



THE CLASS HACK



FOR USE WITH THE BLACK HACK

10 'OSR' First Edition Classes for THE BLACK HACK

- developed by -

Mark Craddock

*With a huge thank you to
David Black, Peter Regan,
and Tim Baker.*

Cover Image:

Knight Attacks from PublicDomainVectors.Org



ACROBAT

Starting HP : d6 + 4

HP Per Level/Resting : 1d6

Weapons & Armor : Daggers, Hand Crossbows, Staffs, Gambeson, Leather

Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Once per hour, whilst in combat, when an Acrobat fails a **DEX** test and would be dealt damage from an attack, they can opt to ignore the damage.

Rolls with Advantage when attacking from above and deals 2d6 / 2d4 + the Acrobat's level damage.

Rolls with Advantage when performing acrobatic feats, climbing, hearing sounds, moving silently, jumping, pole vaulting, and tightrope walking.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** *or* **STR**.

ASSASSIN

Starting HP : d6 + 4

HP Per Level/Resting : 1d6

Weapons & Armor : Any and Gambeson, Leather, All Shields

Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Rolls a 1 or 2 on an attack and the Assassin doubles the amount of the damage dice they roll.

Rolls with Advantage when attacking from behind and deals 2d6 / 2d4 + the Assassin's level damage.

Rolls with Advantage when performing delicate tasks, climbing, hearing sounds, moving silently, understanding written languages and opening locks.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** *or* **INT**.

BARBARIAN

Starting HP : d12 + 4

HP Per Level/Resting : 1d12

Weapons & Armor : Any and All

Attack Damage : 1d10 / 1d8 Unarmed or
Improvising

SPECIAL FEATURES

As part of their action a Barbarian can make 1 attack per level.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** *or* **CON**.

BARD

Starting HP : d6 + 4

HP Per Level/Resting : 1d6

Weapons & Armor : All, Leather, Magic Chainmail

Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Rolls with Advantage when being charming, performing delicate tasks, climbing, hearing sounds, moving silently, recounting legends and lore, understanding written languages and making music.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** *and* **DEX** *or* **WIS**.

DIVINE SPELLCASTING

Beginning at second level, Bards can cast a number of Divine Spells a day per the Cleric, see the spellcasting section.

SPELLBOOK

Bards start with a large spellbook containing a total of 1d4 spells from the Level 1 and 2 Divine Spell lists.

CABALIST

Starting HP : d4 + 4

HP Per Level/Resting : 1d4

Weapons & Armor : Dagger and Staff

Attack Damage : 1d4 / 1 Unarmed or Improvising

SPECIAL FEATURES

When a Cabalist casts a spell, their level is +2 when compared to a creature's **HD** for the **Powerful Opponents** rule due to the illusory nature of their magic.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** *or* **WIS**.

ARCANE SPELLCASTING

Cabalists can cast a number of Arcane Spells a day, see the spellcasting section.

SPELLBOOK

Cabalists start with a Large spellbook containing a total of 1d4 spells from the Level 1 and 2 Arcane Spell lists.

CAVALIER

Starting HP : d10 + 4

HP Per Level/Resting : 1d10

Weapons & Armor : Any and All

Attack Damage : 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Once per hour, whilst in combat, when a Cavalier fails a **STR** test and would be dealt damage from an attack, they can opt to ignore the damage.

As part of their action a Paladin can make 1 attack per level.

A Cavalier deals 1d10/1d8 damage when attacking from horseback.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** *or* **STR**.

DRUID

Starting HP : d8 + 4

HP Per Level/Resting : 1d8

Weapons & Armor : All Blunt Weapons, Gambeson, Leather, All Shields

Attack Damage : 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

A Druid can spend an action to shift into a wild animal. Small animals deal 0/1d4 and have advantage on **DEX** tests to dodge physical harm. Large predators deal 0/1d8 damage and have 6 points of armor. They can maintain the shape of a wild animal for 1 hour and must Rest before they can shift again.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** *or* **WIS**.

DIVINE SPELLCASTING

Beginning at second level, Druids can cast a number of Divine Spells a day per the Cleric, see the spellcasting section.

SPELLBOOK

Druids start with a Large spellbook containing a total of 1d4 spells from the Level 1 and 2 Divine Spell lists.

MONK

Starting HP : d6 + 4

HP Per Level/Resting : 1d6

Weapons & Armor : Any and None

Attack Damage : 1d6 / 1d8 Unarmed or Improvising

SPECIAL FEATURES

Once per hour, whilst in combat, a Monk can focus their Chi to gain 6 points of armor.

Rolls with Advantage when performing delicate tasks, climbing, hearing sounds, and moving silently.

Rolls with Advantage when testing **DEX** to dodge ranged attacks.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** *or* **WIS**.

PALADIN

Starting HP : d10 + 4

HP Per Level/Resting : 1d10

Weapons & Armor : Any and All

Attack Damage : 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Once per day a Paladin may “lay on hands” either on themselves or a Nearby creature to gain d8 + the Paladin’s level **HP** or cure a disease.

As part of their action a Paladin can make 1 attack per level.

A Paladin can spend an action to banish all **Nearby** undead by rolling with Disadvantage when testing their WIS and adding the creature's HD to the roll.

LEVELING UP

Roll to see if attributes increase, roll twice for **CHA** *or* **STR** *or* **WIS**.

RANGER

Starting HP : d10 + 4

HP Per Level/Resting : 1d10

Weapons & Armor : Any and All

Attack Damage : 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Rolls with Advantage when hearing sounds, moving silently, and tracking.

As part of their action a Ranger can make 1 attack per level.

A Ranger deals 1d10/1d8 damage when attacking bugbears, giants, goblinoids, gnolls, kobolds, ogres, orcs and trolls.

LEVELING UP

Roll to see if attributes increase, roll twice for **CON** *or* **WIS**

DESIGNATION OF PRODUCT IDENTITY

The name Cross Planes and The Class Hack and all artwork, logos and layout are product identity. DESIGNATION OF OPEN GAME CONTENT All text and tables are open game content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copy- right holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

THE BLACK HACK, Copyright 2016, Gold Piece Publications; Authors: David Black.



FOR USE WITH THE BLACK HACK

