Human, Half-Orc

Prime Requisites: Dexterity

Alignment: Any non-Lawful

Weapons Allowed: Any

Armor Allowed/Shields Allowed: Leather*/None

* Magical Chain is also permitted, with penalties to thieving abilities as Elfin Chain

To Hit/Saves: Fighter/Fighter

Class Abilities:

The Tomb Robber can open locks without a key, instead using tools. Although they never have more than a 99% chance of opening a lock, their skill still increases, so in cases where there is a penalty due to the complex nature of the lock, that penalty is subtracted from the Tomb Robber's total skill, if applicable (for high level Tomb Robbers).

The Tomb Robber has a lore ability similar to a Bard, giving them a chance to know legends as well as potentially identify a magic item. This requires a turn, and if the roll fails, he may not try to identify it again until he has gained another level. Any cursed items are activated by attempting this, though he gains a saving throw (versus magic) to avoid the curse.

The Tomb Robber can also read unknown languages, getting at least the gist of its meaning on a successful roll.

The Tomb Robber can find and remove traps. Each requires a separate roll. As with opening locks, while the chance can never exceed 99%, in cases where there is a penalty due to the nature of the trap, that penalty is subtracted from the Tomb Robber's total skill.

Lastly, the Tomb Robber can climb sheer surfaces (aka walls).

At 9th level, the Tomb Robber can establish an estate and gain several followers, including a butler (an ex-adventurer), some guards (2-4 rolls), some hangers on (2-5 rolls) and some very special creatures they've befriended (1-3 rolls).

d100 Butler Type

01-20	4 th Level Fighter
21-40	5 th Level Fighter
41-60	5 th Level Magic-User
61-70	4 th Level Half-Elf Fighter/Magic-User
71-80	6 th Level Fighter
81-90	6 th Level Magic-User
91-00	5 th Level Half-Elf Fighter/Magic-User

d100 Guards

	Number
01-30	Chain, Heavy Crossbow, Dagger
31-50	Leather, Short Bow, Longsword
51-80	Chain, Halberd, Longsword
81-95	Leather, Long Bow, Longsword
96-00	Splint, Heavy Crossbow, Longsword

d100 Hangers On

	Level
01-10	Dwarf Fighter
11-20	Half-Elf Fighter/Magic-User
21-30	Half-Elf Fighter/Magic-User/Thief
31-40	Halfling Fighter/Thief
41-50	Half-Orc Fighter/Assassin
51-60	Human Barbarian
61-70	Human Fighter
71-80	Human Magic-User
81-90	Human Thief
91-00	Sage

d100 Special

	Number of
01-20	Alu-Demon (non-Magic-User)
21-40	Griffon
41-50	Giant Lynx
50-60	Mimic (non-killer, talking)
61-70	Doppleganger
71-90	Pseudo-Mummy
91-00	Pseudo-Vampire

The First Edition Tomb Robber Advancement Table

Level	Experience Points Required	Hit Dice	Title	Read Languages & Lore	Open Locks	Find & Remove Traps	Climb Sheer Surfaces
1st	0	1d10	Pilferer	5%	15%	25%	80%
2nd	2,250	2d10	Pincher	10%	20%	30%	82%
3rd	4,500	3d10	Larcenist	15%	25%	35%	84%
4th	10,000	4d10	Delver	20%	30%	40%	86%
5th	20,000	5d10	Purloiner	25%	35%	45%	88%
6th	40,000	6d10	Pillager	30%	40%	50%	90%
7th	80,000	7d10	Plunderer	35%	45%	55%	92%
8th	140,000	8d10	Ransacker	40%	50%	60%	94%
9th	300,000	9d10	Tomb Robber	45%	55%	65%	96%
10th	600,000	+3hp	Tomb Robber	50%	60%	70%	98%
11th	900,000	+3hp	Tomb Robber	55%	65%	75%	99%
12th	1,200,000	+3hp	Tomb Robber	60%	70%	80%	99%
13th	1,500,000	+3hp	Tomb Robber	65%	75%	85%	99%
14th	1,800,000	+3hp	Tomb Robber	70%	80%	90%	99%
15th	2,100,000	+3hp	Tomb Robber	75%	85%	95%	99%
16th	2,400,000	+3hp	Tomb Raider	80%	90%	99%(100%)	99%
17th	2,700,000	+3hp	Tomb Raider	85%	95%	99%(105%)	99%
18th	3,000,000	+3hp	Tomb Raider	90%	99%(100%)	99%(110%)	99%
19th	3,300,000	+3hp	Tomb Raider	95%	99%(105%)	99%(115%)	99%
20th	3,600,000	+3hp	Tomb Raider	99%(100%)	99%(110%)	99%(120%)	99%
21st	3,900,000	+3hp	Tomb Raider	99%(105%)	99%(115%)	99%(125%)	99%
22nd	4,200,000	+3hp	Tomb Raider	99%(110%)	99%(120%)	99%(130%)	99%
23rd	4,500,000	+3hp	Tomb Raider	99%(115%)	99%(125%)	99%(135%)	99%
24th	4,800,000	+3hp	Tomb Raider	99%(120%)	99%(130%)	99%(140%)	99%
25th	5,100,000	+3hp	Tomb Raider	99%(125%)	99%(135%)	99%(145%)	99%

Weapon Proficiencies: 3 at first level, 1 additional every 3 levels. -2 non-proficient penalty.

Non Weapons Proficiencies: 4 at first level, 1 additional every 3 levels

Attacks Per Melee Round: 1st - 7th Level: 1/1, 8th - 14th Level: 3/2, 15th Level and up: 2/1

Starting Money: 20-120 gp (2d6x10)

Level Limits (if you use them): As Fighter.

Note: As a Fighter sub-class, the Tomb Robber gains exceptional strength if their strength ability score is 18, and increased hit points due to constitution over 16. They may also specialize in weapons as per fighters.

The Original Edition Tomb Robber Advancement Table

Level	Experience Points Required	Hit Dice	Title	Read Languages & Lore	Open Locks	Find & Remove Traps	Climb Sheer Surfaces
1st	0	1d8	Pilferer	5%	15%	25%	80%
2nd	2,200	2d8	Pincher	10%	20%	30%	82%
3rd	4,500	3d8	Larcenist	15%	25%	35%	84%
4th	9,000	4d8	Delver	20%	30%	40%	86%
5th	18,000	5d8	Purloiner	25%	35%	45%	88%
6th	35,000	6d8	Pillager	30%	40%	50%	90%
7th	70,000	7d8	Plunderer	35%	45%	55%	92%
8th	150,000	8d8	Ransacker	40%	50%	60%	94%
9th	275,000	9d8	Tomb Robber	45%	55%	65%	96%
10th	400,000	+2hp	Tomb Robber	50%	60%	70%	98%
11th	525,000	+2hp	Tomb Robber	55%	65%	75%	99%
12th	650,000	+2hp	Tomb Robber	60%	70%	80%	99%
13th	775,000	+2hp	Tomb Robber	65%	75%	85%	99%
14th	900,000	+2hp	Tomb Robber	70%	80%	90%	99%
15th	1,150,000	+2hp	Tomb Robber	75%	85%	95%	99%
16th	1,275,000	+2hp	Tomb Raider	80%	90%	99%(100%)	99%
17th	1,400,000	+2hp	Tomb Raider	85%	95%	99%(105%)	99%
18th	1,525,000	+2hp	Tomb Raider	90%	99%(100%)	99%(110%)	99%
19th	1,650,000	+2hp	Tomb Raider	95%	99%(105%)	99%(115%)	99%
20th	1,775,000	+2hp	Tomb Raider	99%(100%)	99%(110%)	99%(120%)	99%
21st	1,900,000	+2hp	Tomb Raider	99%(105%)	99%(115%)	99%(125%)	99%
22nd	2,025,000	+2hp	Tomb Raider	99%(110%)	99%(120%)	99%(130%)	99%
23rd	2,150,000	+2hp	Tomb Raider	99%(115%)	99%(125%)	99%(135%)	99%
24th	2,275,000	+2hp	Tomb Raider	99%(120%)	99%(130%)	99%(140%)	99%
25th	2,400,000	+2hp	Tomb Raider	99%(125%)	99%(135%)	99%(145%)	99%

Note: If using the 0E retro-clone that uses a single saving throw, it starts at 15 at 1st level and decreases by 1 every level until reaching 4.

As a Fighter sub-class, the Tomb Robber gains exceptional strength if their ability score is 18, as well as improved armor class if their dexterity is over 14.

The Basic and Expert Edition Tomb Robber Advancement Table

Level	Experience Points Required	Hit Dice	Title	Read Languages & Lore	Open Locks	Find & Remove Traps	Climb Sheer Surfaces
1st	0	1d8	Pilferer	5%	15%	20%	80%
2nd	2,300	2d8	Pincher	10%	20%	25%	82%
3rd	4,500	3d8	Larcenist	15%	25%	30%	84%
4th	9,000	4d8	Delver	20%	30%	35%	86%
5th	18,000	5d8	Purloiner	25%	35%	40%	88%
6th	35,000	6d8	Pillager	30%	40%	45%	90%
7th	70,000	7d8	Plunderer	35%	45%	50%	92%
8th	140,000	8d8	Ransacker	40%	50%	55%	94%
9th	270,000	9d8	Tomb Robber	45%	55%	60%	96%
10th	400,000	+2hp	Tomb Robber	50%	60%	65%	98%
11th	530,000	+2hp	Tomb Robber	55%	65%	70%	99%
12th	660,000	+2hp	Tomb Robber	60%	70%	75%	99%
13th	790,000	+2hp	Tomb Robber	65%	75%	80%	99%
14th	920,000	+2hp	Tomb Robber	70%	80%	85%	99%
15th	1,050,000	+2hp	Tomb Robber	75%	85%	90%	99%
16th	1,180,000	+2hp	Tomb Raider	80%	90%	95%	99%
17th	1,310,000	+2hp	Tomb Raider	85%	95%	99%(100%)	99%
18th	1,440,000	+2hp	Tomb Raider	90%	99%(100%)	99%(105%)	99%
19th	1,570,000	+2hp	Tomb Raider	95%	99%(105%)	99%(110%)	99%
20th	1,600,000	+2hp	Tomb Raider	99%(100%)	99%(110%)	99%(115%)	99%

The Cyclopedia Edition Tomb Robber Advancement Table

Level	Experience Points Required	Hit Dice	Title	Read Languages & Lore	Open Locks	Find & Remove Traps	Climb Walls
1st	0	1d8	Pilferer	5%	10%	20%	80%
2nd	2,300	2d8	Pincher	10%	15%	25%	81%
3rd	4,500	3d8	Larcenist	15%	20%	30%	82%
4th	9,000	4d8	Delver	20%	25%	35%	83%
5th	18,000	5d8	Purloiner	25%	30%	40%	84%
6th	35,000	6d8	Pillager	30%	35%	44%	85%
7th	70,000	7d8	Plunderer	35%	40%	48%	86%
8th	140,000	8d8	Ransacker	40%	45%	52%	87%
9th	270,000	9d8	Tomb Robber	44%	50%	56%	88%
10th	400,000	+2hp	Tomb Robber	48%	54%	60%	89%
11th	530,000	+2hp	Tomb Robber	52%	58%	63%	90%
12th	660,000	+2hp	Tomb Robber	56%	62%	66%	91%
13th	790,000	+2hp	Tomb Robber	60%	66%	69%	92%
14th	920,000	+2hp	Tomb Robber	63%	69%	72%	93%
15th	1,050,000	+2hp	Tomb Robber	66%	72%	75%	94%
16th	1,180,000	+2hp	Tomb Raider	69%	75%	78%	95%
17th	1,310,000	+2hp	Tomb Raider	72%	78%	81%	96%
18th	1,440,000	+2hp	Tomb Raider	75%	81%	84%	97%
19th	1,570,000	+2hp	Tomb Raider	78%	84%	87%	98%
20th	1,600,000	+2hp	Tomb Raider	81%	86%	90%	99%
21st	1,730,000	+2hp	Tomb Raider	84%	88%	93%	100%
22nd	1,860,000	+2hp	Tomb Raider	87%	90%	96%	101%
23rd	1,990,000	+2hp	Tomb Raider	90%	92%	99%	102%
24th	2,120,000	+2hp	Tomb Raider	93%	94%	102%	103%
25th	2,250,000	+2hp	Tomb Raider	96%	96%	105%	104%
26th	2,380,000	+2hp	Tomb Raider	99%	98%	108%	105%
27th	2,510,000	+2hp	Tomb Raider	102%	100%	111%	106%
28th	2,640,000	+2hp	Tomb Raider	105%	102%	114%	107%
29th	2,770,000	+2hp	Tomb Raider	108%	104%	117%	108%
30th	2,900,000	+2hp	Tomb Raider	111%	106%	120%	109%
31st	3,030,000	+2hp	Tomb Raider	114%	108%	123%	110%
32nd	3,160,000	+2hp	Tomb Raider	117%	110%	126%	111%
33rd	3,290,000	+2hp	Tomb Raider	120%	112%	129%	112%
34th	3,420,000	+2hp	Tomb Raider	123%	113%	132%	113%
35th	3,550,000	+2hp	Tomb Raider	126%	114%	135%	114%
36th	3,680,000	+2hp	Tomb Raider	130%	115%	140%	115%

For purposes of Immortality, treat as a Thief

Notes:

Hey wait, doesn't this make the thief pointless? Well, yes, that's exactly the point. Thieves stink, but they are kind of necessary. But what if no one wants to play one? Enter the Tomb Robber...

However, thieves are still useful for backstabbing, and they can use scrolls and such, which the Tomb Robber can't. So they aren't completely replaced.

However, the Tomb Robber can replace a thief in exploring dungeons, and it's meant to replicate a Dr. Jones or Ms. Croft. A capable, if lightly armored fighter.

The % for opening locks and finding/remove traps is somewhat different from the thief because the Tomb Robber has more emphasis on traps than opening locks.

For a different take on the same concept, one that is more of a spell-caster, see the *Explorer* from Barrel Rider Games

Also, it's best to roll up the special followers ahead of time (around 7th level) and try to integrate them into a campaign, letting the Tomb Robber PC meet and befriend them. Similarly, the "hangers on" will probably approach the Tomb Robber in the middle of their career in a tavern or inn and try to strike up a friendship/mooch drinks from them.

Credits:

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