

d12 Monthly

CLASSES
ISSUE

Issue 32
February, 2024

FREE VERSION

**NEW CORE
CLASS**

THE SKALD

**MULTICLASSING
NEW ROLES**

CREATE YOUR OWN
CAMPAIGN-SPECIFIC CLASSES

**KITS ARE
BACK!**

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

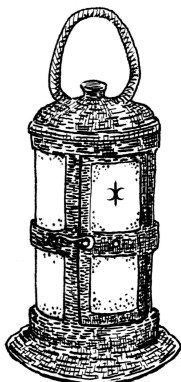
Fiction: The Last Roll, Part 2

d12 Monthly is a helpful resource for fantasy roleplayers.

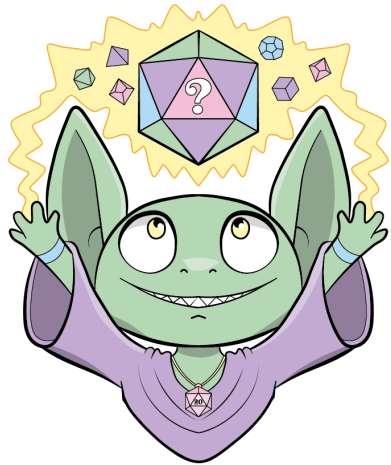
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Unless otherwise mentioned, all articles are written by Russ at YUMDM.



The Classes Issue

I love Old School Essentials (OSE).

One of the reasons I love it so much is it (and B/X, from which it is based) are super simple systems you can easily add additional rules on to without breaking anything.

And this is what this issue is all about.

Taking one part of the rules - classes - and bolting on some new rules, as well as some old rules from various editions, to create a custom masterpiece.

But whichever parts you choose to use, as always, happy gaming!

- Russ from YUMDM
<https://yumdm.com/>
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About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Other TTRPGs I like: WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.



Thanks to my Patrons

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... for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

(Tiers are available to receive a physical copy).



Build It And They Will Come

(Re-)Introducing Kits



Kits were first introduced in the 2nd edition of the game, and quickly filled all following sourcebooks. But they were somewhat over cumbersome. What follows is a slimmed down version of kits for use with OSE.

So, What are Kits?

Kits are a type of character template that provides players with a pre-made character background, theme, and equipment, along with at least one advantage and disadvantage. They are designed to be a quick and easy way for new players to create a flavorful character.

Why Bring Them Back?

Like all of the older editions of the game, kits never really went anywhere. They simply failed to make the transition from 2e to 3e (the third edition of the game used a

more advanced version of kits called prestige classes).

If you use (or at least familiar) with kits, then think of these as a more streamlined and balanced version, which have been written with Old School Essentials in mind. However, like most OSE stuff, they are easily ported to other editions of the game.

The Advantages of Kits

There are a few reasons why you may want to bring kits into your old school game, whether playing OSE, or another clone or edition of the game.

They Add Flavour

Kits can instantly give your world depth, and allow players to explore some of the lore you have created. Or, they can help you expand on that lore as you play.

They are Simple to Use

Unlike prestige classes and archetypes of later editions, they are super easy to use: simply apply a kit at first level and take into account their benefits and hindrances. That's it. There is no gaining additional abilities as you level or worrying about power creep.

Kits are Optional

As GM, you don't have to use them if you don't want to. As a player, you don't have to apply a kit to your character - it's completely optional.

Acquiring Kits

A character can only choose a kit for their character as part of the character creation

process. And only one kit can be chosen for each character.

The GM has the final say whether a particular kit is available in the campaign.

Designing Kits

When designing your own kits, I find they fit best when they are linked to the lore of your campaign world.

Instead of generic fighter kits, for example, you can use a kit to better define a Myrmidon from Myrbridge (an actual type of city guard from my own campaign world).

While you can indeed create various kits for each class (as I have done below), you may find it worth the effort to tweak these and tie them with a particular race or culture in your campaign world.

You can then follow the structure above to create them.

A couple of design concepts to keep in mind:

- 1. Keep it thematic:** The bonuses and penalties should complement your kit's concept. A dragon knight shouldn't get bonuses to pick locks, for example.
- 2. Avoid stacking bonuses:** Don't give your kit too many advantages in one area. Spread the love!
- 3. Consider opportunity cost:** What options is the character giving up by taking this kit? Make sure the trade-off is fair.

Kit Structure

Below is how kits are structured.

Description

This is a basic overview of the kits.

Requirements

Any special racial, ability score, or alignment requirements are listed here. Characters cannot take the kit if they don't meet the requirements.

Role

The basic role the character plays in the world and in the party.

Secondary Skills

If you use secondary skills, then any suggestions are listed here. The GM can either allow the player to choose from this list, or roll randomly.

Equipment

Any equipment the character would likely have is listed here.

Special Benefit

The special benefit the kits provide the character is listed here.

Special Hindrance

The special hindrance the kit provides the character is listed here.

Example Kits

I have included two example kits below, but feel free to come up with your own, or modify the example.

Example Kits

Below are some example kits you can use in your campaign. They are more generic kits that can be used usually by more than one class.

Lorekeeper



Lorekeepers are knowledge-hungry spellcasters who seek knowledge over gold, enhancing themselves through learning.

They can be bookish learners in libraries, wise hermits who keep a village's history and tales intact, or wanderers who travel from nation to nation collecting stories as they go.

Requirements

To qualify to be a lorekeeper, the character must be a spellcaster of one sort or another. They also must have an Intelligence score of 12 or greater.

Role

The loremaster is the go-to party member when they need to know something.

Secondary Skills

Lorekeepers tend to have the following secondary skills: bookbinder, or mapmaker.

Equipment

A lorekeeper is rarely without their writing equipment, and receives D4 quills, ink, and 2D3 pieces of parchment as a bonus.

Special Benefit

Lorekeepers learn to speak many different languages. At every odd level above 1st (3rd, 5th, 7th, etc) a lorekeeper receives a new language.

In addition, a lorekeeper gains the knowledge as does a Bard. At 1st level, they have a 2-in-6 chance to know some lore about monsters, magic items, or heroes of folktale or legend, but this chance increases to 3-in-6 at 4th, 4-in-6 at 8th, and 5-in-6 (max) at 12th level.

Special Hindrance

Lorekeepers spend so much time researching and writing down new knowledge their combat effectiveness suffers. Their hit die drops one die type (D6 to D4, D4 to D3), plus their starting THAC0 is 20 [-1] and increases from that point.

Over the coming months, in future issues, I will be creating a number of kits for the various classes.

Monster Hunter



A monster hunter specialises in tracking and fighting specific monster types (dragons, undead, etc.), gaining bonuses against them.

The Monster Hunter kit can be adapted to any class, but fighter, ranger, and druid offer natural synergies.

Requirements

To qualify to be a monster hunter, the character must have a Wisdom score of 12 or greater.

Role

The Monster Hunter is a dedicated tracker and predator of dangerous creatures, specialising in taking down the most fearsome beasts that threaten the land. They are not mindless berserkers, but cunning strategists who study their quarry, exploit weaknesses, and utilise specialised equipment to achieve victory.

Secondary Skills

Monster hunters usually have the following: animal trainer, blacksmith, huntsman, seafarer.

Equipment

A monster hunter has D4 traps that they can use against their monster of choice.

Special Benefit

Choose one of the following monster types. That is the monster you have chosen to primarily hunt:

Aberrations, Animals, Beasts, Constructs, Dragons, Elementals, Fey, Giants, Magical beasts, Oozes, Plants, Shapechangers, Undead, Vermin.

Against your chosen monster type, you gain the following benefits:

- +10% bonus on tracking
- A 4-in-6 stealth chance (or an additional +1 if using the expanded D6 skill method in *Issue 13* of **d12 Monthly**).
- +1 damage per class level

Special Hindrance

Because of their obsessiveness towards their creature of choice, monster hunters have the following hindrances:

- -10% tracking with any other creature type other than their creature focus
- Only a 2-in-6 chance to hide or move silently against all other creature types other than their chosen focus
- Due to their obsessive nature, monster hunters receive a -1 reaction roll penalty.



Branching Out

Multi-Classing Combos



Multiclassing is one of those additions to the game that divides GM and players alike: some love it and some hate it.

If you're the latter, I think this may go some way to changing your mind.

One of the advantages of allowing multiclassing is the ability to create new classes from combining two or three existing classes into a new, more campaign-based, class.

The first thing you need to do is to think of classes differently.

Let's take the fighter as an example.

A fighter can really be any trained martial character - they can be a mercenary, a swashbuckler, an archer, a soldier, a village hero - the list is almost endless.

Instead of seeing a fighter as any or all of these, for multiclassing purposes, simply see a fighter as a formally trained warrior.

And you can do this for the rest of the classes.

Acrobat - An agile rogue.

Assassin - A trained killer.

Barbarian - A primal warrior who acts on instinct.

Bard - A charismatic and knowledgeable jack-of-all-trades.

Cleric - A pious representative of their church and divine spellcaster.

Druid - Someone who cares for, and defends, nature.

Fighter - A formally trained warrior.

Knight - An honour-bound soldier in the service of a liege.

Magic-User - An arcane spellcaster.

Paladin - A warrior for their deity.

Ranger - A rustic warrior.

Thief - A rogue with many skills.

Combining the Classes

Once you look at each of the classes in this way, it becomes easier to combine them to make new, more campaign-based, classes.

If you have an idea for a new role within your campaign, simply choose two (or three) classes that work to create your idea.

You can even do this randomly if you want to kick-start your creative juices.

Simply roll on the *Random Class* Table twice (or three times) and then come up with a new class that would combine those two (or three) classes.

Table: Random Class

D12	Class
1	Acrobat
2	Assassin
3	Barbarian
4	Bard
5	Cleric
6	Druid
7	Fighter
8	Knight
9	Magic-User
10	Paladin
11	Ranger
12	Thief

Note: All characters must meet any requirements for the class.

Examples

Knight + Rogue = Infiltrator Knight

A character that works for his liege as an agent who specialises in undercover or covert work. They infiltrate a guild or cult and then works to dismantle it from the inside.

Fighter + Bard = Mercenary Herald

A character who mercenaries choose or hire to spread the word about their heroic deeds and exceptional skills. A Mercenary Herald also acts as an intermediary between those hiring, and the mercenary company.

Cleric + Magic-User = Dweomercrafter

A character who worships the god of magic. Skilled in both divine and arcane spellcasting, the Dweomercrafter is a specialist class within the church. They are knowledgeable about spellcasting and how magic works, experimenting with various parameters of magic.

Assassin + Bard + Fighter = Blade

The Blade is a versatile and deadly character who excels in both combat and social situations. They can inspire allies, deal significant damage with sneak attacks, and handle a variety of combat situations with finesse.

Sticking to the Rules

Once you have your idea for a class, follow the usual rules for multiclassing.

Advanced Combos

Once you have a list of new classes based on your multiple class combinations, you can look at changing them slightly to fit their new roles.

This requires you to swap out some traits with others.

Let's look at the **Infiltrator Knight** as an example.



The Knight's Traits

The Infiltrator Knight's traits remain the same except as mentioned below.

Combat

Infiltrator Knights can wear any armour that suits the mission, and this is entirely acceptable.

Single Combat: The Infiltrator Knight does not need to fight the most powerful or worthy foe. Instead, they must focus their efforts on the target of their mission, be that a person or other objective.

Horsemanship & Mounted Combat

To an Infiltrator Knight, horseback expertise isn't all that important. So, they do not receive either of these traits.

Instead, they receive the following:

Disguise

An Infiltrator Knight often needs to disguise themselves for their missions. The Infiltrator Knight can change their appearance to appear as any general type of person of the same race.

Appear as Another Race: At 5th level, the Infiltrator Knight can disguise themselves as another race (of roughly the same size).

These disguises pass general inspection, but a closer inspection requires a successful CHA check.

Flying Mounts

The Infiltrator Knight has no need for flying mounts. Instead they receive the following:

Undetectable

Due to great mental training, at 5th level, an Infiltrator Knight is protected from effects like detect thoughts, discern lies, know alignment, and magical location such as Locate Creature.

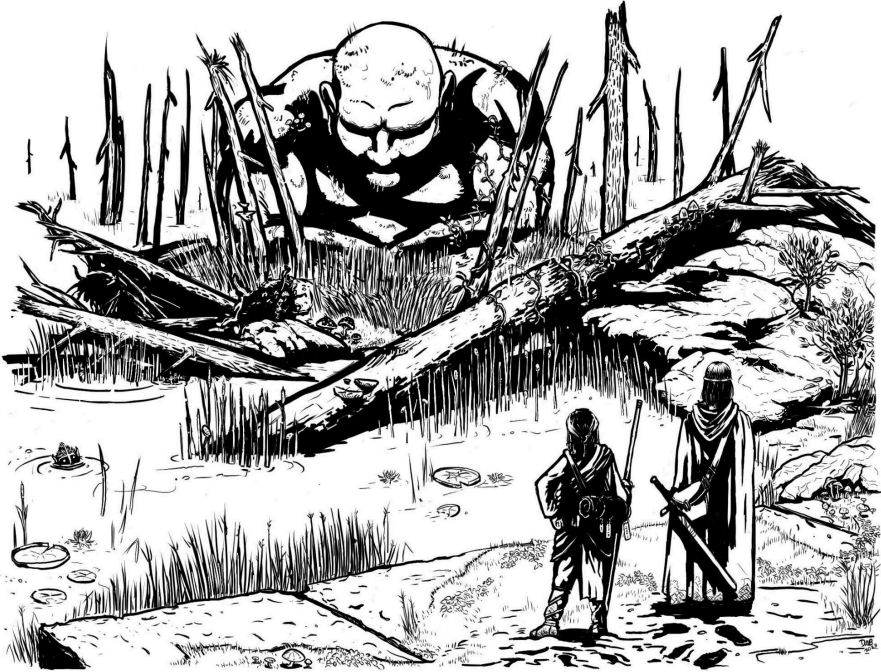
Mounted Combat

As mounts are not that important to an Infiltrator Knight, they do not receive the +1 to attack.

Instead they receive a +1 to attack when they are in an advantageous position to their enemy.

The Thief's Traits

These largely stay as they are, but of course, progression will be slower.



Character Goals

Class-Based Adventure Goals

By Russ & Pete Lawson

This will be an on-going series in the OSE class books I will be releasing over the next few months.

A lot of campaigns revolve around group tasks and missions, be they overarching plots or smaller missions.

In this article I look at individual goals and ambitions based on the character's class (or race for race-as-class characters).

These individual goals can provide opportunities for adventure, either for that PC alone (which is handy for when the other players do not show up) or for the whole adventuring party to take part in.

You can tie these to the classes abilities and talents, or just to the character themselves.

Listed below are most of the race-as-classes with six ideas around personal goals. Use these to spur your imagination.

The rest of the race-as-class options will appear as a Website Enhancement on my site. The other classes will appear in the next few issues of the zine.

Dwarves

- *Retrieve*: Find a lost clan or family heirloom - this may have been lost long ago or just recently
- *Reclaim*: Recover lost territory or ancestral lands. This could be a forge or mine or even a stronghold from traditional enemies (goblins or orcs), or a new threat
- *Justice*: A personal mission could involve unravelling a mystery or exposing a hidden truth - this could include investigating corrupt officials, solving a series of crimes, or discovering a conspiracy
- *Legendary Item*: Create a great piece of weaponry, armour, or other artefact. This may involve seeking out rare materials, studying ancient techniques, and overcoming challenges to create a masterpiece
- *Trade*: Establish a new trade route or re-establishing a new one, either between clans, or other races or factions. This would require diplomacy, negotiation, and overcoming various obstacles
- *Honour*: Your clan or family has suffered a great loss or has been dishonoured in some way, your personal mission could be to restore your clan's honour and reputation. This could involve completing heroic deeds, or proving your worth through challenging trials

Elves

- *Relic*: Recover a powerful elven relic, like a lost spellbook, a sacred bow, or a piece of enchanted jewellery
- *Defend*: Guard your homeland from threats such as encroaching civilization, deforestation, or the supernatural
- *Magic*: Seek out and master ancient elven spells or magical knowledge that has been lost to time, hidden in lost tomes, or guarded by reclusive elven sages
- *Vengeance*: Seek revenge against those responsible for an elven tragedy, or to prevent a similar tragedy from happening again
- *Diplomat*: Serving as a bridge between elves and humans (or another race), fostering understanding, and working to resolve conflicts
- *Lore*: Uncover forgotten lore about your people, their origins, or their interactions with other races. This could involve delving into ancient libraries, deciphering cryptic inscriptions, or seeking the counsel of wise elven elders

Gnomes

- *Forge Alliances with Fey Creatures*: Seek to forge alliances with fey creatures.
- *Create a Gnomish Utopia*: Aspire to create a gnome utopia by finding

or establishing a hidden haven where gnomes can thrive

- *Protect Gnomish Homelands from Mining Exploitation:* Take on the responsibility of protecting these precious environments from exploitation.
- *Enhance Gnomish Trade Routes:* Seek to enhance gnomish trade routes.
- *Magic Creation:* You strive to create new magic spells and magic items
- *Create Gnomish Diplomatic Envoys:* Aim to establish gnomish diplomatic envoys.

Half-Elves

- *Bridge the Gap Between Human and Elven Cultures:* Strive to act as a cultural mediator, fostering understanding and cooperation between the human and elven communities.
- *Discover Your Elven Heritage:* With a foot in both human and elven worlds, your character seeks to uncover and embrace their elven heritage.
- *Mediate Conflicts Among Mixed-Race Communities:* In regions where humans and elves coexist, conflicts may arise. Your character takes on the role of a mediator, working to resolve disputes and promote harmony between the diverse inhabitants.
- *Master the Art of Dual Heritage:* Being a half-elf provides unique opportunities for blending

human and elven skills. Your character's goal is to master the art of dual heritage, combining the strengths of both races in areas such as combat, magic, and social skills.

- *Retrieve an Elven Relic:* Inspired by tales of ancient elven artefacts, your character embarks on a quest to retrieve a significant relic that holds cultural or magical importance to the elven people.
- *Create a Sanctuary for Mixed-Race Individuals:* Recognizing the struggles of being a half-elf, your character aims to establish a sanctuary where individuals of mixed heritage, not just half-elves, can find acceptance

Halflings

- *Expand Halfling Trade Networks:* Your character may seek to expand halfling trade networks, establishing new routes, negotiating lucrative deals, and enhancing the economic prosperity of halfling communities.
- *Establish a Culinary Haven:* With a natural talent for cooking and a love of good food, your halfling character aspires to create a renowned culinary haven (like an inn, tavern, or dining hall).
- *Protect Halfling Homeland from Larger Threats:* Despite their small stature, halflings are fiercely protective of their

homelands. Your character's goal is to safeguard halfling villages and farmlands.

- *Master the Art of Stealth:* Capitalising on their natural nimbleness, your halfling character aspires to become a master of stealth.
- *Discover the Secrets of Halfling Luck:* Halflings are often associated with good luck. Your character seeks to understand and harness this innate luck, exploring the mystical aspects of halfling fortune.
- *Foster Close-Knit Halfling Communities:* Halflings value close-knit communities, and your character aims to strengthen these bonds.

Half Orcs

- *Elevate Half-Orcs in Society:* Tired of the discrimination and prejudice faced by half-orcs, your character strives to elevate the status of half-orcs in society.
- *Uncover the Legacy of Orc Ancestry:* Fascinated by your orc heritage, your character seeks to uncover the lost history and traditions of orc ancestors.
- *Protect Half-Orc Communities:* Understanding the vulnerability of half-orc communities, your character takes on the responsibility of protecting these enclaves from external threats.
- *Establish Cross-Cultural Alliances:* Seeking to promote unity among

diverse races, your half-orc character aims to establish alliances between different communities.

- *Redeem Orcish Bloodlust:* Acknowledging the darker aspects of orcish heritage, your character seeks to redeem the bloodlust associated with orcs.
- *Discover the Lost Relics of Orc Tribes:* Motivated by a desire to reconnect with your roots, your character embarks on a quest to discover the lost relics of ancient orc tribes.

Drow, Duergar, and Svirfnibblins will be featured as a Web Enhancement for this issue on [my website](#).



The Last Roll - Part 2

A short story with meaning

by Scout Prior

Story continued from Issue 31

In the first part of the story our adventurers had tracked a creature into a cave system which turned out to be a Black Dragon.

“You made a mistake in disturbing me, feeble creatures,” the dragon hissed. “Now you will perish.”

“Not today, you murderer of the innocent,” Sir Aldrec shouted. “For justice!” And with that bold statement hanging in the air, the knight went to charge forward, then tripped, and fell.

For a moment, the dragon seemed confused, but was then met by a pair of dangerous objects flying towards him. The Sylvarian struck with an arrow, while Balorin hit with a throwing axe.

The dragon did not react well. With a sudden dart of his head towards Balorin, the beast let forth a stream of yellow acid.

The dwarf, while agile enough to avoid the full blast, was caught by the edge of it. His armour and exposed skin hissed and sizzled as the acid burned. The sturdy dwarf roared in pain.

Not yet done with the pair, the scaled terror turned on the elf. Two quick slashes with its talons each drew blood, and a bite took a chunk from the elf’s arm. His bow fell to

the ground, and he held his arm, gritted his teeth.

It took them both a beat to clear their heads. The Sylvarian drew his shortsword, using his left hand, as blood ran down his right arm. Balorin pulled his great axe from over his shoulder, and held it in both hands, with only a slight tremble.

“We may have bitten off more than we can chew with this beastie,” Balorin said.

“It may well be,” The Sylvarian replied.

With their focus taken by the dragon, they did not hear Sir Aldrec until a ritualistic chant echoed through the caverns. They both looked over their shoulders at their knight companion. The Paladin had used a single drop of blood to mark a cross on his breastplate, and now weaved a symbol in the air with the same finger. Now, he chanted aloud with rising intensity and volume, finishing with a finger pointed directly at the dragon.

A wave of energy swept past the elf and the dwarf, energising them, and they stood a little straighter. When it reached the dragon, however, it had the opposite effect. The dragon seemed to shrink a little and even whimpered.

Sir Aldrec was not done, not even remotely.

Twice more he called aloud to summon ethereal aid to his cause. And with each shout, the dragon flinched. Then, eyes fixed on his enemy, he grasped his longsword, and began to move. “Cometh the hour.” The

Sylvarian breathed. After a few steps, Sir Aldrec began to run. He did not stumble. He did not fall.

Soon, he had passed his companions. As he charged the dragon, he raised his sword aloft and leaped forward. “Cometh the man.” The Sylvarian concluded in wonder.

The black dragon shrank back, but to no avail. The Paladin struck down with an overhead strike, his blade now blazing a white light. As it struck, the blade cleaved through scale and bone, searing flesh. A bright light accompanied the strike, reaching the dragon’s eyes. Then, a moment after the flash of light, a clap of thunder rang out, echoing across the cave walls.

The dragon was pushed backwards and toppled over. It blinked, looking around in shock, its sight now taken by the magical strike. The Paladin strode forward and, with a mighty hew, struck the dragon one last time, and again, the light flashed, and the thunder rolled.

All movement stopped and the murderous beast was a threat no more, the thunder rumbled away down dark passages of the cave. “By my beard,” Balorin exclaimed, “you ended it!”

Sir Aldrec turned to face his friends and said, “It’s been an honour to fight with you, gentlemen.”

— ● —

The three friends stood in silence by the open grave. The coffin had been lowered

inside, dirt scattered by mourners covered the top. They were the last to pay their respects, so they were alone.

“Can’t believe he critted twice in a row,” Dom said.

“Dragons-bane.” Leon added.

“What?” Dom asked.

“That’s the title you get when you kill a dragon,” Matthew said.

They stood silent for a moment, then Matthew retrieved something from his pocket and held it out in his open palm.

“He gave me his lucky D20 after that last game,” Matthew said. “Said he wanted me to throw it to him. Said it brought him luck. Said it brought him to us.” Matthew’s voice caught at the last.

Tears appeared all round.

After a few moments, Matthew cleared his throat, and threw the dice into the grave. “Good luck, dragons-bane.”

Expecting a sound as the dice bounced off the hardwood of the coffin, there was only silence. It had, in fact, fallen onto the dirt on top and remained atop the coffin. One side faced up.

The three companions bent over together to see the result and smiled. [End]

If you want to read more stories by Scout Prior, see [their Patreon](#).

A Non-Magical Bard

New Class: Skald



Skalds play a vital role serving as entertainers, chroniclers of history and genealogy, and even political advisors. They are also stout

warriors who often travel with warriors on conquests, documenting it.

Requirements: Str 9

Prime requisite: CHA

Hit Dice: 1d6

Maximum level: 14

Armour: Leather, chain mail and shields

Weapons: Any

Languages: Alignment, Common

A skalds primary motivation is to record and preserve history and genealogy.

However, skaldic poetry is also a form of entertainment, performed at feasts and other gatherings.

Inspiring Verse

The skald can use their poems and songs to grant a temporary morale boost to allies.

All who can see and hear the skald for one whole round gains a +1 to attack rolls, and

morale on following rounds. This lasts for as long as the Skald recites the poem or song, and for D4 rounds after.

Silver Tongue

The skald is incredibly persuasive and charismatic. They can use their words to influence NPCs, charm monsters, or even negotiate peace treaties.

The Skald gains a +1 to all reaction rolls when communicating with an NPC.

At 5th level, this applies to monsters also.

Blessed Blade

The skald can imbue their weapon with a blessing through a short poem or chant, temporarily gaining the ability to hit creatures only able to be hit by magical or silver weapons.

History and Lore

The skald has a vast knowledge of history, legends, and myths. They can use this knowledge to identify creatures, translate ancient languages, or uncover hidden lore about places or artefacts.

From 2nd level, a skald has a 2-in-6 chance of knowing lore pertaining to any of these, this increases to 3-in-6 at 5th level, 4-in-6 at 9th level, and 5-in-6 at 13th level.

War Chant

At 3rd level, the skald can let out a powerful war cry that demoralises enemies and inspires allies. For D4+CHA bonus in rounds, all allies within 60-ft gains a +1 to all fear saves, and a bonus D4 hit points.

Your Average Joe

NPC Classes

Most people in your campaign world are going to be ordinary folk going about, and minding, their own business. Below are five different NPC classes you can use to define ordinary people in your campaign world.

How to Use These

When the characters meet with a NPC, simply decide which class they fit into from those below. The majority of common folk are either commoners or experts.

Adept

Adepts are NPC spellcasters, either self-trained, or trained by hedge wizards or tribal shaman.

Hit Dice: D4

THACO: 20 [+0]

Typical Secondary Skills: Apothecary, Embalmer.

Weapon and Armour Proficiency:

Proficient in simple weapons only: spear, staff, sickle, and similar weapons.

Spells: D4 first level spells.

Aristocrat

These NPCs are born into noble or wealthy households, and can have significant influence.

Hit Dice: D6

THACO: 19 [+1]

Typical Secondary Skills: Animal Trainer (birds of prey), Diplomat, Mapmaker, Vintner. Can also ride a horse.

Weapon and Armour Proficiency:

Proficient in the use of all weapons, as well as all armour and shields.

Commoner

These are your labourers, farmers, and other non-skilled commoners.

Hit Dice: D4

THACO: 20 [+0]

Typical Secondary Skills: Farmer, Miner, Potter, Tailor, Woodcutter.

Weapon and Armour Proficiency:

Proficient in simple weapons only: spear, staff, sickle, and similar weapons.

Expert

Experts are the crafters and professionals in the world.

Hit Dice: D4

THACO: 20 [+0]

Typical Secondary Skills: Any listed

Weapon and Armour Proficiency:

Proficient in simple weapons only: spear, staff, sickle, and similar weapons.

Warrior

Warriors are strong combatants, but lack the skills of professional trained fighters.

Hit Dice: D8

THACO: 19 [+1]

Typical Secondary Skills: Animal Trainer, Armourer, Bowyer/Fletcher, Seafarer, or Weaponsmith. 50% can ride a horse.

Weapon and Armour Proficiency:

Proficient in the use of all weapons, as well as all armour and shields.

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Next Month

For March 2024, we delve into the arcanist classes (Magic-User & Illusionist) & the holy classes (Cleric, Paladin).



Grab your wand or holy symbol as we will be expanding the capabilities of these classes for Old School Essentials.

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