THE CLASS HACK

10 'OSR' First Edition Classes for THE BLACK HACK

- developed by -

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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

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For Use With The Black Hack

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