

# Caverns & Cavaliers

## Character creation

### **Introduction:**

Being a long time fan of the classic D&D and oD&D, I decided to put together something that would capture the spirit of old school D&D, while offering more in the sense of options, progression and interest. Hopefully, it will also be open and flexible enough to allow you to use your own campaign information, and races, monsters and items from any edition of D&D or AD&D.

Use whatever you find of interest, ditch the rest and watch those kobolds.

### **Creating a character:**

Each character has 6 ability scores that represent the characters raw potential and capabilities. These are Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma.

To determine your character's initial scores, roll 3D6 for each, in the above order, and write down the scores.

Then make a 7th roll of 3D6. This is your "swap" and can be used to replace any one of the above dice rolls.

### **Picking a race:**

Aside from humans, each demi-human race has a *required ability* meaning that you should have a rating of 11 or better in that ability score. If you do not, you may still elect a character of that race, but your character may not pursue a variant or advanced class

### **Picking a class:**

Your character does not start off with a class. Instead he is simply a Commoner, with no special abilities. After reaching 2nd level, the character may choose any class if human. Demi humans will have their class already defined. The classes given are for "default" play. These can be changed as the DM sees fit.

### **Initial hit points and gold:**

Characters start off with 10 hit points, regardless of future class. Characters with Constitution of 14 or better, start with 11 hit points.

Initial money is determined by rolling 3D6 and multiplying by 10. This money may be spent on any gear the player sees fit.

# **Rules**

## **Proficiency tests:**

Whenever a character attempts to do something that involves a significant (to the game) chance of failure or mistake, make a Proficiency test. Find the ability score that is most relevant to the test at hand. The base chance of success is Ability score + 1 per 2 character levels.

This can be modified as appropriate. A D20 roll equal or less than proficiency rating means success. Rolls of 1 or 20 can be rewarded or penalized as the player sees fit. Minimum base chance is 5, prior to situational modifiers.

Its recommended that players write down their proficiency values next to the relevant ability score, on the character sheet, for easy reference during play.

## **Saving throws:**

Some attack forms may require a saving throw. This functions as a proficiency check. Success will generally reduce or avert damage or influence. There are four categories of saving throw.

Evasion, Resistance, Mental, Magical and Luck.

Use the most appropriate. Magical saves are tested against Wisdom. Mental against Intelligence. Evasion against Dexterity, Resistance against Constitution as the DM sees fit. Luck is tested against a base value of 6.

If two characters are directly opposed, use only levels exceeding attacker to modify. For other sources of threat, the DM may use an unmodified saving throw, or assign a level to the threat.

Fighters receive a +2 bonus to Resistance saving throws. Magic users +2 to Magical. Clerics +2 to Mental. Adventurers +2 to Luck OR evasion (players choice at 2<sup>nd</sup> level)

## **Languages:**

A character speaks his own language, the common tongue (if such exists, otherwise use language of home nation) as well as one language for Intelligence 13-15, 2 for 16-17 or 3 for 18.

Demihumans speak one additional language as well, subject to choice and DM decision.

## **Henchmen:**

Characters may have a total of 4 henchmen over their entire career, +1 per point of Charisma over 12, +1 per 3 levels of experience. All henchmen must start at level 1. A henchman is any loyal follower, and can often be used as a replacement, if the players main character is slain.

## **Detection:**

Rolls that are based purely on a characters perception and ability to notice things, are generally resolved as a flat D6 roll, with a 1-2 indicating success.

## **Clerics turning undead:**

This requires a symbol of the clerics faith and to be successful, requiring a D20 roll equal or less than the clerics level, to be successful. This makes it a very unreliable ability at lower levels of experience. 2D6 levels of undead are turned. If the cleric spends a full round performing the turning, add +3 to his roll.

Free willed undead are at a penalty, equal to their level.

## **Combat:**

In encounters, a D6 roll of 1-2 results in surprise, losing one round of actions.

Each character receives one action in every round of combat. Attack order is determined by rolling highest on a D6. Add +1 for Dexterity of 14+. The value required to hit an opponent is your character's attack rating minus the target's armour class, or less on 1D20. Base attack rating is 10, which is increased as the character gains levels, dependent on class. Base armour class is 0 for an unarmoured humanoid creature.

If an attack succeeds, roll the appropriate dice indicated below, to determine hit points lost. Attack rolls of 10 or more points below the required, is a *critical* hit and will inflict an additional D6 damage. Rolls of 5-9 points below are a *special* hit and inflicts 1 point of additional damage.

Charging characters receive a +2 attack bonus, if winning initiative. Characters that spend the entire round without taking action may increase their armour class by +2. (+3 for fighters using a shield) Characters with a Dexterity of 14 or better, receive a +1 attack bonus, when using a missile weapon.

Axe, sword, mace etc	1D6
Dagger, staff etc	1D3, attack twice per round
Double-handed weapon	1D6+3. Lose initiative automatically.
Sling	1D4. Treat a 4 as 5 damage however.
Bow	1D6
Crossbow	1D6. On a roll of 6, add 1D3 damage. One round to load
Improvised	1D6. -2 attack
Unarmed	1D3
Leather armour	AC+3
Chainmail	AC+5
Plate mail	AC+7
Shield	AC+1

### **Wounds and injury:**

Characters reduced to 0 hit points or less, must take a Constitution proficiency check, or die immediately. If successful, the character is unconscious, losing 1 hit point per round, until treated (healing spell or Wisdom prof. check). If a character is reduced to -5 hit points or less, for any reason, he dies. Wounded characters recover 1 hit point per day, 3 if resting and of 5th level or above

### **Special conditions:**

Fleeing incurs a free attack from all opponents in melee.

# **Character advancement**

## **Gaining levels:**

When a character gains a level of experience, he receives an additional D6 hit points (+1 for fighters, and +1 for characters with a Constitution of 14 or higher), added to his total hit points. After level 9, the hit point increase is a flat 2 points per level (3 for fighters). This is regardless of Constitution.

Other level gains are as follows:

Level 2 - Choose character class

Level 3 - Eligible for variant class

Level 5 - Pick a talent

Level 6 - Ability increase

Level 9 - Eligible for advanced classes.

Level 10 - Pick a talent

Level 12 - Ability increase

Level 15 - Pick a talent

Level 20 - Pick a talent. Master skill

## **Classes:**

Classes available:

Fighter - +1 to hit point roll each level. +1 to melee damage if Strength is 14 or higher. AC bonus of +3 if using a shield to defend in a round. May employ any weapon and armour.

Cleric - Turn undead. May cast clerical spells. May not employ ranged weapons or edged/pointed melee weapons. May use any armour.

Magic user - May cast magical spells. May only use dagger and staff in melee. May wear armour, but may not cast spells while doing so. Magic users wearing armour has a -4 penalty to any proficiency or attack rolls.

Adventurer - Limited spellcasting. May use any weapon, and armour, except plate armour. Receive talents at levels 4,8,12,16 and 20, instead of levels indicated above.

## **Ability increases:**

When eligible, may raise any one ability score by +1 point, to a maximum of 17. A score of 18 can be gained only if rolled naturally.

## **Talents:**

When eligible, the player may pick any talent from the list provided. Talents do not stack unless specifically listed.

## **Variant classes:**

These are slight variations on the regular class, allowing players to customize their characters more, and make them more individual. This is also a good way of representing things that are somewhat different from the "base" class, but not enough to warrant a new class.

## **Advanced classes:**

More than a variant, the advanced classes add completely new abilities to a character. They do, however require campaign justification, and many may be hard or even impossible to acquire, depending on DM judgement

## **Talents:**

Favoured weapon	+1 to attack with a specified weapon type. Can be picked for several.
Minor spellcasting	Character may cast one specified first level spell
Additional language	Character may speak one additional language. Stacks.
Defense	Armour class +1 unless surprised. Stacks.
Improved save	+1 to specific saving throw.
Tough	+5 hit points. Stacks
Specialization	Specified proficiency test +1. Stacks
Followers	Maximum number of potential henchmen +1. Stacks.
Healing	Recover +1 HP per day
Reactions	+1 to initiative rolls
Danger sense	-1 to own surprise rolls
Evasion	If taking no other action, may leave melee without free attack
Ambush	+2 damage if enemy is unaware of attack.
Animal lore	+2 proficiency with animals.
Devout	+2 to turning undead

## **Master skill:**

Upon reaching level 20, a character receives the following advantage, depending on class :

Fighter	+1 to all melee damage
Magic user	+1 to all proficiency tests
Cleric	+1 to all saving throws
Adventurer	+1 to armour class
Dwarf	+10 hit points
Elf	+1 to all missile attacks
Halfling	+1 3 <sup>rd</sup> level clerical spell
Half-orc	+1 to all melee attacks.

## **Fighter variant classes:**

### **Ranger:**

Receive +2 to bow attacks. May fight with hand weapon, plus offhand weapon (D3 damage)

+2 proficiency to outdoors survival.

Rangers may not use plate armour.

### **Knight:**

+2 damage when using a lance. If charging, receive +2 damage to hand weapon attacks.

+2 proficiency to noble functions.

Must follow code of chivalry or loose knightly benefits untill honour is restored

### **Brigand:**

+1 to enemy surprise rolls.

+2 proficiency to stealth and thieving.

-2 proficiency for social interactions.

### **Brawler:**

May attack unarmed, striking twice for 1D3 damage. Armour class +1 per 5 levels.

+2 proficiency to evasion and stealth

May not use parry maneuver

### **Footman:**

Armour class +1. If prepared and receiving a charge, +1 to initiative.

+2 proficiency to weapon and military.

-2 to saves versus magic

### **Barbarian:**

+1 hit point per level. Inflicts +1 melee damage if not wearing plate armour.

+2 proficiency to outdoors survival.

-2 proficiency to education.

### **Monster hunter:**

+1 melee damage and initiative when fighting large creatures.

+2 to saves versus breath weapon

Must take Wisdom proficiency test to resist challenge from large monster

### **Peasant hero:**

Improvised weapons do not incur a penalty. If defending home, +2 to melee attack rolls.

+2 proficiency to craft and trade.

-2 proficiency to education

### **Crusader:**

+1 damage against enemies of faith and undead. +2 save versus undead threats.

+2 proficiency to religion and history

Must display religious icons prominently or loose all benefits untill redeemed

### **Assasin:**

+1 to initiative. Enemy surprise rolls +1

+2 proficiency to stealth

May not use double-handed weapons. Benefits do not apply in metal armour

## **Magic user variant classes:**

### **Scholar:**

+2 proficiency to education, lore and etiquette.  
Receive one additional non-combat spell in spell-book upon selection of variant.  
May not wear metal armour.

### **War mage:**

May use basic melee weapons. Receive fighter strength bonus to melee attacks.  
+2 proficiency to military.  
For spellcasting, count level as 1 less.

### **Illusionist:**

May cast any one illusion spell of available level, every day, in addition to memorized spells.  
+2 proficiency to deception and trickery.  
Damage inflicting magic treats any damage die scoring a 1 as 0.

### **Conjurer:**

May switch any one memorized spell for any summoning or conjuring spell once per day.  
May disrupt summoning in progress on D6 roll of 1-2.  
-2 proficiency to crafts and construction.

### **Arcane:**

Add one spell of choice to spellbook every 5th level. Save versus spell +2.  
+2 proficiency to magic.  
Attacks as 2 levels below. Only make one attack per round with dagger

### **Disruptor:**

All opposing spells will fail on a D6 roll of 1. Save versus spell +2.  
Count Dispel magic as 2nd level spell.  
Own casting level is considered 2 levels lower (minimum of 3)

### **Charlatan:**

+2 proficiency to thieving, social and performance.  
-1 to individual surprise roll  
May not wear metal armour.

### **Duellist:**

Enemy spellcasters have -2 to spell save, and damage dealing spells inflict +1 damage per die.  
+2 proficiency to magic  
Must take Wisdom proficiency test to ignore enemy spellcaster in battle.

### **Infiltrator:**

+1 to enemy surprise rolls and +4 attack bonus for ambush attacks if not wearing metal armour.  
+2 proficiency to stealth, disguise, trickery.  
Enemy save vs spell at +1 if aware of caster

### **Crafter:**

Costs of creating magical items -10%. May wear leather armour at no penalty.  
+2 proficiency to craft, item research and magic.  
Treat initiative rolls higher than 4 as 4, when casting spells

## Cleric variant classes:

### **Fighting monk:**

May attack twice unarmed for 1D3 damage. +1 attack bonus with staff  
+2 proficiency to athletics and acrobatics.  
Cannot retain wealth

### **Healer:**

May cast cure light wounds once per day as a bonus spell. Friends recover +1 hit point per day.  
+2 proficiency to healing.  
Attacks and casts combat spells at 3 levels lower.

### **Templar:**

+1 to melee attacks. +1 armour class  
+2 proficiency to religion and military.  
May not cast healing spells

### **Shaman:**

May memorize one additional nature related spell per day. +1 attack with slings.  
+2 proficiency to outdoors survival.  
May not wear plate armour.

### **Ghost hunter:**

+2 attack versus undead. Turn undead at one level higher.  
+2 to save versus undead threats.  
Cast spells at one level lower.

### **Inquisitor:**

+2 to save versus spell. Allies that are aware of enemy spellcasters receive bonus as well.  
+2 proficiency to magic and religion.  
Turn undead at two levels lower.

### **Sage:**

Identify a magic item found on D6 roll of 1. One attempt per level.  
+2 proficiency to education, lore, religion, magic and research. At 8th level, +1 Intelligence.  
Attacks at two levels lower. No hit point bonus for Constitution

### **Missionary:**

-1 to own surprise rolls. +1 attack versus enemy faiths.  
+2 proficiency to social and travel.  
May only own what can be transported.

### **Druid:**

+2 to saving throws.  
+2 proficiency to outdoors survival.  
May not use metal objects

### **Divine:**

Memorize and cast spells at one level higher. When turning undead, a roll of 1, turns 1D6 extra.  
+2 proficiency to religion  
May never use weapons.

## **Adventurer variant classes:**

### **Bard:**

May identify magic items on D6 roll of 1. One attempt per level. +1 level 1 magic user spell

+2 proficiency to history, social and performance.

May only own what can be transported

### **Rogue:**

Enemy surprise +1. +1 Armour class unless surprised

+2 proficiency to thieving, stealth and urban.

May not use metal armour.

### **Investigator:**

+2 save versus illusions. +1 save versus charm

+2 proficiency to search, investigate and discovery.

Attacks in melee at one level lower.

### **Scout:**

+2 attack with missile weapons. May evade melee without retaliation strike.

+2 proficiency to outdoors survival.

Spell casting at one level lower.

### **Errant:**

+1 attack if alone in combat. -1 to own surprise rolls.

+2 proficiency to travel.

May only own what can be transported

### **Treasure hunter:**

+2 save versus traps. +1 armour class in confined conditions.

+2 proficiency to appraising.

Must hoard or stash 10% of all earned wealth.

### **Avenger:**

+1 melee damage against specific race. +1 missile attack against specified race.

+2 to mental saving throws.

Must make Wisdom proficiency test to ignore challenge from specified race.

### **Skald:**

If not fighting, allies get +1 to melee attacks and all saving throws.

+2 proficiency to performance and lore.

-1 to own initiative

### **Sharpshooter:**

+2 to missile attacks. If missile weapon is readied, always wins initiative in first round.

+2 proficiency to crafts related to missile weapon.

Melee attacks at two levels lower.

### **Tunnel rat:**

May attack with offhand weapon (D3 damage). +1 armour class in confined areas.

+2 proficiency to underground.

May not use missile weapons.

## **Fighter advanced classes:**

### **Paladin:**

Lay on hands (2 hit points per level)  
+2 to all saving throws.  
Turn undead as cleric of 1/3 level.  
Immune to disease of any kind.  
Must be unfalteringly good.

### **Cavalier:**

+1 to sword and lance attack and damage.  
+4 to saving throws against mind influence  
+1 hit point per level (retroactive)  
+1 armour class bonus when parrying.  
Code of chivalry.

### **Warrior:**

May perform 2 melee attacks per round.  
+1 to healing rate.  
Receive Favoured weapon talent.  
Maximum henchmen +1.

### **Wurm slayer:**

+2 damage versus dragons.  
+2 to saving throws against dragon threats.  
+2 armour class against dragon attacks.  
Earn 10% extra experience points from defeated dragon

### **Weapons master:**

+1 to all melee attacks.  
+1 armour class.  
May make offhand attacks (D3 damage)  
May never use missile weapons.

## **Cleric advanced classes**

### **Defender:**

+1 to damage against evil.  
+1 to own and allies saving throws.  
+2 proficiency to social and leadership  
All heal spells treat a dice roll of 1 as a 2.  
Must donate 90% of all wealth

### **Saint:**

All spell casting abilities are at +1 level.  
Add 1D6 when determining effect of turn undead.  
Cure disease once per day.  
-2 to attack rolls

### **Mystic:**

2 attacks in melee at D6 damage, when fighting unarmed.  
Base Armour class of 5, unarmoured.  
Dexterity score increased by 1.  
+1 to all Saving throws.  
May not turn undead. Spellcasting at -2 levels.

**Priest:**

Any healing or curative spell may affect 2 targets, within 5 yards.  
May turn demons and summoned creatures, at their HD+2  
+1 attack with mace.

**Exorcist:**

+2 melee damage versus undead.  
Cure spells may be cast on undead for equal damage.  
Detect evil at will  
+2 saving throws versus undead threats.

## **Magic user advanced classes**

**Mage Lord:**

+2 proficiency to leadership and military.  
Receives 3 level 1 minions. (count as henchmen but does not count towards total)  
Armour class +1  
Targets of charm and control spells receive -2 to saving throws.

**Destroyer:**

All damage dealing spells receive +1 to each die.  
May memorize 2 additional combat spells each day.

**Warlock:**

+2 to melee attacks.  
May use fighter strength and parry bonus.  
+2 proficiency to military and tactics.

**Elemental mage:**

May count all elemental based spells as one level lower than normal.  
+2 to saving throws versus elemental threats.

**Necromancer:**

All created undead receive +1 level.  
When personally directing undead, they receive +1 attack bonus.  
+1 to saving throws versus undead threats.

## **Adventurer advanced classes**

**Shadow:**

+2 proficiency to stealth, deception and trickery.  
Cannot be detected with magic.  
+1 to enemy surprise rolls. Against surprised enemy, +2 melee attack and damage.

**Dungeon explorer:**

+2 saving throw versus traps  
+1 attack bonus with specified hand weapon  
Cast cure light wounds, once per day  
Only surprised on a 1

**Cossack:**

+1 to attack and armour class when mounted.

+2 proficiency to animals and riding.  
 +1 to all initiative rolls and +2 to own surprise rolls.  
 May not own more than can be transported.

**Lore keeper:**

+1 to all proficiency checks.  
 May identify any ancient or magical item on a D6 roll of 1-2. One attempt per level.  
 May identify monsters on a D6 roll of 1. One attempt per level.

**Experience points:**

Experience points (xp) are awarded based on monsters defeated, obstacles overcome, goals completed and superior roleplaying. This is largely the province of the DM. As a general rule, a monster should award xp according to the following chart:

Hit dice (D6)	xp per HD.
1-3	25
4-6	50
7-9	100
10+	200

Special powers or abilities will provide additional information.  
 The DM may change xp values for a particular monster, or given encounter, as he wishes.  
 The DM guide will contain more info on creation of monsters.

**Experience progression and spells:**

Level	XP	1	2	3	4	5	6	7
2	1500	1						
3	3000	2						
4	6000	2	1					
5	12.000	3	2					
6	20.000	3	3	1				
7	40.000	3	3	2				
8	80.000	3	3	2	1			
9	160.000	3	3	3	2			
10	300.000	4	4	3	2	1		
11	600.000	4	4	3	3	2		
12	900.000	5	4	4	3	2	1	
13	1.400.000	6	5	5	3	2	2	
14	2.000.000	6	6	6	4	2	2	
15	2.500.000	6	6	6	5	3	2	
16	3.000.000	7	7	7	5	4	2	
17	3.500.000	7	7	7	6	5	3	1
18	4.000.000	8	8	8	7	6	4	1
19	4.500.000	9	9	9	7	6	4	2
20	5.000.000	9	9	9	8	7	4	2

The above chart covers spell progression for clerics and magic users.  
 Adventurers gain magic user spells at the following levels:  
 Level 1: 2, 4,6,10,15,20  
 Level 2: 3,6,12,18

Level 3: 5,15

Each morning, a spell caster must write down which spells are memorized, up to the total allowed. A spell can be memorized multiple times.

Magic users are limited to those in their spell book. Clerics can pick any from their list, but spells over level 2 are dependent on otherworldly powers, and may be denied, as the DM sees fit, based on roleplaying and campaign events.

Adventurers can learn both cleric and magic user spells, but for every new spell potential gained when gaining a level, the spell must be determined immediately, and cannot later be changed, or replaced.

**Attack value improvement:**

Character      Attack improves every at every x level, as indicated below

Fighter        3

Cleric         4

Adventurer    4

Magic user    6

## **Demi-humans**

The following are the standard races that are available for play. Others can be added as the DM sees fit. If there are any questions, DM's decision and campaign is followed.

Ability score modifiers cannot change an ability above 18 or below 3.

Each demi human has various advantages, as indicated, as well as receiving a bonus language, in addition to those indicated by their Intelligence score.

Demi humans are less flexible than humans, and thus, have their class determined automatically. Each demi-human race have their own variant and advanced classes, however.

**Dwarf:**

Required ability: 11 Constitution.

+1 Constitution. -1 Charisma.

Dwarves receive a +1 saving throw bonus against poison and magic threats.

Infravision.

Dwarves may not use bows, or two handed melee weapons.

Class: Fighter

**Elf:**

Required ability: 11 Intelligence.

+1 Dexterity. -1 Constitution.

Elves receive a +2 saving throw bonus against charm and sleep based magic.

Infravision.

Class: Adventurer

**Halfling:**

Required ability: 11 Dexterity.

+1 Dexterity. -1 Strength.

Halflings receive +1 attack bonus with slings.

May not use weapons that require two hands to wield.

Class: Fighter

**Half elf:**

Half elves are treated either as human or elven characters, depending on which part of their heritage is the stronger.

**Half orc:**

Required ability: 11 Strength

+1 Strength. -1 Charisma.

Half orcs receive +1 armour class, due to natural resilience.

Class: Fighter

**Gnome:**

Gnomes, if used, can be treated as either Dwarves or Halflings, depending on what seems most appropriate.

**Dwarven variant classes:****Miner**

+1 to melee attacks in confined spaces. +1 to saving throws versus traps.

+2 proficiency to mining and metal/gems.

May not use missile weapons except for thrown weapons.

**Veteran**

+1 to attack when using an axe. +1 armour class.

+2 proficiency to history and military.

May never retreat unless outnumbered 1.5 to 1 in levels, or more.

**Wayfinder**

+1 armour class, unless surprised. +1 attack bonus with crossbows.

+2 proficiency to travel.

May only own two magical items.

**Vindicator**

+1 to melee damage against non dwarves. May continue to fight until -2 HP.

+2 proficiency to religion.

Must display religious symbol prominently.

**Engineer**

+2 to saving throws versus traps.

+2 proficiency to crafts, traps, engineering and locks.

-1 to melee attacks, except daggers and crossbows.

**Dwarven advanced classes:****Guardian**

2 melee attacks per round.

+1 to melee attacks. +1 armour class versus missile attacks.

If leading dwarves into battle, they will never check morale.

Must protect and help dwarves.

**Spellforger**

May cast clerical spells at 1/3 current level.

All damage inflicted by spells is halved, before any saving throws are taken.

Armour class +1, while wearing metal armour.

May only use blunt weapons.

**Elven variant classes:****Archer**

+1 to all missile attacks and damage rolls. If prepared, wins initiative when firing bow.

+2 proficiency to bowcraft.

-1 to melee attacks.

**Wyldcaster**

May memorize an additional 2 first level spell, and one second level spell.  
+2 proficiency to magic. +2 to saving throws against magic threats.  
May only use magic user spells.

**Outrider**

+2 to bow attacks. May fight with an offhand weapon (D3 damage)  
+2 proficiency to outdoors survival.  
May only own what can be transported.

**Elven rogue**

Enemy surprise +1. +1 Armour class unless surprised  
+2 proficiency to thieving, stealth and wilderness.  
May not use metal armour.

**Minstrel**

May identify magic items on D6 roll of 1. One attempt per level. +1 level 1 magic user spell  
+2 proficiency to history, social and performance.  
May only own what can be transported

**Elven advanced classes:****Bladesinger**

2 melee attacks per round.  
+2 armour class.  
May throw a sword as a missile attack.  
May only have elven henchmen, maximum number possible is 2.

**Wilderness runner**

2 bow attacks per round.  
Learn 2 additional first or second level cleric spells  
+1 to armour class  
May charm animals.

**Halfling variant classes:****Thief**

Enemy surprise +1. +1 Armour class unless surprised  
+2 proficiency to thieving, stealth and urban.  
May not use metal armour.

**Warden**

+1 to melee attacks and armour class when defending home, or halflings.  
+1 to all saving throws.  
Must assist innocent in need

**Halfling Scout**

+2 attack with missile weapons. May evade melee without retaliation strike.  
+2 proficiency to outdoors survival.  
May only own what can be carried.

**Squire**

+1 to melee attacks with swords. Master get +1 to AC and saves, if both in melee.  
+2 proficiency to riding, animals and military.

Must serve a master

**Tunnel rat**

May attack with offhand weapon (D3 damage). +1 armour class in confined areas.

+2 proficiency to underground.

May not use missile weapons.

**Halfling advanced classes:**

**Sheriff**

+2 to melee attacks and saving throws when defending home or halflings.

+1 armour class

+1D6 hit points upon attaining class. +1 per level onwards.

+1 damage against all evil creatures.

May never commit an unlawfull act.

**Master**

May cast 3 first level, 2 second level and 1 third level cleric spells.

+1 to all saving throws.

May dispel hostile magic on a D6 roll of 1.