

# Barbarian

**Requirements:** STR 15, DEX 9, WIS 9

**Prime Requisite:** STR, WIS

**HD:** d8

**XP Progression:** As Fighter

**Attacks:** As Fighter

**Saves:** As Thief

**Weapons & Armor:** Barbarians may use any melee weapon and shields. They do not wear armor but do gain a bonus to AC based on their level. They are limited to thrown ranged weapons.

**Armor is for Cowards:** Every third level, a Barbarian's AC improves by 1 (1<sup>st</sup> to 3<sup>rd</sup>: -1; 4<sup>th</sup> to 6<sup>th</sup> -2; and so on).

**Death Dealer:** Barbarians add half their level to damage done with melee attacks.

**Drunken Debauchery:** Barbarians may be "uncivilized" but they do enjoy some aspects of civilization. Whenever the opportunity presents itself, a Barbarian will spend at 20% of their wealth on carousing.

**Keen Instincts:** A Barbarian has a 2 in 6 chance of avoiding Surprise; Finding Traps, and detecting magic/cursed items. This is just a bad feeling and nothing more. The Barbarian may think there is trap but will have no idea what exactly it is.

**Thief Skills:** Barbarians use the following Thief skills as if they were a Thief two levels lower. Hide, Move Silently, Climb.

**Will to Survive:** Barbarians gain extra HP each level based on their WIS score.

Score	HP Adjustment
3 to 12	0
13 to 15	+1
16 to 17	+2
18	+3

# Bard

**Requirements:** DEX 9, CHA 15

**Prime Requisite:** INT, CHA

**HD:** d4

**XP Progression, Saves & Attacks:** As Thief

**Weapons & Armor:** Bards may wear leather and chain armor. They may use any one handed melee weapon and any ranged weapon.

**Spells:** Bards may cast spells but they do not automatically learn them. They must acquire a written version of the spell from a scroll, spell book, or ancient tablet. They may learn either Magic User or Cleric spells. They must study their spell books daily like a Magic-User and wearing armor interferes with their spell casting.

Bards may cast a number of spells per day as if they were an Elf one level lower.

**Thief Skills:** Pick Pockets, Climb, Hear Noise as a Thief.

**Charm:** This is a Bard's ability to fascinate, distract, haggle, gathering information, or even make friends with calming words, music, etc.

**Lore:** Bards can use their Lore skill for the following:

- Recall information about history, legends, and rumors
- Learn Spells from scrolls, spell books, etc
- Cast spells from Magic-User or Cleric scrolls.
- Read languages.

Level	Charm	Lore
1	35%	25%
2	40%	27%
3	43%	30%
4	48%	33%
5	51%	35%
6	56%	37%
7	59%	40%
8	64%	42%
9	67%	45%
10	72%	47%
11	75%	50%
12	80%	52%
13	83%	55%
14	88%	57%
15	91%	60%

Score	Bard Skill Modifier**
3	-60%
4-5	-30%
6-8	-15%
9-12	0
13-15	0
16-17	+5%
18	+10%

\*\* Use INT for Lore and CHA for Charm