

# Scamp

The scamp is an acrobatic roguish survivor class for use in old-school role-playing games. It is inspired by the original thief-acrobat class, Jackie Chan, various video game ninjas (and Persian princes), parkour, and my 8-year-old son who said he wanted his fantasy RPG character to be “really acrobatic and do cool flips and jumps”.

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Typset in Crimson Text, **Basteleur**, **Jaapokki**, and **Robusta**.

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DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

# Scamp

**Requirements:** None

**Prime Requisites:** DEX & STR

**Hit Dice:** d6

**Maximum Level:** 14

**Armor:** Leather

**Weapons:** one-handed weapons or shafted two-handed weapons (e.g. staves, pole-arms, spears)

**Languages:** Alignment, Common

Scamps are roguish adventurers who make their way by fleetness of foot and quickness of hand. They are adept at intrusion and evasion like thieves, but they prioritize speed over stealth.

## Combat

Because of their need for free movement, scamps cannot use armor heavier than leather. They can use any one-handed weapon or any two-handed weapon with a long shaft that can aid in vaulting, balancing, or prying.

## Unexpected Quarter

When using one of their scamp skills to get into a position to attack from above or below (or another unusual direction), the scamp may add the result of the successful skill roll as a bonus to the following attack and damage roll.

## Quick Escape

Enemies do not gain any bonuses against scamps retreating from melee.

## Scamp Skills

Scamps can use the following skills. The chance of success is 1-in-6 at 1<sup>st</sup> level. At each additional level, two skills of the player's choice both increase by 1 to a maximum success chance of 5-in-6.

► **SLIP bonds & squeeze through gaps:** The supernaturally slick scamp can escape ropes, manacles, & grapples, or squeeze through narrow gaps such as prison bars.

► **FLIT from place to place:** The scamp darts too fast to be seen from one location to another within normal movement range.

► **SNATCH objects:** The scamp can pocket an unattended object without being seen or before anyone else reacts. The wielder of a held object can save vs Paralysis to avoid being disarmed.

► **CLAMBER:** The scamp can run along narrow ledges, tree branches, ropes, or even vertical walls. The scamp can move their full normal distance horizontally, half their normal move distance vertically, or a combination of the two. The scamp must end their movement on a stable surface or fall.

► **VAULT, Leap, & Break Falls:** On a successful skill check, scamps jump horizontally 5× the skill check result or half that distance vertically. Using a pole adds +1 to a successful result.

When falling, this skill reduces the effective height of the fall by 10× the successful result. Intentionally jumping down adds +1 to a successful result.

► **PRY open doors, locks, & seals:** Scamps have a knack for finding the smallest gaps and forcing them open. With a suitable tool, they can break locks and seals, open stuck doors, or even force open the mouth of a large creature to escape being swallowed.



## Scamp Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19[0]	13	12	12	14	15
2	1,500	2d6	19[0]	13	12	12	14	15
3	3,000	3d6	19[0]	13	12	12	14	15
4	6,000	4d6	19[0]	13	12	12	14	15
5	12,000	5d6	17[+2]	11	10	10	12	13
6	25,000	6d6	17[+2]	11	10	10	12	13
7	50,000	7d6	17[+2]	11	10	10	12	13
8	100,000	8d6	17[+2]	11	10	10	12	13
9	200,000	9d6	14[+5]	9	8	8	9	10
10	300,000	9d6+2*	14[+5]	9	8	8	9	10
11	400,000	9d6+4*	14[+5]	9	8	8	9	10
12	500,000	9d6+6*	14[+5]	9	8	8	9	10
13	600,000	9d6+8*	12[+7]	7	6	6	7	8
14	700,000	9d6+10*	12[+7]	7	6	6	7	8

\* Modifiers from CON no longer apply

**D:** Death/poison; **W:** Wands

**P:** Paralysis/petrify; **B:** breath attacks

**S:** Spells/rods/staves

### After Reaching 9th Level

A scamp may establish a den and attract 2d6 apprentices of 1st level. These apprentices may form the basis of a new troupe or guild and will serve the character with reasonable loyalty. If they are captured or killed, the player character will not be able to attract replacement apprentices.

### Demihuman & Humanoid Scamps

If you use the rules for separate race and class choices, then any race that can be a thief may also be a scamp.

### Epic Scamps (Optional Rule)

Scamp skills may be raised above a success chance of 5-in-6. A roll of 6 still fails, but the referee may allow more explicitly supernatural actions, such as using Flit for a short-range teleport or Slip to phase through solid walls.

### Referee Notes

When ruling on scamp skills, remember they are preternatural abilities like thief skills. Anyone can hide behind furniture, but only a thief can vanish into the shadows of an empty room. Anyone can climb a cliff face with sufficient handholds, but only a thief can scale sheer surfaces.

Likewise, anyone can leap a pit or wriggle out of a grapple, but only a scamp can spring like a grasshopper or slip out of ropes as easily as taking off a shirt.

You may want to use the scamp skills as a second chance "save" after a mundane effort fails or if the referee says mundane attempts are impossible, e.g. "It's too far to jump normally, but you can risk rolling your Vault skill."