

Swords & Sorcery Subclasses

Fighter/Magician (Spell Blade)

The spell blade is a fighter who has some skill and training in the art of sorcery, but whose true vocation is that of the warrior. Such a character might be anything from a failed apprentice fallen into the life of a freebooter, to a member of an elite mystic order sworn to the service of a royal household. Regardless, the martial prowess of the spell blade is well complemented by his knowledge of magic.

The Spell Blade Character

Permitted Races: Elves, Half-elves and Humans.

Minimum Scores: Strength 9, Dexterity 6, Constitution 6, Intelligence 9, Wisdom 6 and Charisma 6.

Hit Die Type: D8.

Alignment: Any.

Experience Bonus: Strength 16+ and Intelligence 16+.

Armour/Shield: Any.

Weapons Permitted: Any.

Weapon Proficiencies: 4 + 1 every four levels.

Penalty to hit for Non Proficiency: -2.

Weapon Specialisation: Optional.

Level Advancement

Level	Experience Required	Hit Dice	Spell Slots		
			1	2	3
1	0	1D8	1	-	-
2	2,500	2D8	1	-	-
3	5,000	3D8	1	1	-
4	10,000	4D8	1	1	-
5	20,000	5D8	1	1	1
6	40,000	6D8	1	1	1
7	80,000	7D8	2	1	1
8	160,000	8D8	2	1	1
9	300,000	9D8	2	2	1
10	600,000	9D8+2	2	2	1
11	900,000	9D8+4	2	2	2
12	1,200,000	9D8+6	2	2	2

Class Abilities

Multiple Attacks: A spell blade makes one melee attack per round up to level six; between levels seven and twelve he makes three attacks every two rounds, the additional attack taking place on odd numbered combat rounds.

Weapon Specialisation: At the discretion of the game master and at the cost of one weapon proficiency, a spell blade may specialise in one weapon. When using this weapon his attack rate is increased so that at levels one to six he makes three attacks every two rounds, and at levels seven to twelve he may make two attacks every round. In addition, and when using the specified weapon he gains a +1 bonus to hit and a +2 bonus to damage.

Use scroll: The chance of success is equal to 90% + 1% per experience level.

Spell List

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<i>armour</i>	<i>acid arrow</i>	<i>dispel magic</i>	<i>enchanted weapon</i>	<i>avoidance</i>	<i>acid fog</i>
<i>burning hands</i>	<i>enfeebling ray</i>	<i>fireball</i>		<i>cloud kill</i>	<i>chain lightning</i>
	<i>flaming sphere</i>	<i>flame arrow</i>	<i>Fear</i>	<i>cone of cold</i>	<i>death spell</i>
<i>enlarge</i>	<i>mirror image</i>	<i>lightning bolt</i>	<i>minor globe of invulnerability</i>	<i>hold monster</i>	<i>disintegration</i>
<i>magic missile</i>	<i>strength</i>	<i>protection from evil 10 ft radius</i>		<i>ice storm</i>	<i>interposing hand</i>
<i>protection from evil</i>	<i>web</i>		<i>protection from normal missiles</i>	<i>wall of fire</i>	<i>wall of force</i>
<i>read magic</i>				<i>wall of ice</i>	
<i>shield</i>					

To Hit Numbers

		Spell Blade Level												
		1	2	3	4	5	6	7	8	9	10	11	12	
Armour Class	-10	25	24	23	22	21	20	20	20	20	20	20	20	19
	-9	24	23	22	21	20	20	20	20	20	20	20	19	18
	-8	23	22	21	20	20	20	20	20	20	19	18	17	16
	-7	22	21	20	20	20	20	20	20	19	18	17	16	15
	-6	21	20	20	20	20	20	20	19	18	17	16	15	14
	-5	20	20	20	20	20	20	19	18	17	16	15	14	13
	-4	20	20	20	20	20	19	18	17	16	15	14	13	12
	-3	20	20	20	20	19	18	17	16	15	14	13	12	11
	-2	20	20	20	19	18	17	16	15	14	13	12	11	10
	-1	20	20	19	18	17	16	15	14	13	12	11	10	9
	0	20	19	18	17	16	15	14	13	12	11	10	9	8
	1	19	18	17	16	15	14	13	12	11	10	9	8	7
	2	18	17	16	15	14	13	12	11	10	9	8	7	6
	3	17	16	15	14	13	12	11	10	9	8	7	6	5
	4	16	15	14	13	12	11	10	9	8	7	6	5	4
	5	15	14	13	12	11	10	9	8	7	6	5	4	3
	6	14	13	12	11	10	9	8	7	6	5	4	3	2
7	13	12	11	10	9	8	7	6	5	4	3	2	1	
8	12	11	10	9	8	7	6	5	4	3	2	1	0	
9	11	10	9	8	7	6	5	4	3	2	1	0	-1	
10	10	9	8	7	6	5	4	3	2	1	0	-1	-2	

Saving Throws

Spell Blade Level	Aimed Devices	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Unspecified Spells
1-2	11	15	14	13	12
3-4	11	15	13	13	12
5	11	13	11	12	12
6	9	13	11	11	10
7-8	9	12	10	11	10
9-10	9	9	8	9	10
11-12	7	8	7	8	8

Magician/Thief (Spell Thief)

The spell thief is a rogue to be feared. Whether in the service of a powerful wizard, retained by a guild, or a free agent, his sorcery gives him an edge in mundane thievery, as well as in the skulduggery that permeates dealings in the underworld. The most skilful spell thieves are a scourge upon true magicians, as their talents are turned to the plundering of mageholds and the appropriation of spell books.

The Spell Thief Character

Permitted Races: Elves, Half-elves and Humans.

Minimum Scores: Strength 6, Dexterity 9, Constitution 6, Intelligence 9, Wisdom 6 and Charisma 6.

Hit Die Type: D6.

Alignment: Any.

Experience: Dexterity 16+ and Intelligence 16+.

Armour/Shield: Leather and Studded Leather.

Weapons Permitted: Short Bow, Short Sword, Dagger, Staff, Dart, and Sling.

Weapon Proficiencies: 2 + 1 every four levels.

Penalty to hit for Non Proficiency: -3.

Weapon Specialisation: No.

Level Advancement

Level	Experience Required	Hit Dice	Spell Slots		
			1	2	3
1	0	1D6	1	-	-
2	2,000	2D6	1	-	-
3	4,000	3D6	1	1	-
4	8,000	4D6	1	1	-
5	16,000	5D6	1	1	1
6	32,000	6D6	1	1	1
7	64,000	7D6	2	1	1
8	128,000	8D6	2	1	1
9	250,000	9D6	2	2	1
10	500,000	9D6+1	2	2	1
11	750,000	9D6+2	2	2	2
12	1,000,000	9D6+3	2	2	2

Class Abilities

Backstab: If a spell thief can strike from behind undetected he gains a +4 bonus to hit and a +4 bonus to damage, as well as an additional +1 to damage per experience level.

Climb: The ability to climb as though the spell *spider climb* for one turn.

Detect Noise: The ability to hear sounds that are otherwise almost inaudible.

Find Traps: The ability to detect traps as though the spell with regard to one trap.

Hide in Shadows: The ability to hide in shadows as though invisible whilst relatively motionless.

Move Silently: The ability to move as though inaudible for a short time.

Open Locks: The ability to open a lock as though a *knock* spell.

Pick Pockets: The art of robbing somebody without arousing suspicion.

Read Languages: The ability to read languages as though the spell for one turn.

Use scroll: The chance of success is equal to 90% +1% per experience level.

Spell List

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<i>change self</i>	<i>detect illusion</i>	<i>clairvoyance</i>	<i>charm monster</i>	<i>pass wall</i>	<i>guards</i>
<i>charm person</i>	<i>detect invisibility</i>	<i>clairaudience</i>	<i>confusion</i>	<i>project image</i>	<i>and wards</i>
<i>comprehend languages</i>	<i>inaudibility</i>	<i>dispel magic</i>	<i>dimension door</i>	<i>secret chest</i>	<i>legend lore</i>
<i>detect magic</i>	<i>invisibility</i>	<i>fly</i>	<i>improved invisibility</i>	<i>stone shape</i>	<i>project image</i>
<i>jump</i>	<i>knock</i>	<i>Invisibility</i>	<i>invisibility</i>	<i>telekinesis</i>	<i>true sight</i>
<i>read magic</i>	<i>locate object</i>	<i>10 ft radius</i>	<i>polymorph self</i>	<i>teleport</i>	<i>veil</i>
<i>sleep</i>	<i>misdirection</i>	<i>non-detection</i>	<i>wizard eye</i>		
<i>spider climb</i>	<i>wizard Lock</i>	<i>suggestion</i>			

To Hit Numbers

		Spell Thief Level					
		1-2	3-4	5-6	7-8	9-10	11-12
Armour Class	-10	25	24	23	22	21	20
	-9	24	23	22	21	20	20
	-8	23	22	21	20	20	20
	-7	22	21	20	20	20	20
	-6	21	20	20	20	20	20
	-5	20	20	20	20	20	20
	-4	20	20	20	20	20	19
	-3	20	20	20	20	19	18
	-2	20	20	20	19	18	17
	-1	20	20	19	18	17	16
	0	20	19	18	17	16	15
	1	19	18	17	16	15	14
	2	18	17	16	15	14	13
	3	17	16	15	14	13	12
	4	16	15	14	13	12	11
	5	15	14	13	12	11	10
6	14	13	12	11	10	9	
7	13	12	11	10	9	8	
8	12	11	10	9	8	7	
9	11	10	9	8	7	6	
10	10	9	8	7	6	5	

Saving Throws

Spell Blade Level	Aimed Devices	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Unspecified Spells
1-4	11	15	13	12	12
5	11	15	12	11	12
6-8	9	13	12	11	10
9-10	9	13	11	10	10
11-12	7	11	11	9	8

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