

Red Box Rogues

11 NEW CHARACTER OPTIONS

FOR OLD SCHOOL ROLEPLAYING

BY ANTHONY WU

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

Introduction

Red Box Rogues is a handbook for players and referees of *Old-School Essentials*, a role-playing game of fantastic adventure, where players work together to overcome fearsome monsters, sinister plots, and deadly traps in search of wealth, power, and glory.

Legal Text

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Compatibility

While the intent of the author is to provide both support and promotion for *Old-School Essentials*, you do not need to own a copy of that ruleset to make use of *Red Box Rogues*.

It is easy to adapt what I've created here for use with other old school fantasy games, such as *Labyrinth Lord*, *Swords & Wizardry*, *Basic Fantasy*, or the *Goblin Laws of Gaming*. Whether you are playing *Old-School Essentials* or not, I hope that you'll find my document broadly compatible with your system of your choice at home.

Organization

This supplement is comprised of three parts: this introduction, a series of house rules, and then 11 new character classes for *Old-School Essentials* and other old school fantasy games. The classes are in the following order:

- Fighter base: Delver, Fighter, Gladiator
- Cleric base: Apostate, Cleric, Oracle
- Thief base: Bone Cobbler, Leech, Thief
- M-U base: Magic-User, Witch

Unified Saves

While I incorporate tables for the traditional saving throws of old school fantasy games, I also include a unified save value for each class here.

If you use the unified save, then you may treat a "saving throw" as simply any attempt to avoid danger from a risky situation. I have personally found this to greatly increase the speed of the game, especially games with high numbers of retainers.

Non-Human Species

As this supplement is inspired by Holmes' take on our hobby, I follow in his footsteps when it comes to species. Just about any creature is suitable for use as a player character with a little work by the referee, provided it is roughly aligned with the rest of the party in terms of power.

It is easiest to stick with human or human-like creatures, such as dwarves and orcs, but it is eminently feasible to run a campaign where a giant tarantella spider finds its way into a party's graces. Our hobby is a world of fantasy after all, and the stories that emerge through play can be as grounded or as fantastic as our imaginations allow. An example of how to start a multi-species game using *Red Box Rogues* is presented on the following page.

If people wish to use this supplement alongside dwarf-as-class or halfling-as-class, that is also easy to do. If you wish to employ unified saves while using these classes, I would recommend using the saving throw progression against Wands as their unified saving throw progression.

Starting a Multi-Species Game

Incorporate this step under the *Creating a Character* rules, after step 1 (*Roll Ability Scores*) but before step 2 (*Choose a Class*).

1.5 Describe Your Species

Which species best describes you?

- **Fey**
Small, faerie-like people with a talent for vanishing as they hold their breath.
- **Entoma**
Flightless beetle-folk who are all part of a greater hive-mind.
- **Human**
People who are similar to you and me!
- **Great Spider**
The eight-eyed web-weavers who have always stayed in the forest...until now.
- **Goblin**
Bogeymen of children's stories and the hunched tricksters of the night.
- **Nova-Kin**
Interstellar gas-bag people who are in the middle of a pit-stop on this planet.
- **Scaleborn**
Dinosaur-like people, of whom 1 in 1000 can breathe fire.

These species are broad categories of people; how you act and what you look like within your category is entirely up to you.

It really is this easy, I think, to incorporate species. The specific mechanics for how species work can be hammered out once you're well on your way in actual gameplay, and allow you to provide additional texture to your campaign when you not bound by the traditions of milquetoast fantasy conventions.

A Word on Inclusivity

Be mindful of all voices at the table and considerate of what your players want out of the game. When your group gathers for the first time, invite them to have a talk about what they hope to experience at the table, as well as what topics they wish to avoid.

I invite you to use equitable and inclusive practices in both language and practice as you run for your players. Elements of the game might come up that make some players feel uncomfortable or even unwelcome, and it is on you as a referee to enforce respect for such boundaries as they come up. Fostering inclusive practices requires willingness for growth and acceptance of failure.

This supplement is for everyone, regardless of their age, gender, race or ethnicity, faith, sexual orientation, or any other identities and life experiences. It is the responsibility of all of us to make sure that our hobby remains welcoming to all.

Acknowledgements/Inspiration

I stand on the shoulders of giants in creating this. Thanks to these people and systems:

- DeePennyway (mnemonicrpg.itch.io) for describing species in this way
- Trollsmyth (trollsmyth.blogspot.com) and Aeons & Auguries for house rules (aeonsnauguries.blogspot.com)
- Eric J Holmes for inspiring the version of the Magic-User that appears in this supplement, and this supplement as a whole.
- *The Black Hack*, *Adventurer Conqueror King*, and *Old-School Essentials* for providing rules & rules clarifications
- Lucas van Leyden, Édouard Riou, Guerreiro Barbaro, and Dawn Hudson, the artist behind the public domain art used in this supplement.

House Rules

The optional sets of rules below provide new ways to both create a character and new ways to interact with the game world. The referee has the final say over which rules are appropriate for any given campaign.

Alternate Ability Score Generation

Some tables may find that the standard generation of ability scores pressure players to select a class they can't or won't identify with. Character generation should suit the table, and as such two alternatives are offered for player characters below.

Each alternative replaces the rules under the first step (**Roll Ability Scores**) in the **Creating a Character** section.

Method I: All scores are recorded and arranged in the order the player desires.

Roll 4d6 for each of your character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. The lowest die is discarded.

Method II: Roll 3d6 for a character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Continue rolling sufficient times to generate the 6 ability scores, in order, for 5 characters. The player then selects the single set of scores which they find most desirable and these scores are recorded.

The remaining four characters are given to the referee to use as NPCs to populate the campaign setting. This ensures that the player has a variety of characters to choose from to find one that they like. At the same time, this method supplies the referee with additional NPCs to populate the world or to ready as potential **Hired Help**.

Ability Score Boons

Characters with ability scores greater than or equal to 15 gain additional boons:

- **STR** +1 to hit and +1 to damage if class is based on the OSE Fighter.
- **INT**: +1 1st-level spell in spell book if class is based on the OSE Magic-User.
- **WIS**: The Magic Saves bonus is applied to all saving throws, not merely saving throws versus magical effects.
- **DEX**: +1 to AC.
- **CON**: +1 hp per HD.
- **CHA**: +1 to reaction rolls.

Shields Shall Be Splintered

Credit: *Trollsmyth, Aeons & Auguries*

When a character takes damage, they may opt to have the damage absorbed by their shield. The shield is splintered and destroyed, but no damage is inflicted.

Rowan Addendum: Shields crafted from the wood of the rowan tree can be splintered for a successful save versus any spell.

Dragon Scale Addendum: Shields crafted from dragon scales can be splintered for a successful save versus any spell, breath weapon, gaze, or similar effect.

Silvered Shield Addendum: Shields with a layer of silver or lead applied to them can be splintered even in response can be splintered for a successful save versus any spell, breath weapon, gaze, or similar effect.

Enchanted Shields Addendum I: Enchanted shields can absorb multiple blows, but will be destroyed once their limit is reached, as determined by the referee.

Enchanted Shields Addendum II: Enchanted shields can have a +1 sacrificed for a successful save versus any spell, breath weapon, gaze, or similar effect.

Shield Walls

Credit: *Trollsmyth*

Characters based on the OSE Fighter can form a shield wall anchored on a leader. All such characters gain +2 to their AC for as long as the shield wall is maintained.

Advancing into melee or making a **fighting withdrawal** may require a morale check, depending on circumstances.

The shield wall is broken if the leader is incapacitated, if any character in the shield wall fails morale, or if any character in the shield wall sacrifices a shield.

Universal Prime Modifier

Intelligence is the universal prime requisite. Classes do not receive experience adjustments based on their individual prime requisites – only Intelligence, using the adjustment on the following table:

INTELLIGENCE-BASED XP MODIFIER

3-5	-10% XP
6-8	-5% XP
9-12	No adjustment
13-15	+5% XP
16-18	+10% XP

Critical Hits

An unmodified attack roll of 20 is a critical hit. This hit lands regardless of the target creature's AC. Inflicted double damage on critical hits.

"Easy Mode" Addendum: This is a PC-only rule that does not apply to NPC foes.

"Maximum Damage" Alternative: A critical hit inflicts maximum possible damage, rather than double damage.

Starting Hit Points

Some tables may find that the standard generation of hit points for starting characters is inadequate for the needs of their campaign. Two alternatives are offered for player characters below:

Method I: First level characters have a minimum number of Hit Points they possess, which the referee may set at a value adequate for the needs of their campaign. If the rolled amount is less than the set number, simply use the set number instead.

Method II: Instead of rolling their HD at first level, characters roll their first level hit points using the following table:

ALTERNATE STARTING HP, METHOD II

CLASS HD	FIRST LEVEL HIT POINTS
1d4	1d3+1
1d6	1d3+3
1d8	1d4+4
1d10*	1d4+6
1d12*	1d6+6

*For homebrew classes

Diagnostic Death & Injury Tables

Instead of being killed at 0 hit points or less, a character is taken **Out of Action** – they can no longer take actions. When they receive aid, typically only after the danger they were in has passed, the player whose character provides aid must roll 1d6 on a **Death & Injury** table and apply modifiers below. The modified 1d6 roll determines the **Out of Action** character's condition.

- +1 per level of healing magic used in treatment (+0 if they are treated without healing magic).
- +/- Hit Point Constitution modifier of the **Out of Action** character.
- +0 if the **Out of Action** character would have been at exactly 0 hp, -2 if the **Out of Action** character would have been at less than 0 hp.

If the result indicates that they live, they recover with 1 hp and are no longer **Out of Action**.

If the **Out of Action** character's body is not recovered, they are lost and presumed dead.

Table 1: This works is for a campaign where the referee likes to keep things simple, but wishes to provide a slight buffer against death compared to the standard rules of *Old-School Essentials*.

DEATH & INJURY, TABLE 1

- | | |
|----|---|
| 3- | The character dies! |
| 4+ | The character lives!
A scar remains from the blow that took them out. The player may describe the scar, though it need not have any mechanical effect. |
-

Table 2: This table is for a campaign where bouncing back from 0 hp is a trivial matter. If the referee wishes to reinforce an aesthetic of "cartoon violence" or to reinforce a story where character loss is not a common consequence, then this is the table to use.

DEATH & INJURY, TABLE 2

- | | |
|----|---|
| 1- | The character needs 1d6 days of bed rest before they are no longer Out of Action . |
| 2 | The character needs 1 full day of bed rest before they are no longer Out of Action . |
| 3 | The character suffers a scar. They may suffer penalties to reaction rolls or have trouble impersonating others. |
| 4 | The character wakes up in a panic, believing that they are dying. It takes 1 turn (10 minutes) to calm them. |
| 5 | The character was merely knocked out, and recovers well! |
| 6+ | In a surge of adrenaline, the character bounces back, recovering with 4 hp! |
-

Table 3: This table adds a layer of complexity by asking the referee to track the type of damage that took a character **Out of Action**. It is for a campaign where the pain of battle takes its toll.

DEATH & INJURY, TABLE 3

1D6	STATUS	WEAPON DAMAGE	BURN OR SHOCK	POISON OR DISEASE
1-	Gruesome Death	What is left of the character is a mangled mess that not even vultures would deign to feed upon.		
2	Death	At the very least, the character's corpse remains intact. It would not take much to prepare it for a hero's funeral.		
3	Last Moments	Ghastly wounds guarantee the character's death, but they remain conscious for long enough to get out their last words.	Burns rob the character of their speech, but they may make a few final gestures before passing on.	The character is beyond saving, but as their body is in its death throes, they are able to get out 1d4 final words.
4	Lasting Trauma	The character is maimed. STR or DEX, selected by the referee, is reduced by 1d4 for 2 weeks.	Phantom pain distracts the character in battle. AC suffers a -1 penalty for 2 weeks.	The character's immune system is compromised. They fail all saves vs. poison and disease for the next year.
5	Disfigured	The character suffers a scar. They may suffer penalties to reaction rolls or have trouble impersonating others.	Damage has taken its toll on the character's appearance and apparent health. CHA is reduced by 1d4 for one month.	
6+	Knocked Out	The character was merely knocked out, and recovers well!		

Delver

Base Class: OSE Fighter

Prime Requisite: STR or DEX

Hit Dice: 1d8

Maximum level: 14

Armor: Leather, shields

Weapons: Any

Languages: As appropriate for campaign

Beyond the cities of men and the vaults of dwarves, the cyclopean deeps beckon. The labyrinthine guts of the earth wind hundreds of miles into the earth.

To be a delver is to have braved those depths, and come out alive. The sepulchral lands un-trodden beneath our boots beckon only the reckless and the brave.

Combat

Delvers advance both attacks and saves by two points every **three** levels of experience.

Domain Game

A delver can, assuming enough gold is at hand, construct an underground vault in an unsettled region, typically over a dungeon or cavern that runs deep into the earth. This functions as a stronghold would, as a base of operations to control surrounding lands.

Upon reaching **9th level**, a delver attains the title of Neath Pioneer. The land under their control is colloquially known as a Realm to the Neath.

Subterranean Alertness

Delvers have only a 1-in-6 chance of being surprised when underground. This is rolled separately from the surprise check for each side.

Torchbearer

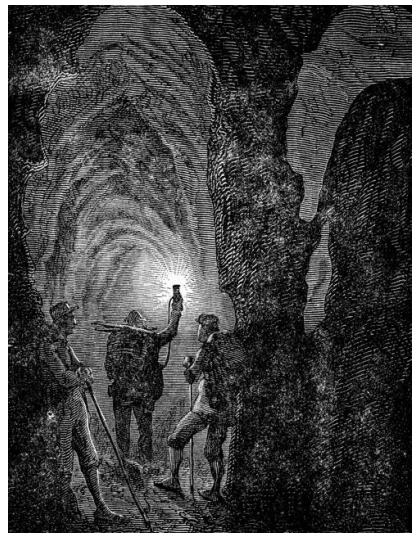
You are skilled at brandishing torches, as described below:

- The torch counts as a shield for you.
- The torch deals d6 damage when you use it as a melee weapon.

Neath Exploration Skills

Delvers can use the following skills, with the chance of success shown opposite.

- **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the delver falls at the half-way point, suffering falling damage.
- **Breaking falls (BF):** If the delver falls while climbing, they may make this roll in order to catch themselves and prevent any damage.
- **Hear Noise (HN):** In a quiet environment (e.g. not in combat), a delver may attempt to listen at a door or to hear the sounds of something approaching.
- **Hide in shadows (HS):** Requires the delver to be motionless – attacking or moving while hiding is not possible.
- **Move silently (MS):** A delver may attempt to sneak past creatures unnoticed.



DELVER LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACo	CLASSIC SAVES					UNIFIED SAVE
				D	W	P	B	S	
1	0	1d8	18 [+1]	12	13	14	14	16	14
2	2,000	2d8	18 [+1]	12	13	14	14	16	14
3	4,000	3d8	17 [+2]	11	12	13	13	15	13
4	8,000	4d8	16 [+3]	10	11	12	12	14	12
5	16,000	5d8	16 [+3]	10	11	12	12	14	12
6	32,000	6d8	15 [+4]	9	10	11	11	13	11
7	64,000	7d8	14 [+5]	8	9	10	10	12	10
8	120,000	8d8	14 [+5]	8	9	10	10	12	10
9	240,000	9d8	13 [+6]	7	8	9	9	11	9
10	360,000	9d8+2*	12 [+7]	6	7	8	8	10	8
11	480,000	9d8+4*	12 [+7]	6	7	8	8	10	8
12	600,000	9d8+6*	11 [+8]	5	6	7	7	9	7
13	720,000	9d8+8*	10 [+9]	4	5	6	6	8	6
14	840,000	9d8+10*	10 [+9]	4	5	6	6	8	6

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves

NEATH EXPLORATION SKILLS

LV	CS	BF	HN	HS	MS
1	4	15	1-2	19	17
2	3	15	1-2	18	16
3	3	14	1-3	17	15
4	3	13	1-3	16	14
5	3	12	1-3	15	13
6	3	11	1-3	14	12
7	2	11	1-4	12	10
8	2	10	1-4	10	8
9	2	9	1-4	8	6
10	2	8	1-4	6	4
11	2	7	1-5	4	2
12	1	7	1-5	3	2
13	1	6	1-5	2	1
14	1	5	1-5	1	1

Rolling Skill Checks

All skills, with the exception of Hear Noise, are rolled on 1d20. A result that is greater than or equal to the value listed on the table that corresponds to the thief's level is a success. A roll of 20 is always a success, and a roll of 1 is always a failure.

Hear Noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the delver always believes the attempt to be successful. If the roll fails, the referee knows that the delver has been noticed and should determine enemies' reactions appropriately.

Fighter†

Base Class: OSE Fighter

Prime Requisite: STR or DEX

Hit Dice: 1d8

Maximum level: 14

Armor: Any, including shields

Weapons: Any

Languages: As appropriate for campaign

In the literary works that fantasy games take inspiration from, great fighters are able to slay multiple foes with a single blow or fire multiple arrows at once, skewering enemies in feats of glorious mayhem.

This version of the fighter attempts to bring those literary works to life.

Combat

Fighters advance both attacks and saves by two points every **three** levels of experience.

Fighters also increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level.

Domain Game

When a fighter reaches **5th level** (Exemplar), their battlefield prowess inspires a +1 bonus to loyalty in their retainers. Furthermore, any time a fighter wishes (and has sufficient gold on hand), they can build a castle or stronghold and control the surrounding lands.

Upon reaching **9th level**, a fighter may be granted a title such as Baron or Baroness. The land under the fighter's control is then known as a Barony.

Cleaving

When a fighter kills or incapacitates an opponent with a melee or missile attack, they may immediately make another attack against another opponent within melee reach of the target they just dropped. The additional attack must be made with the same weapon as the attack that dropped the previous opponent.

If engaged in melee, the attacker may move between each attack, subject to their maximum combat movement per round.

A fighter may make a maximum number of cleave attacks per round equal to their fighter level.



FIGHTER[†] LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	DAMAGE BONUS	THACO	CLASSIC SAVES					UNIFIED SAVE
					D	W	P	B	S	
1	0	1d8	+1	18 [+1]	12	13	14	14	16	14
2	2,000	2d8	+1	18 [+1]	12	13	14	14	16	14
3	4,000	3d8	+2	17 [+2]	11	12	13	13	15	13
4	8,000	4d8	+2	16 [+3]	10	11	12	12	14	12
5	16,000	5d8	+2	16 [+3]	10	11	12	12	14	12
6	32,000	6d8	+3	15 [+4]	9	10	11	11	13	11
7	64,000	7d8	+3	14 [+5]	8	9	10	10	12	10
8	120,000	8d8	+3	14 [+5]	8	9	10	10	12	10
9	240,000	9d8	+4	13 [+6]	7	8	9	9	11	9
10	360,000	9d8+2*	+4	12 [+7]	6	7	8	8	10	8
11	480,000	9d8+4*	+4	12 [+7]	6	7	8	8	10	8
12	600,000	9d8+6*	+5	11 [+8]	5	6	7	7	9	7
13	720,000	9d8+8*	+5	10 [+9]	4	5	6	6	8	6
14	840,000	9d8+10*	+5	10 [+9]	4	5	6	6	8	6

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves

Gladiator

Base Class: OSE Fighter

Prime Requisite: STR or DEX

Hit Dice: 1d8

Maximum level: 14

Armor: Any, including shields

Weapons: Any

Languages: As appropriate for campaign

It is a mark of opulence, power, and violence to be able to maintain a pool of men as pit fighters in gladiatorial games.

It is a mark of extraordinary resilience and martial talent to survive those same games. Bear those marks proudly now that you are free from the pits.

Combat

Gladiators are monstrously powerful combatants, advancing in attacks by one point every level up until **9th level**. They advance in saves as fighters do, by two points every **three** levels of experience.

Gladiators also increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level.

Domain Game

Despite their meager origins, gladiators can (assuming they have sufficient gold on hand) build a castle or stronghold and control the surrounding lands.

They may be granted a title such as Baron or Baroness at **9th level**. The land under the gladiator's control is then known as a Barony.

Tooth & Nail

Gladiators fight with a ferocity forged in the crucible of survival. For any unarmed attack they make and any melee weapon they use, the gladiator improves the damage die by one step according to the following progression (damage is capped at d12):

d2 – d4 – d6 – d8 – d10 – d12



GLADIATOR LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	DAMAGE BONUS	THACO	CLASSIC SAVES					UNIFIED SAVE
					D	W	P	B	S	
1	0	1d8	+1	18 [+1]	12	13	14	14	16	14
2	2,000	2d8	+1	17 [+2]	12	13	14	14	16	14
3	4,000	3d8	+2	16 [+3]	11	12	13	13	15	13
4	8,000	4d8	+2	15 [+4]	10	11	12	12	14	12
5	16,000	5d8	+2	14 [+5]	10	11	12	12	14	12
6	32,000	6d8	+3	13 [+6]	9	10	11	11	13	11
7	64,000	7d8	+3	12 [+7]	8	9	10	10	12	10
8	120,000	8d8	+3	11 [+8]	8	9	10	10	12	10
9	240,000	9d8	+4	10 [+9]	7	8	9	9	11	9
10	360,000	9d8+2*	+4	10 [+9]	6	7	8	8	10	8
11	480,000	9d8+4*	+4	10 [+9]	6	7	8	8	10	8
12	600,000	9d8+6*	+5	10 [+9]	5	6	7	7	9	7
13	720,000	9d8+8*	+5	10 [+9]	4	5	6	6	8	6
14	840,000	9d8+10*	+5	10 [+9]	4	5	6	6	8	6

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

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B: Dragon Breath

S: Spells, Rods, or Staves



Apostate

Base Class: OSE Cleric

Prime Requisite: INT or WIS

Hit Dice: 1d6

Maximum level: 14

Armor: Any, including shields

Weapons: Any

Languages: As appropriate for campaign

Every order has forbidden questions one is not supposed to ask. Every temple is founded on unquestioned truths.

Knowledge is supreme to the apostate. Only after their thirst for knowledge is quenched can they appreciate divinity.

Combat

Apostates advance both attacks and saves by two points every **four** levels of experience.

Divine Magic

See **Magic** for full details on divine magic.

Holy Symbol: An apostate must carry a holy symbol (see **Equipment**).

Deity Disfavor: Apostates must be faithful to the tenets of their religion, though they have broken from the clergy of said religion. Apostates who fall from favor with their deity may incur penalties.

Apostasy: An apostate chooses 4 arcane magic spells of any level at character creation to add to their spell list as divine magic spells of the same levels.

Magical Research: An apostate of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When an apostate reaches **9th level**, they are also able to create magic items.

Spell Casting: Once an apostate has proven their faith (from **2nd level**), the character may pray to receive spells. The power and number of spells available to an apostate are determined by the character's experience level. The list of spells available to apostates consists of the cleric spell list, plus the 4 apostasy spells.

Using Magic Items: As spell casters, apostates can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters.

Turning the Undead

Apostates can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned undead leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (D) are instantly and permanently annihilated.

Excess rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

Mixed groups of undead monsters of different types may be targeted by Turning. Those with the lowest HD are affected first.

APOSTATE LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACO	CLASSIC SAVES					UNIFIED SAVE	SPELLS				
				D	W	P	B	S		1	2	3	4	5
1	0	1d6	19 [+0]	10	12	14	15	14	12	—	—	—	—	—
2	1,500	2d6	19 [+0]	10	12	14	15	14	12	1	—	—	—	—
3	3,000	3d6	18 [+1]	9	11	13	14	13	11	2	—	—	—	—
4	6,000	4d6	18 [+1]	9	11	13	14	13	11	2	1	—	—	—
5	12,000	5d6	17 [+2]	8	10	12	13	12	10	2	2	—	—	—
6	25,000	6d6	17 [+2]	8	10	12	13	12	10	2	2	1	1	—
7	50,000	7d6	16 [+3]	7	9	11	12	11	9	2	2	2	1	1
8	100,000	8d6	16 [+3]	7	9	11	12	11	9	3	3	2	2	1
9	200,000	9d6	15 [+4]	6	8	10	11	10	8	3	3	3	2	2
10	300,000	9d6+1*	15 [+4]	6	8	10	11	10	8	4	4	3	3	2
11	400,000	9d6+2*	14 [+5]	5	7	9	10	9	7	4	4	4	3	3
12	500,000	9d6+3*	14 [+5]	5	7	9	10	9	7	5	5	4	4	3
13	600,000	9d6+4*	13 [+6]	4	6	8	9	8	6	5	5	5	4	4
14	700,000	9d6+5*	13 [+6]	4	6	8	9	8	6	6	5	5	5	4

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves

Turning Table Results

--: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Domain Game

After reaching **9th level**, an apostate may establish or build a stronghold. So long as the apostate is currently in favor with their god, a stronghold may be bought or built at half the normal cost, due to divine intervention.

Once a stronghold is established, the apostate will attract followers (5d6 x 10 fighters of levels 1-2). These troops are completely devoted to the apostate, never checking morale.

TURNING THE UNDEAD

MONSTER HIT DICE^A

LV	1	2	2 ^B	3	4	5	6	7-9
1	7	9	11	—	—	—	—	—
2	T	7	9	11	—	—	—	—
3	T	T	7	9	11	—	—	—
4	D	T	T	7	9	11	—	—
5	D	D	T	T	7	9	11	—
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

^A At the referee's option, the table may be expanded to include more powerful types of undead monsters.

^B 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating)

Cleric†

Base Class: OSE Cleric

Prime Requisite: INT or WIS

Hit Dice: 1d6

Maximum level: 14

Armor: Any, including shields

Weapons: Any blunt weapons

Languages: As appropriate for campaign

A simple change – this cleric has access to spells at 1st level, and increases the number of spells per level by 33%, rounding fractions of 0.33 or greater up to the next whole number.

Combat

Clerics advance both attacks and saves by two points every **four** levels of experience.

Divine Magic

See **Magic** for full details on divine magic.

Holy Symbol: A cleric must carry a holy symbol (see **Equipment**).

Deity Disfavor: Clerics must be faithful to the tenets of their religion and clergy. Clerics who fall from favor with their deity may incur penalties.

Magical Research: A cleric of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When an apostate reaches **9th level**, they are also able to create magic items.

Spell Casting: Clerics pray to receive spells. The power and number of spells available to a cleric are determined by the character's experience level. The list of spells available to clerics is found in the **Magic** section of the **Old-School Essentials** rules.

Using Magic Items: As spell casters, clerics can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters.

Turning the Undead

Clerics can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned undead leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (D) are instantly and permanently annihilated.

Excess rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

Mixed groups of undead monsters of different types may be targeted by Turning. Those with the lowest HD are affected first.

CLERIC[†] LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACO	CLASSIC SAVES					UNIFIED SAVE	SPELLS				
				D	W	P	B	S		1	2	3	4	5
1	0	1d6	19 [+0]	10	12	14	15	14	12	1	-	-	-	-
2	1,500	2d6	19 [+0]	10	12	14	15	14	12	2	-	-	-	-
3	3,000	3d6	18 [+1]	9	11	13	14	13	11	3	-	-	-	-
4	6,000	4d6	18 [+1]	9	11	13	14	13	11	3	2	-	-	-
5	12,000	5d6	17 [+2]	8	10	12	13	12	10	3	3	-	-	-
6	25,000	6d6	17 [+2]	8	10	12	13	12	10	3	3	2	2	-
7	50,000	7d6	16 [+3]	7	9	11	12	11	9	3	3	3	2	2
8	100,000	8d6	16 [+3]	7	9	11	12	11	9	4	4	3	3	2
9	200,000	9d6	15 [+4]	6	8	10	11	10	8	4	4	4	3	3
10	300,000	9d6+1*	15 [+4]	6	8	10	11	10	8	5	5	4	4	3
11	400,000	9d6+2*	14 [+5]	5	7	9	10	9	7	5	5	5	4	4
12	500,000	9d6+3*	14 [+5]	5	7	9	10	9	7	7	7	5	5	4
13	600,000	9d6+4*	13 [+6]	4	6	8	9	8	6	7	7	7	5	5
14	700,000	9d6+5*	13 [+6]	4	6	8	9	8	6	8	7	7	7	5

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves

Turning Table Results

--: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Domain Game

After reaching **9th level**, a cleric may establish or build a stronghold. So long as the cleric is currently in favor with their god, a stronghold may be bought or built at half the normal cost, due to divine intervention.

Once a stronghold is established, the cleric will attract followers (5d6 x 10 fighters of levels 1-2). These troops are completely devoted to the cleric, never checking morale.

TURNING THE UNDEAD

MONSTER HIT DICE^A

LV	1	2	2 ^B	3	4	5	6	7-9
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	D	T	T	7	9	11	-	-
5	D	D	T	T	7	9	11	-
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

^A At the referee's option, the table may be expanded to include more powerful types of undead monsters.

^B 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating)

Oracle

Base Class: OSE Cleric

Prime Requisite: WIS or CHA

Hit Dice: 1d6

Maximum level: 14

Armor: Any, including shields

Weapons: Any blunt weapons

Languages: As appropriate for campaign

Oracles exist in many cultures – as medicine-men, as haruspices, as soothsayers and astrologers and so much more. This class brings this archetype to life.

Combat

Oracles advance both attacks and saves by two points every **four** levels of experience.

Interpret the Future

Oracles may interpret the future once per week (as *commune*). When an oracle is created, the referee defines the means of divination that best suits the campaign's cultural context, requiring anything from oracle bones to entrails to merely access to a starry night sky.

This ability does not count towards the once per week limitation on casting *commune* as a spell.

Divine Magic

See **Magic** for full details on divine magic.

Holy Symbol: An oracle **does not** have to carry a holy symbol (see **Equipment**).

Deity Disfavor: Oracles **do not** have to be faithful to the tenets of their religion and clergy. They are born as channels to divine power, and incur no penalties for blasphemy or faithlessness. As such, oracles can wield great power as orators to the faithful, espousing radical change to religions while retaining their divine powers.

Magical Research: An oracle of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with divinity. When an oracle reaches **9th level**, they are also able to create magic items.

Spell Casting: Once an oracle gains some experience (from **2nd level**), the character may meditate to receive spells. The power and number of spells available to an oracle are determined by the character's experience level. The oracle uses the same list of spells as the cleric does.

Using Magic Items: As spell casters, oracles can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters.

Turning the Undead

Oracles can invoke the power of the divine to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

Turned undead leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (D) are instantly and permanently annihilated.

Excess rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

Mixed groups of undead monsters of different types may be targeted by Turning. Those with the lowest HD are affected first.

ORACLE LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACO	CLASSIC SAVES					UNIFIED SAVE	SPELLS				
				D	W	P	B	S		1	2	3	4	5
1	0	1d6	19 [+0]	10	12	14	15	14	12	—	—	—	—	—
2	1,500	2d6	19 [+0]	10	12	14	15	14	12	1	—	—	—	—
3	3,000	3d6	18 [+1]	9	11	13	14	13	11	2	—	—	—	—
4	6,000	4d6	18 [+1]	9	11	13	14	13	11	2	1	—	—	—
5	12,000	5d6	17 [+2]	8	10	12	13	12	10	2	2	—	—	—
6	25,000	6d6	17 [+2]	8	10	12	13	12	10	2	2	1	1	—
7	50,000	7d6	16 [+3]	7	9	11	12	11	9	2	2	2	1	1
8	100,000	8d6	16 [+3]	7	9	11	12	11	9	3	3	2	2	1
9	200,000	9d6	15 [+4]	6	8	10	11	10	8	3	3	3	2	2
10	300,000	9d6+1*	15 [+4]	6	8	10	11	10	8	4	4	3	3	2
11	400,000	9d6+2*	14 [+5]	5	7	9	10	9	7	4	4	4	3	3
12	500,000	9d6+3*	14 [+5]	5	7	9	10	9	7	5	5	4	4	3
13	600,000	9d6+4*	13 [+6]	4	6	8	9	8	6	5	5	5	4	4
14	700,000	9d6+5*	13 [+6]	4	6	8	9	8	6	6	5	5	5	4

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Domain Game

After reaching **9th level**, an oracle may establish or build a stronghold.

Once a stronghold is established, the oracle will attract followers (5d6 x 10 fighters of levels 1-2). These troops are completely devoted to the oracle, never checking morale.

TURNING THE UNDEAD

MONSTER HIT DICE^A

LV	1	2	2 ^B	3	4	5	6	7-9
1	7	9	11	—	—	—	—	—
2	T	7	9	11	—	—	—	—
3	T	T	7	9	11	—	—	—
4	D	T	T	7	9	11	—	—
5	D	D	T	T	7	9	11	—
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

^A At the referee's option, the table may be expanded to include more powerful types of undead monsters.

^B 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating)

Bone Cobbler

Base Class: OSE Thief

Prime Requisite: DEX

Hit Dice: 1d4

Maximum level: 14

Armor: Leather, no shields

Weapons: Any

Languages: As appropriate for campaign

Bone cobblers are a different breed of thief. They come from the bottom rungs of necromantic societies, stealing bodies that their sorcerer-kings discard.

Combat

Bone cobblers advance both attacks and saves by two points every **four** levels of experience.

Lesser Back-Stab

When attacking an unaware opponent from behind, a bone cobbler receives a +4 bonus to hit and doubles any damage dealt.

Bone Cobbling

A bone cobbler can strip all the flesh from the corpse of a single human-sized creature in 1 turn (10 minutes), so long as they have a blade of some sort. For larger or smaller corpses, the referee decides how long the process would take.

The bone cobbler is able to then use the stripped bones of a single creature in either of the following ways:

- **Animate Bones:** Once per day, a bone cobbler can animate bones (as *animate dead*) except that it lasts for 1 day and can only animate skeletons.
- **Craft Tools:** Create one of the following items: a shield, a club, or a javelin.

Thief Skills

At the end of the day, bone cobblers are still thieves. They use the following skills, with the chance of success shown opposite.

- **Climb Sheer Surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the bone cobbler falls at the halfway point, suffering fall damage.
- **Find or Remove Traps (TR):** A roll is required to find a treasure trap and then another to remove it, once per trap.
- **Hear Noise (HN):** In a quiet environment (e.g. not in combat), a bone cobbler may attempt to listen at a door or to hear the sounds of something approaching.
- **Hide in shadows (HS):** Requires the bone cobbler to be motionless – attacking or moving while hiding is not possible.
- **Move Silently (MS):** A bone cobbler may attempt to sneak past creatures unnoticed.
- **Open Locks (OL):** Requires thieves' tools (see **Equipment**). A bone cobbler can only try this skill once per lock. If the roll fails, they may not try the same lock again before gaining an experience level.
- **Pick Pockets (PP):** If the victim is above **5th level**, the bone cobbler's roll is penalized by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim.

Domain Game

After reaching **9th level**, a bone cobbler can establish a cobbling workshop, attracting 2d6 bone cobbler apprentices of 1st level. A successful bone cobbler might use these followers to start a Cobbler's Guild.

BONE COBBLER LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACo	CLASSIC SAVES					UNIFIED SAVE
				D	W	P	B	S	
1	0	1d4	19 [+0]	13	14	13	16	15	14
2	1,200	2d4	19 [+0]	13	14	13	16	15	14
3	2,400	3d4	18 [+1]	12	13	12	15	14	13
4	4,800	4d4	18 [+1]	12	13	12	15	14	13
5	9,600	5d4	17 [+2]	11	12	11	14	13	12
6	20,000	6d4	17 [+2]	11	12	11	14	13	12
7	40,000	7d4	16 [+3]	10	11	10	13	12	11
8	80,000	8d4	16 [+3]	10	11	10	13	12	11
9	160,000	9d4	15 [+4]	9	10	9	12	11	10
10	280,000	9d4+2*	15 [+4]	9	10	9	12	11	10
11	400,000	9d4+4*	14 [+5]	8	9	8	11	10	9
12	520,000	9d4+6*	14 [+5]	8	9	8	11	10	9
13	640,000	9d4+8*	13 [+6]	7	8	7	10	9	8
14	760,000	9d4+10*	13 [+6]	7	8	7	10	9	8

*Constitution modifiers no longer apply

D: Death Ray or Poison **W:** Wands
P: Paralysis or Petrification **B:** Dragon Breath
S: Spells, Rods, or Staves

THIEF SKILLS

LV	CS	TR	HN	HS	MS	OL	PP
1	4	19	1-2	19	17	18	17
2	3	18	1-2	18	16	17	16
3	3	17	1-3	17	15	16	15
4	3	16	1-3	16	14	15	14
5	3	15	1-3	15	13	14	13
6	3	13	1-3	14	12	12	12
7	2	11	1-4	12	10	10	10
8	2	9	1-4	10	8	8	8
9	2	7	1-4	8	6	6	6
10	2	5	1-4	6	4	4	4
11	2	3	1-5	4	2	2	2
12	1	2	1-5	3	2	2	0
13	1	1	1-5	2	1	1	-2
14	1	1	1-5	1	1	1	-4

Rolling Skill Checks

All skills, with the exception of Hear Noise, are rolled on 1d20. A result that is greater than or equal to the value listed on the table that corresponds to the thief's level is a success. A roll of 20 is always a success, and a roll of 1 is always a failure.

Hear Noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the bone cobbler always believes the attempt to be successful. If the roll fails, the referee knows that the bone cobbler has been noticed and should determine enemies' reactions appropriately.

Leech

Base Class: OSE Thief

Prime Requisite: DEX or INT

Hit Dice: 1d4

Maximum level: 14

Armor: Leather, no shields

Weapons: Any

Languages: As appropriate for campaign

A leech applies every skill they learn in life toward the alleviation of plague, famine, pestilence, and death. Their title is pejorative and suggests that their questions about anatomy are perverse, vile, and despicable. Despite this, the leeches stand proud, saying: "we leech away the death in the world".

Combat

Leeches advance both attacks and saves by two points every **four** levels of experience.

Read All Writings

A leech of **4th level** or higher has enough experience with muddling through truly byzantine medical manuscripts that they can decipher all texts, both magical and non-magical.

Leeches figure out the gist of most written languages (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the leech may not try to read that particular text again until they reach a higher level of experience.

Leeches can also decipher magical writings, and thus are able to cast spells from scrolls. Due to their divine oath, leeches can cast both arcane and divine spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Leech Skills

Leeches can use the following skills, with the chance of success shown opposite.

- **Apply Healing (AH):** Once per day per patient, a roll may be made to *neutralize poison* (creature only), *cure disease*, or *cure light wounds*, as per the relevant spell effect. The leech may also roll to employ the reversed spell effect. One use of the skill takes 1 turn (10 minutes).
- **Beside Manner (BM):** For each full day of complete rest that a group of adventurers spends under a leech's care, the leech may roll once to double the hit points recovered by everyone else in the group.
- **Hear Noise (HN):** In a quiet environment (e.g. not in combat), a leech may attempt to listen at a door or to hear the sounds of something approaching.
- **Time of Death (TD):** A roll is required to accurately determine the time of death of a creature, according to the state of its corpse. The creature must have died within the past ten days.
- **Hide in shadows (HS):** Respecting the peace and quiet of patients is important to the leech. This skill requires the leech to be motionless – attacking or moving while hiding is not possible.
- **Move Silently (MS):** Respecting the peace and quiet of patients is important to the leech. The leech may attempt to sneak past creatures unnoticed.

Domain Game

After reaching **9th level**, a leech can establish a clinic, attracting 2d6 apprentice leeches of 1st level. A successful leech might use these followers to start a Hospital.

LEECH LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACo	CLASSIC SAVES					UNIFIED SAVE
				D	W	P	B	S	
1	0	1d4	19 [+0]	13	14	13	16	15	14
2	1,200	2d4	19 [+0]	13	14	13	16	15	14
3	2,400	3d4	18 [+1]	12	13	12	15	14	13
4	4,800	4d4	18 [+1]	12	13	12	15	14	13
5	9,600	5d4	17 [+2]	11	12	11	14	13	12
6	20,000	6d4	17 [+2]	11	12	11	14	13	12
7	40,000	7d4	16 [+3]	10	11	10	13	12	11
8	80,000	8d4	16 [+3]	10	11	10	13	12	11
9	160,000	9d4	15 [+4]	9	10	9	12	11	10
10	280,000	9d4+2*	15 [+4]	9	10	9	12	11	10
11	400,000	9d4+4*	14 [+5]	8	9	8	11	10	9
12	520,000	9d4+6*	14 [+5]	8	9	8	11	10	9
13	640,000	9d4+8*	13 [+6]	7	8	7	10	9	8
14	760,000	9d4+10*	13 [+6]	7	8	7	10	9	8

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves

LEECH SKILLS

LV	AH	BM	HN	TD	HS	MS
1	17	4	1-2	17	19	17
2	16	3	1-2	16	18	16
3	15	3	1-3	15	17	15
4	14	3	1-3	14	16	14
5	13	3	1-3	13	15	13
6	12	3	1-3	12	14	12
7	10	2	1-4	10	12	10
8	8	2	1-4	8	10	8
9	6	2	1-4	6	8	6
10	4	2	1-4	4	6	4
11	2	2	1-5	2	4	2
12	2	1	1-5	2	3	2
13	1	1	1-5	1	2	1
14	1	1	1-5	1	1	1

Rolling Skill Checks

All skills, with the exception of Hear Noise, are rolled on 1d20. A result that is greater than or equal to the value listed on the table that corresponds to the thief's level is a success. A roll of 20 is always a success, and a roll of 1 is always a failure.

Hear Noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the leech always believes the attempt to be successful. If the roll fails, the referee knows that the leech has been noticed and should determine enemies' reactions appropriately.

Thief†

Base Class: OSE Thief

Prime Requisite: DEX

Hit Dice: 1d4

Maximum level: 14

Armor: Leather, no shields

Weapons: Any

Languages: As appropriate for campaign

The thief is an enduring archetype, represented by Gray Mouser, Locke Lamora, Inej Ghafa, and many others. Sadly, thieves in OSE are far less bold than these archetypes, because they are harshly penalized for failure, and fail quite often.

This version of the thief allows them to engage slightly more in heroic pursuits.

Combat

Thieves advance both attacks and saves by two points every **four** levels of experience.

Greater Back-Stab

When attacking an unaware opponent from behind, a thief receives a +4 bonus to hit.

The damage done per hit is twice normal at levels 1-4, triple at 5-8, quadruple at levels 9-12, and quintuple at levels 13-14.

Read Languages

A thief of **4th level** or higher can read non-magical text in any languages (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again until they reach a higher level of experience.

Read Magical Writings

A thief of **10th level** or higher can decipher magical writings and cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Thief Skills

Thieves can use the following skills, with the chance of success shown opposite.

- **Climb Sheer Surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering fall damage.
- **Find or Remove Traps (TR):** A roll is required to find a treasure trap and then another to remove it, once per trap.
- **Hear Noise (HN):** In a quiet environment (e.g. not in combat), a thief may attempt to listen at a door or to hear the sounds of something approaching.
- **Hide in shadows (HS):** Requires the thief to be motionless – attacking or moving while hiding is not possible.
- **Move Silently (MS):** A thief may attempt to sneak past creatures unnoticed.
- **Open Locks (OL):** Requires thieves' tools (see **Equipment**). A thief can only try this skill once per lock. If the roll fails, they may not try the same lock again before gaining an experience level.
- **Pick Pockets (PP):** If the victim is above **5th level**, the thief's roll suffers a -1 penalty for every level above 5th. A roll of less than half the value required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim.

Nimble Fingers

Thieves add their Dexterity modifier (the same as for AC and Missile attacks) to skill checks to remove traps, hide in shadows, move silently, open locks, and pick pockets.

Domain Game

After reaching **9th level**, a thief can establish a thief den, attracting 2d6 apprentices of 1st level. A successful thief might use these followers to start a Thieves' Guild.

THIEF[†] LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACo	CLASSIC SAVES					UNIFIED SAVE
				D	W	P	B	S	
1	0	1d4	19 [+0]	13	14	13	16	15	14
2	1,200	2d4	19 [+0]	13	14	13	16	15	14
3	2,400	3d4	18 [+1]	12	13	12	15	14	13
4	4,800	4d4	18 [+1]	12	13	12	15	14	13
5	9,600	5d4	17 [+2]	11	12	11	14	13	12
6	20,000	6d4	17 [+2]	11	12	11	14	13	12
7	40,000	7d4	16 [+3]	10	11	10	13	12	11
8	80,000	8d4	16 [+3]	10	11	10	13	12	11
9	160,000	9d4	15 [+4]	9	10	9	12	11	10
10	280,000	9d4+2*	15 [+4]	9	10	9	12	11	10
11	400,000	9d4+4*	14 [+5]	8	9	8	11	10	9
12	520,000	9d4+6*	14 [+5]	8	9	8	11	10	9
13	640,000	9d4+8*	13 [+6]	7	8	7	10	9	8
14	760,000	9d4+10*	13 [+6]	7	8	7	10	9	8

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves

THIEF SKILLS

LV	CS	TR	HN	HS	MS	OL	PP
1	4	19	1-2	19	17	18	17
2	3	18	1-2	18	16	17	16
3	3	17	1-3	17	15	16	15
4	3	16	1-3	16	14	15	14
5	3	15	1-3	15	13	14	13
6	3	13	1-3	14	12	12	12
7	2	11	1-4	12	10	10	10
8	2	9	1-4	10	8	8	8
9	2	7	1-4	8	6	6	6
10	2	5	1-4	6	4	4	4
11	2	3	1-5	4	2	2	2
12	1	2	1-5	3	2	2	0
13	1	1	1-5	2	1	1	-2
14	1	1	1-5	1	1	1	-4

Rolling Skill Checks

All skills, with the exception of Hear Noise, are rolled on 1d20. A result that is greater than or equal to the value listed on the table that corresponds to the thief's level is a success. A roll of 20 is always a success, and a roll of 1 is always a failure.

Hear Noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the thief always believes the attempt to be successful. If the roll fails, the referee knows that the thief has been noticed and should determine enemies' reactions appropriately.

Magic-User†

Base Class: OSE Magic-User

Prime Requisite: INT

Hit Dice: 1d4

Maximum level: 14

Armor: None

Weapons: Dagger

Languages: As appropriate for campaign

The rules of OSE place great limitations on the magic-user's power.

This version of the magic-user presents a simple yet classic way of overcoming those limitations.

Combat

Magic-users advance both attacks and saves by two points every **five** levels of experience.

Arcane Magic

See **Magic** for full details on arcane magic.

Learning Spells: Magic-users carry spell books containing the formulae for arcane spells. Whenever a magic-user gains access to a new level of spells, they must begin to inscribe new spells into their book. It is by no means certain that every spell on the list of spells available to magic-users (found in the **Magic** section of the **Old-School Essentials** rules) can be learned.

Intelligence determines which spells of that level a magic-user successfully commits to paper. The procedure for learning spells is as follows:

Roll on the following table, once for every spell of the newly available spell level, in any desired order. If the minimum number is not learned on the first attempt, start again, continuing to roll once for each still available spell until the minimum is reached and then stopping.

Any standard spell of a given level can only be learned at this point. Thereafter, additional spells can only be acquired by personally creating new and unique ones (see below).

SPELL LEARNING TABLE

INT SCORE	CHANCE TO LEARN	MINIMUM PER LEVEL	MAXIMUM PER LEVEL
4-	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18+	95%	8	All

Chance to Learn: Rolled on d%, with a result of less than or equal to the listed percentage indicating that a character has learned that particular spell.

Maximum per Level: The highest number of spells of the standard type that a magic-user of that Intelligence can learn. If this number is reached during the course of rolling for new spells, stop rolling.

Magic Scrolls: A magic-user of any level may transcribe a spell in their spell book onto a magic scroll. For each spell level, creating a magic scroll takes 1 week of work and costs 100 gold pieces.

Magic scrolls must be read aloud to cast the spell, erasing the enchanted runes from their surface in the process.

Magical Research: A magic-user of any level may spend time and money on magical research. This allows them to develop entirely new spells to add to their spell book and to research other magical effects. When a magic-user reaches **9th level**, they are also able to create other magic items.

MAGIC-USER LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACO	CLASSIC SAVES					UNIFIED SAVE	SPELLS						
				D	W	P	B	S		1	2	3	4	5	6	
1	0	1d4	19 [+0]	13	14	13	16	14	14	1	—	—	—	—	—	—
2	2,500	2d4	19 [+0]	13	14	13	16	14	14	2	—	—	—	—	—	—
3	5,000	3d4	18 [+1]	12	13	12	15	13	13	2	1	—	—	—	—	—
4	10,000	4d4	18 [+1]	12	13	12	15	13	13	2	2	—	—	—	—	—
5	20,000	5d4	18 [+1]	12	13	12	15	13	13	2	2	1	—	—	—	—
6	40,000	6d4	17 [+2]	11	12	11	14	12	12	2	2	2	—	—	—	—
7	80,000	7d4	17 [+2]	11	12	11	14	12	12	3	2	2	1	—	—	—
8	150,000	8d4	16 [+3]	10	11	10	13	11	11	3	3	2	2	—	—	—
9	300,000	9d4	16 [+3]	10	11	10	13	11	11	3	3	3	2	1	—	—
10	450,000	9d4+1*	16 [+3]	10	11	10	13	11	11	3	3	3	3	2	—	—
11	600,000	9d4+2*	15 [+4]	9	10	9	12	10	10	4	3	3	3	2	1	—
12	750,000	9d4+3*	15 [+4]	9	10	9	12	10	10	4	4	3	3	3	2	—
13	900,000	9d4+4*	14 [+5]	8	9	8	11	9	9	4	4	4	3	3	3	—
14	1,050,000	9d4+5*	14 [+5]	8	9	8	11	9	9	4	4	4	4	3	3	—

*Constitution modifiers no longer apply

D: Death Ray or Poison **W:** Wands
P: Paralysis or Petrification **B:** Dragon Breath
S: Spells, Rods, or Staves

Using Magic Items: As spell casters, magic-users can use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters.

Domain Game

After reaching **11th level**, a magic-user may build a stronghold, often a great tower. 1d6 apprentices of levels 1-3 will then arrive to study under the magic-user.



Witch

Base Class: OSE Magic-User

Prime Requisite: INT or WIS

Hit Dice: 1d4

Maximum level: 14

Armor: Leather, no shields

Weapons: Dagger

Languages: As appropriate for campaign

Historically, witches have always been viewed as female. Whether that is the case in your campaign or not is up to you.

Combat

Witches advance attacks by two points every **five** levels of experience (as magic-users), but advance in saving throws every **four** levels of experience (as clerics).

Arcane Magic

See **Magic** for full details on arcane magic.

Magical Research: A witch of any level may spend time and money on magical research. This allows them to develop entirely new spells to add to their spell book and to research other magical effects. At **9th level**, a witch becomes able to create magic items.

Spell Casting: Witches carry spell books containing the formulae for arcane spells. The spell casting chart (opposite) shows both the number of spells in the witch's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level witch has one spell in their spell book, selected by the player. The list of spells available to witches is found in the following pages.

Using Magic Items: As spell casters, witches can use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters.

Witch Traditions

A witch must choose one of the following traditions at character creation:

Classical Tradition

Classical witches may perform a rite to regain the ability to cast a spell if they had previously expended. A rite requires one hour of invocations, re-enactments of myths or poems, chanting, singing, dancing, or the consumption of symbolic foods and drinks. A rite may be performed only once per day.

Fey Tradition

Fey witches gain a +4 bonus to saving throws against *hold* spells, charms, mind control, hypnotism, suggestion, etc.

They also gain a saving throw (one is not normally allowed) against *sleep* spells.

Sea Tradition

Sea witches can breathe underwater and speak the secret languages of aquatic creatures (sea dragons, lizard men, mermen, water termites, etc.)

They count as navigators (see **Specialists**) for the purposes of **Waterborne Adventuring**.

Voudon Tradition

Voudon witches are completely unaffected by the paralysis that ghouls can inflict.

Such witches are able to turn undead as a cleric of half their witch level (rounded up).

Wild Tradition

Wild witches are immune to all supernatural fear effects. Due to their worship of deities associated with hunting, they can use short bows and long bows.

Domain Game

After reaching **11th level**, a witch may build a stronghold, often a great tower. 1d6 apprentices of levels 1-3 will then arrive to study under the witch.

WITCH LEVEL PROGRESSION

LV	EXPERIENCE	HIT DICE	THACO	CLASSIC SAVES					UNIFIED SAVE	SPELLS				
				D	W	P	B	S		1	2	3	4	5
1	0	1d4	19 [+0]	10	12	14	15	14	12	1	-	-	-	-
2	2,000	2d4	19 [+0]	10	12	14	15	14	12	2	-	-	-	-
3	4,000	3d4	18 [+1]	9	11	13	14	13	11	3	-	-	-	-
4	8,000	4d4	18 [+1]	9	11	13	14	13	11	3	2	-	-	-
5	16,000	5d4	18 [+1]	8	10	12	13	12	10	3	3	-	-	-
6	32,000	6d4	17 [+2]	8	10	12	13	12	10	3	3	2	2	-
7	64,000	7d4	17 [+2]	7	9	11	12	11	9	3	3	3	2	2
8	120,000	8d4	16 [+3]	7	9	11	12	11	9	4	4	3	3	2
9	240,000	9d4	16 [+3]	6	8	10	11	10	8	4	4	4	3	3
10	360,000	9d4+1*	16 [+3]	6	8	10	11	10	8	5	5	4	4	3
11	480,000	9d4+2*	15 [+4]	5	7	9	10	9	7	5	5	5	4	4
12	600,000	9d4+3*	15 [+4]	5	7	9	10	9	7	7	7	5	5	4
13	720,000	9d4+4*	14 [+5]	4	6	8	9	8	6	7	7	7	5	5
14	840,000	9d4+5*	14 [+5]	4	6	8	9	8	6	8	7	7	7	5

*Constitution modifiers no longer apply

D: Death Ray or Poison

W: Wands

P: Paralysis or Petrification

B: Dragon Breath

S: Spells, Rods, or Staves



Witch Spell List

Un-bolded entries are found on the Cleric spell list, bolded entries are found on the Magic-User spell list. All spells count as arcane for the purposes of the Witch.

1st Level

1. Cure Light Wounds (*Cause L. Wounds*)
2. Detect Magic
3. Light (*Darkness*)
4. Protection from Evil
5. Purify Food and Water
6. Remove Fear (*Cause Fear*)
7. Resist Cold
8. **Charm Person**
9. **Read Languages**
10. **Ventriloquism**

2nd Level

1. Bless (*Blight*)
2. Hold Person
3. Resist Fire
4. Speak with Animals
5. **Detect Invisible**
6. **ESP**
7. **Invisibility**
8. **Levitate**
9. **Mirror Image**
10. **Phantasmal Force**

3rd Level

1. Continual Light (*Continual Darkness*)
2. Cure Disease (*Cause Disease*)
3. Growth of Animal
4. Locate Object
5. Remove Curse (*Curse*)
6. **Clairvoyance**
7. **Dispel Magic**
8. **Fly**
9. **Infravision**
10. **Water Breathing**

4th Level

1. Cure Serious Wounds (*Cause S. Wounds*)
2. Neutralize Poison
3. Protection from Evil 10' Radius
4. Speak with Plants
5. **Charm Monster**
6. **Confusion**
7. **Growth of Plants**
8. **Polymorph Others**
9. **Polymorph Self**
10. **Wizard Eye**

5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest (*Remove Quest*)
6. **Hold Monster**

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