

NEW CLASSES

CLERIC**Priest**

PRIME REQUISITE: Wisdom. Wisdom and Charisma must be 9 or higher.

EXPERIENCE BONUS: If Wis is 13 to 15, +5%; if Wis is 16 or better, +10%.

ADVANCEMENT CHART: Priest.

HIT DICE: 1d4 per level to 9th, +1 per level after 9th.

STARTING HIT POINTS: 6 + Constitution Modifier.

ALIGNMENT: Any.

ARMOR: Leather armor only, shields allowed.

WEAPONS: No edged or pointed weapons.

ATTACK PROGRESSION: Wizard.

SAVING THROWS: Cleric.

SPECIAL ABILITIES: Clerical spellcasting at full level, warlock spellcasting at two-thirds level (rounded up), turning undead.

Templar

PRIME REQUISITE: Wisdom. Strength and Wisdom must be 9 or higher.

EXPERIENCE BONUS: If Wis is 13 to 15, +5%; if Wis is 16 or better, +10%.

ADVANCEMENT CHART: Fighter.

HIT DICE: 1d8 per level to 9th, +2 per level after 9th.

STARTING HIT POINTS: 12 + Constitution Modifier.

ALIGNMENT: Any.

ARMOR: All, shields allowed.

WEAPONS: No edged or pointed weapons.

ATTACK PROGRESSION: Fighter.

SAVING THROWS: Cleric.

SPECIAL ABILITIES: Clerical spellcasting at two-thirds level (rounded up), turning undead.

THIEF**Acrobat**

PRIME REQUISITE: Dexterity. Strength and Dexterity must be 9 or higher.

EXPERIENCE BONUS: If Dex is 13 to 15, +5%; if Dex is 16 or better, +10%.

ADVANCEMENT CHART: Fighter.

HIT DICE: 1d4 per level to 9th, +1 per level after 9th.

STARTING HIT POINTS: 8 + Constitution Modifier.

ALIGNMENT: Any.

ARMOR: Leather armor only, shield not allowed.

WEAPONS: All missile weapons, all one-handed melee weapons.

ATTACK PROGRESSION: Thief.

SAVING THROWS: Thief.

SPECIAL ABILITIES: Thief skills and acrobat abilities.

PRIEST EXPERIENCE TABLE

Level	XP	Cleric Casting	Warlock Casting
1	0	1st Level	1st Level
2	2,250	2nd Level	2nd Level
3	4,500	3rd Level	2nd Level
4	9,000	4th Level	3rd Level
5	18,000	5th Level	4th Level
6	36,000	6th Level	4th Level
7	72,000	7th Level	5th Level
8	135,000	8th Level	6th Level
9	270,000	9th Level	6th Level
10	405,000	10th Level	7th Level
11	540,000	11th Level	8th Level
12	675,000	12th Level	8th Level
13	810,000	13th Level	9th Level
14	945,000	14th Level	10th Level
15	1,080,000	15th Level	10th Level
16	1,215,000	16th Level	11th Level
17	1,350,000	17th Level	12th Level
18	1,485,000	18th Level	12th Level
19	1,620,000	19th Level	13th Level
20	1,755,000	20th Level	14th Level
21	1,890,000	21st Level	14th Level
22	2,025,000	22nd Level	15th Level
23	2,160,000	23rd Level	16th Level
24	2,295,000	24th Level	16th Level
25	2,430,000	25th Level	17th Level
26	2,565,000	26th Level	18th Level
27	2,700,000	27th Level	18th Level
28	2,835,000	28th Level	19th Level
29	2,970,000	29th Level	20th Level
30	3,105,000	30th Level	20th Level
31	3,240,000	31st Level	21st Level
32	3,375,000	32nd Level	22nd Level
33	3,510,000	33rd Level	22nd Level
34	3,645,000	34th Level	23rd Level
35	3,780,000	35th Level	24th Level
36	3,915,000	36th Level	24th Level

SPECIAL CLASSES

Jack

PRIME REQUISITE: None. Minimums by abilities.

EXPERIENCE BONUS: None.

ADVANCEMENT CHART: Wizard.

HIT DICE: Base is 1d4 per level to 9th, +1 per level after 9th.

STARTING HIT POINTS: Base is 4 + Constitution Modifier.

ALIGNMENT: Any.

ARMOR: Leather armor only, shield not allowed.

WEAPONS: All missile weapons, all one-handed melee weapons.

ATTACK PROGRESSION: Base is Wizard.

SAVING THROWS: Jack.

SPECIAL ABILITIES: The Jack gains 14 points to spend per level, starting at 1st level. These points are used to buy special abilities, better hit dice, weapon mastery, and a better attack progression. There is a limit on how many points can be spent in each area per level.

Ability	Ability Score Minimum	Maximum Points per Level	Level Gain Total
Cleric Spellcasting	Wis 9	4	6
Sorcerer Spellcasting	Cha 9	6	9
Thief Abilities	Dex 9	3 ½	5
Wizard Spellcasting	Int 9	9 ½	14
Weapon Mastery	Str 9	2	N/A
d6 hit die (1st-9th level)	Con 9	2	N/A
d8 hit die (1st-9th level)	Con 9	4	N/A
+2 hit points (10+ level)	Con 9	4	N/A
Attack Progression	Str 9	2	Special
Gain one weapon or shield	Str 9	2	N/A
Improve best AC by one	Str 9	2	N/A

For the cleric, sorcerer, thief, and wizard progressions divide the total number of points placed in each by the Level Gain Total to find the effective class level for the ability. Up to two weapon mastery slots can be purchased per level. Hit dice can be changed to d6 or d8 for the level at the costs shown. If the hit die is increased at 1st level add two hit points to starting hit points for 1d6 and four hit points to starting hit points for 1d8. Hit points after 9th level can be increased to +2 (instead of +1) at a level for two points. For attack progression, points can be spent starting when the character reaches 2nd level. Use of one weapon or a shield costs one point for each; a maximum of two points can be spent per level. Lowering the AC (i.e., improving the best armor the Jack can effectively use) costs one point per armor type and a maximum of two points can be spent per level. The Jack starts with leather armor, so improving armor usage progresses from scale mail (AC 6) down to jousting armor (AC 0).

When points are spent on attack progression, note the Attack Total. Add this to the previous Attack Total (at 2nd level, it starts at zero).

Points Spent (starting at 2nd level)	Attack Total
0	+24
½	+27
1	+30
1½	+35
2	+40

When the Attack Total becomes 60 or more, the character's attack progression becomes one row better (i.e., ThAC0 goes down by one). Note that if the Jack spends nothing, they still advance along the wizard attack progression.

Keep track of how all points (of the 14) are spent each level and keep a running total of the Attack Total. In this way, the player can divide the totals for cleric, sorcerer, thief, and wizard to find the appropriate levels of abilities. Dividing the Attack Total by 60 will show how many rows better than their normal wizard attack progression they have advanced.

Jack Saving Throw Table

Jack Level	Death Ray & Poison	Magic Wands	Paralysis & Turn to Stone	Dragon Breath	Rods, Staves, Spells
1-2	13	14	14	16	16
3	13	14	13	16	15
4	12	13	13	15	14
5	12	13	12	15	14
6	11	12	12	14	13
7-8	11	12	11	14	12
9-10	10	11	10	13	11
11-12	9	10	9	12	10
13	9	10	9	12	9
14-15	8	9	8	11	9
16-18	7	8	7	10	8
19-20	6	7	6	9	7
21	5	6	6	8	7
22	5	6	5	8	6
23-24	5	5	5	7	6
25-26	4	4	5	6	5
27	4	4	5	5	5
28	4	4	4	5	4
29-30	3	4	4	4	4
31-32	3	3	3	3	3
33	3	3	3	2	3
34-36	2	2	2	2	2

For example, a 1st level Jack spends points as follows: four points in cleric, two points for a d6 hit die (instead of the d4 at start), 3½ points for thief, one weapon mastery, and 3½ points for sorcerer. So, at start, the character is two-thirds of the way to getting 1st level cleric spellcasting (4 ÷ 6), almost 40% of the way to getting 1st level sorcerer spellcasting (3½ ÷ 9), and about two-thirds of the way to getting 1st level thief abilities (3½ ÷ 5). The Jack gains none of these abilities at 1st level, though.

At 2nd level, the Jack spends the points as follows (keeping in mind the previously spent points at 1st level): two points in cleric (giving them a total of 6), 1½ points in thief (giving them a total of 5), two points to raise the hit die to d6 again (for a total of 2d6 hit dice), 5½ points in sorcerer spellcasting (for a new total of 9½), two points in attack progression (increasing the Attack Total to +40), and one weapon mastery. They gain the abilities to cast spells as a 1st level cleric (since the total is now 6), cast spells as a 1st level sorcerer (since the total is 9), and operate as a 1st level thief (since the total is now 5).

The maximum progression for cleric, sorcerer, thief, and wizard is at two-thirds the Jack's level. By spending two points per level on attack progression, the Jack can fight as well as a fighter. Spending four points per level on hit dice will give a Jack the same hit points as a fighter. However, not all abilities can be advanced at these rates. The Jack must choose each level where to concentrate their abilities.

The Jack can only progress in the classes shown in the table above. Assassin, druid, illusionist, mystic, warlock, and other class abilities cannot be gained.

Monster

PRIME REQUISITE: None.

EXPERIENCE BONUS: None.

ADVANCEMENT CHART: Wizard.

HIT DICE: 1d8 per level to 9th, 1d6 per level after 9th.

STARTING HIT POINTS: 8 + Constitution Modifier.

ALIGNMENT: Any.

ARMOR: All, shields allowed (but see below).

WEAPONS: All (but see below).

ATTACK PROGRESSION: Monster.

SAVING THROWS: Special (see below).

SPECIAL ABILITIES:

At 1st level, choose a monster from the D&D Rules Cyclopedia that has an Individual Adjusted Hit Dice figure of 1 or less. The Individual Adjusted Hit Dice (IAHD) for a monster is equal to its hit dice plus the additional hit points it receives divided by five (rounded up) plus half of this modified hit dice figure for each star by the creature's hit dice entry in the monster listing. Round any final fraction up.

For example, a troll would have an IAHD of 11 (6 HD + 3 hit points divided by 5, rounded up to 1 HD + one-half of seven hit dice, which is 3½ rounded up to 4 HD). See page 101 in the D&D Rules Cyclopedia for more information on the Individual Adjusted Hit Dice calculation.

Your character is the monster you choose at 1st level. Use the monster entry for your character subject to the following caveats:

Armor Class: Equal to the monster's AC + your Dexterity modifier. If the monster can wear armor and use a shield (such as an orc or hobgoblin), your AC should reflect what the monster is using.

Hit Dice: Equal to the monster's hit dice plus one for every level you have over the monster's IAHD. Use this hit dice figure to determine your monster attack matrix. Use your Strength or Dexterity modifier on attack rolls as appropriate.

Hit Points: Use your hit point total regardless of the hit dice calculation. You get the Constitution modifier as a bonus (or penalty) on each level's hit die.

Move: Use the monster's movement forms and speeds.

Attacks: As listed in the monster description.

Damage: As listed in the monster description. Use your Strength modifier to modify damage as appropriate.

Save As: Use the class saving throw table listed for the monster. If the class saving throw table is dwarf (D), elf (E), or halfling (H), use the fighter saving throw table with the modifiers for the appropriate race. Use the level listed for the saving throw plus one for every level you have over the monster's IAHD.

Intelligence: Use your Intelligence plus the monster's Int rating minus ten.

Alignment: Use an alignment of your choice as you are a player character.

Special Attacks, Special Defenses, and Special Abilities: You gain all of these according to the monster description.

No. Appearing, Morale, Treasure Type, and XP Value: Disregard these entries in the monster block.

Ability score modifiers are applied as they are for all other characters; you are considered atypical for your kind.

At each experience level beyond the first, the player may continue to use the same monster (and advance the monster one level in this class) or choose a new monster, subject to the IAHD limit. If you choose a new monster, this monster is a different individual. You keep your ability scores if a new monster is chosen (thus, you might play a monster that is stronger than normal or, perhaps, more intelligent than normal throughout the campaign). If you choose a new monster at one level but wish to switch back to a monster you played previously, you may do so. Ensure that the previously-played monster rejoins that party at their IAHD plus any levels you have gained in this class.

Monster Spellcasters

If a monster you choose can become a Monster Spellcaster, this means the monster can gain the abilities and spellcasting of other character classes, such as cleric, fighter, thief, etc. The number of effective levels gained per increase in IAHD is shown in the table below.

For example, a player has a 6th level monster character. Upon attaining 7th level, the player could decide to switch to a bugbear (IAHD of 4) and give that bugbear three levels of thief, since bugbear is listed as a monster that can have Monster Spellcasters. The character would have 7d8 hit dice, attack as a 7 HD monster, and have the abilities of a 3rd level thief. If the character chose pegasus instead, the character would be a 7 HD pegasus (instead of a 2+2 HD monster) that fights as a 7 HD monster with saving throws as a 7th level fighter, without any character classes.

Monster Class Abilities per Level

Class	Attack		Hit Die	Hit Points
	Progression			
Cleric	+1 HD		d8	+2
Druid	+1 HD		d8	+2
Priest	+½ HD		d4	+1
Templar	+1 HD		d10	+2
Fighter	+1 HD		d10	+2
Avenger	+1 HD		d10	+2
Berserker	+1 HD		d10	+2
Knight	+1 HD		d10	+2
Mystic	+1 HD		d8	+2
Paladin	+1 HD		d10	+2
Ranger	+1 HD		d10	+2
Wizard	+½ HD		d3	+1
Illusionist	+½ HD		d3	+1
Sorcerer	+1 HD		d4	+1
Warlock	+1 HD		d4	+1
Thief	+1 HD		d8	+2
Acrobat	+1 HD		d4	+1
Assassin	+1 HD		d8	+2
Bard	+1 HD		d4	+1

If some of the IAHD is due to class abilities, the monster may not necessarily receive a d8 hit die for some of their monster levels. For example, if the player above chose wizard levels instead of thief levels for the bugbear, the bugbear would have 4d8 + 3d3 hit dice, fight as a 6 HD monster (4 HD for bugbear and 1½ HD for wizard), and have the spellcasting ability of a 3rd level wizard.

Hit Dice and Hit Points after 9th Level

Monster characters gain a d6 hit die per level after 9th level if the character has no class ability levels. For monsters with class ability levels, the character gains the indicated hit dice in the table to the left with the last hit die being gained upon attaining 9th level monster. For each monster level gained above 9th, add the hit points found in the Hit Point column above.

For example, the bugbear character is advancing as a wizard. The first four levels count for the baseline bugbear only and the character gets 4d8 hit dice. For the next five levels, the character will gain a d3 hit dice per level. At 9th level, the bugbear wizard will have hit dice equal to 4d8+5d3 (and would fight like a 7 HD monster and save as a 7th level fighter). Upon attaining 10th level, the character gains one hit point, for a total of 4d8+5d3+1. Assuming the character continued to advance in wizard, the bugbear would fight as a 7 HD monster (4 HD + one-half of 6 HD) and make saves as a 7th level fighter.

For the pegasus character, the monster will gain a d8 hit die per level up to 9th level and a d6 hit die for every level thereafter (since class abilities are not gained). Thus, a 10th level pegasus would fight as a 10 HD creature and make saves as a 10th level fighter.

CLASS LIST

The full class list for the D&D game is below with starting hit points, hit dice per level up to 9th followed by hit points for 10th level and above, attack progression, saving throw table, and experience point table.

Class	Starting				
	HP	Hit Dice	Attacks	Saves	XP
Cleric	11	d6/+1	C	C	C
Druid	11	d6/+1	C	C	C
Priest	6	d4/+1	W	C	P
Templar	12	d8/+2	F	C	F
Fighter	12	d8/+2	F	F	F
Avenger	12	d8/+2	F	F	F
Berserker	14	d10/+3	F	F	F
Knight	12	d8/+3	M	F	F
Mystic	10	d6/+1½	F	F	F
Paladin	12	d8/+2	F	F	F
Ranger	12	d8/+2	F	F	F
Wizard	4	d4/+1	W	W	W
Illusionist	4	d4/+1	W	W	W
Sorcerer	8	d4/+1	C	W	F
Warlock	8	d4/+1	C	W	F
Thief	12	d4/+2	T	T	T
Acrobat	8	d4/+1	T	T	F
Assassin	12	d4/+2	T	T	T
Bard	8	d4/+1	T	T	F
Jack	4	d4/+1	W	J	W
Monster	8	d8/d6	M	F	W

C: Cleric **P:** Priest
F: Fighter **T:** Thief
J: Jack **W:** Wizard
M: Monster

Consult this document and the D&D Basic Supplement for all other details on each class. As of now, there are thirty possible class options (including the ten different types of bards).

Generic Experience Point Tables

If you know the point value per level of a custom character class, you can use the tables below to find the experience points needed at each level. The class must have the same number of points per level (from 1st to 36th) for the table to be accurate.

Level	10 Points	11 Points	12 Points	13 Points	14 Points
1	0	0	0	0	0
2	1,250	1,375	1,500	1,625	1,750
3	2,500	2,750	3,000	3,250	3,500
4	5,000	5,500	6,000	6,500	7,000
5	10,000	11,000	12,000	13,000	14,000
6	20,000	22,000	24,000	26,000	28,000
7	40,000	44,000	48,000	52,000	56,000
8	75,000	82,500	90,000	97,500	105,000
9	150,000	165,000	180,000	195,000	210,000
10	225,000	247,500	270,000	292,500	315,000
11	300,000	330,000	360,000	390,000	420,000
12	375,000	412,500	450,000	487,500	525,000
13	450,000	495,000	540,000	585,000	630,000
14	525,000	577,500	630,000	682,500	735,000
15	600,000	660,000	720,000	780,000	840,000
16	675,000	742,500	810,000	877,500	945,000
17	750,000	825,000	900,000	975,000	1,050,000
18	825,000	907,500	990,000	1,072,500	1,155,000
19	900,000	990,000	1,080,000	1,170,000	1,260,000
20	975,000	1,072,500	1,170,000	1,267,500	1,365,000
21	1,050,000	1,155,000	1,260,000	1,365,000	1,470,000
22	1,125,000	1,237,500	1,350,000	1,462,500	1,575,000
23	1,200,000	1,320,000	1,440,000	1,560,000	1,680,000
24	1,275,000	1,402,500	1,530,000	1,657,500	1,785,000
25	1,350,000	1,485,000	1,620,000	1,755,000	1,890,000
26	1,425,000	1,567,500	1,710,000	1,852,500	1,995,000
27	1,500,000	1,650,000	1,800,000	1,950,000	2,100,000
28	1,575,000	1,732,500	1,890,000	2,047,500	2,205,000
29	1,650,000	1,815,000	1,980,000	2,145,000	2,310,000
30	1,725,000	1,897,500	2,070,000	2,242,500	2,415,000
31	1,800,000	1,980,000	2,160,000	2,340,000	2,520,000
32	1,875,000	2,062,500	2,250,000	2,437,500	2,625,000
33	1,950,000	2,145,000	2,340,000	2,535,000	2,730,000
34	2,025,000	2,227,500	2,430,000	2,632,500	2,835,000
35	2,100,000	2,310,000	2,520,000	2,730,000	2,940,000
36	2,175,000	2,392,500	2,610,000	2,827,500	3,045,000
Per	+75,000	+82,500	+90,000	+97,500	+105,000

Note: Divide the 10 Points column by ten to find out the total at each character level for only one point per level.

Level	15 Points	16 Points	17 Points	18 Points	19 Points
1	0	0	0	0	0
2	1,875	2,000	2,125	2,250	2,375
3	3,750	4,000	4,250	4,500	4,750
4	7,500	8,000	8,500	9,000	9,500
5	15,000	16,000	17,000	18,000	19,000
6	30,000	32,000	34,000	36,000	38,000
7	60,000	64,000	68,000	72,000	76,000
8	112,500	120,000	127,500	135,000	142,500
9	225,000	240,000	255,000	270,000	285,000
10	337,500	360,000	382,500	405,000	427,500
11	450,000	480,000	510,000	540,000	570,000
12	562,500	600,000	637,500	675,000	712,500
13	675,000	720,000	765,000	810,000	855,000
14	787,500	840,000	892,500	945,000	997,500
15	900,000	960,000	1,020,000	1,080,000	1,140,000
16	1,012,500	1,080,000	1,147,500	1,215,000	1,282,500
17	1,125,000	1,200,000	1,275,000	1,350,000	1,425,000
18	1,237,500	1,320,000	1,402,500	1,485,000	1,567,500
19	1,350,000	1,440,000	1,530,000	1,620,000	1,710,000
20	1,462,500	1,560,000	1,657,500	1,755,000	1,852,500
21	1,575,000	1,680,000	1,785,000	1,890,000	1,995,000
22	1,687,500	1,800,000	1,912,500	2,025,000	2,137,500
23	1,800,000	1,920,000	2,040,000	2,160,000	2,280,000
24	1,912,500	2,040,000	2,167,500	2,295,000	2,422,500
25	2,025,000	2,160,000	2,295,000	2,430,000	2,565,000
26	2,137,500	2,280,000	2,422,500	2,565,000	2,707,500
27	2,250,000	2,400,000	2,550,000	2,700,000	2,850,000
28	2,362,500	2,520,000	2,677,500	2,835,000	2,992,500
29	2,475,000	2,640,000	2,805,000	2,970,000	3,135,000
30	2,587,500	2,760,000	2,932,500	3,105,000	3,277,500
31	2,700,000	2,880,000	3,060,000	3,240,000	3,420,000
32	2,812,500	3,000,000	3,187,500	3,375,000	3,562,500
33	2,925,000	3,120,000	3,315,000	3,510,000	3,705,000
34	3,037,500	3,240,000	3,442,500	3,645,000	3,847,500
35	3,150,000	3,360,000	3,570,000	3,780,000	3,990,000
36	3,262,500	3,480,000	3,697,500	3,915,000	4,132,500
Per	+112,500	+120,000	+127,500	+135,000	+142,500

Note: The fighter experience point table is the **16 Points** column. The new priest class uses the **18 Points** column.

Level	20 Points	21 Points	22 Points	23 Points	24 Points
1	0	0	0	0	0
2	2,500	2,625	2,750	2,875	3,000
3	5,000	5,250	5,500	5,750	6,000
4	10,000	10,500	11,000	11,500	12,000
5	20,000	21,000	22,000	23,000	24,000
6	40,000	42,000	44,000	46,000	48,000
7	80,000	84,000	88,000	92,000	96,000
8	150,000	157,500	165,000	172,500	180,000
9	300,000	315,000	330,000	345,000	360,000
10	450,000	472,500	495,000	517,500	540,000
11	600,000	630,000	660,000	690,000	720,000
12	750,000	787,500	825,000	862,500	900,000
13	900,000	945,000	990,000	1,035,000	1,080,000
14	1,050,000	1,102,500	1,155,000	1,207,500	1,260,000
15	1,200,000	1,260,000	1,320,000	1,380,000	1,440,000
16	1,350,000	1,417,500	1,485,000	1,552,500	1,620,000
17	1,500,000	1,575,000	1,650,000	1,725,000	1,800,000
18	1,650,000	1,732,500	1,815,000	1,897,500	1,980,000
19	1,800,000	1,890,000	1,980,000	2,070,000	2,160,000
20	1,950,000	2,047,500	2,145,000	2,242,500	2,340,000
21	2,100,000	2,205,000	2,310,000	2,415,000	2,520,000
22	2,250,000	2,362,500	2,475,000	2,587,500	2,700,000
23	2,400,000	2,520,000	2,640,000	2,760,000	2,880,000
24	2,550,000	2,677,500	2,805,000	2,932,500	3,060,000
25	2,700,000	2,835,000	2,970,000	3,105,000	3,240,000
26	2,850,000	2,992,500	3,135,000	3,277,500	3,420,000
27	3,000,000	3,150,000	3,300,000	3,450,000	3,600,000
28	3,150,000	3,307,500	3,465,000	3,622,500	3,780,000
29	3,300,000	3,465,000	3,630,000	3,795,000	3,960,000
30	3,450,000	3,622,500	3,795,000	3,967,500	4,140,000
31	3,600,000	3,780,000	3,960,000	4,140,000	4,320,000
32	3,750,000	3,937,500	4,125,000	4,312,500	4,500,000
33	3,900,000	4,095,000	4,290,000	4,485,000	4,680,000
34	4,050,000	4,252,500	4,455,000	4,657,500	4,860,000
35	4,200,000	4,410,000	4,620,000	4,830,000	5,040,000
36	4,350,000	4,567,500	4,785,000	5,002,500	5,220,000
Per	+150,000	+157,500	+165,000	+172,500	+180,000

Note: The wizard experience point table is the **20 Points** column.