

CHARACTER CLASSES

Bushi

Requirements: None

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 14

Allowed Armour: Any

Allowed Weapons: Any

Languages: Alignment Language, Common

Bushi are humans trained in the way of the warrior (bushido), mastering the arts of war. Bushi represent a wide range of warrior types, from noble samurai, masterless ronin wandering the world, or even simple farmers conscripted for some noble's war who have wandered from the battlefield looking to make a name for themselves. Bushi typically lead adventuring groups from the front rank, putting themselves in danger to protect the weaker members of the group.

Abilities

Combat: Bushi can use all forms of weapon and armour, except for shields.

Killing Blow: Any time a bushi strikes a killing blow in melee combat (does enough damage to drop an opponent to 0 or less hit points), he or she gains an immediate (extra) melee attack.

Stronghold: Any time a bushi wishes (and has sufficient money), he or she can build a castle or stronghold and control the surrounding lands.

Reaching 9th Level

Upon achieving 9th level, a bushi may be granted the title of Daimyo (Lord). The land under the bushi's control is then known as a fief.

Bushi Level Progression

Level	XP	HD	AC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19	12	13	14	15	16
2	2,000	2d8	19	12	13	14	15	16
3	4,000	3d8	19	12	13	14	15	16
4	8,000	4d8	17	10	11	12	13	14
5	16,000	5d8	17	10	11	12	13	14
6	32,000	6d8	17	10	11	12	13	14
7	64,000	7d8	14	8	9	10	10	12
8	120,000	8d8	14	8	9	10	10	12
9	240,000	9d8	14	8	9	10	10	12
10	360,000	9d8+2*	12	6	7	8	8	10
11	480,000	9d8+4*	12	6	7	8	8	10
12	600,000	9d8+6*	12	6	7	8	8	10
13	720,000	9d8+8*	10	4	5	6	5	8
14	840,000	9d8+10*	10	4	5	6	5	8

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Gakusho

Requirements: None

Prime Requisite: WIS

Hit Dice: 1d4

Maximum Level: 14

Allowed Armour: None

Allowed Weapons: Bo (staff) only

Languages: Alignment Language, Common

Gakusho are wandering priests of their chosen deity or religion. Acting as the spiritual guarding of the adventuring group, quick with a healing hand or rushing forth to banish evil spirits of the undead.

Abilities

Combat: Gakusho cannot wear any armour, and are only permitted to use the bo (staff).

Deity Disfavour: If a gakusho ever falls from favour, due to violating the beliefs or strictures of his or her deity or clergy, penalties (determined by the referee) may be imposed upon the gakusho. These may include penalties to attack (-1) or even a reduction in spells.

Magical Research: A gakusho of any level may spend time and money to research new spells associated with his or her deity. When a gakusho reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in *B/X Essentials: Core Rules*, p31.

Ritual Purification: Gakusho have a basic chance of 5% per experience level to remove a curse (a specific curse may only be attempted once per level). In addition, the gakusho can purify an area around his or her self (radius of 5 feet), which will ward off evil. Anyone within the radius will receive a +1 on all to hit and saving throw rolls while the purification lasts (the effect will last as long as the gakusho remains within the circle).

Spell Casting: From 2nd level, a gakusho may pray to receive spells from his or her deity. The power and number of spells available to a gakusho is determined by the character's experience level. The rules for diving spell casting are found in *B/X Essentials: Core Rules*, p28. The list of spells available to gakusho is found in *B/X Essentials: Nihon Gakusho and Wu Jen Spells*.

Turning the Undead: Gakusho are able to call upon the name and power of their deity to repel or even destroy undead. This

ability is known as turning the undead. The chart opposite lists a dash, a "T", a "D", or a number corresponding to the Hit Dice of an undead creature and the level of the gakusho:

- A **dash** means an automatic failure.
- A **number** indicates that the player must roll that number or higher on 2d6 in order to successfully turn the undead.
- A **"T"** means that the turning automatically succeeds for this type of undead.
- A **"D"** means that the turning automatically succeeds for this type of undead and that the monsters are destroyed, not simply caused to flee.

If the turning attempt succeeds, the player rolls 2d6 to determine the number of Hit Dice of undead affected (either turned or destroyed). No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful turning. Turned undead will leave the area, if possible, and will not harm or make contact with the gakusho.

If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Using Magic Items: As spell casters, gakusho can use magic scrolls of spells on their spell list. There are also items (e.g. some staves) that only gakusho can use.

Reaching 9th Level

Once attaining 9th level, a gakusho may establish or build a temple or monastery. So long as the gakusho is currently in favour with his or her god, a temple/monastery may be bought or built at half the normal price, due to divine intervention.

Once a temple/monastery is established, the gakusho will attract followers (3d6 × 10 sohei of 1st or 2nd level). These troops are completely devoted to the gakusho (never checking morale). The referee chooses which proportions of followers are 1st and 2nd level.

Gakusho Level Progression

Level	XP	HD	AC0	Saving Throws					Spells per Day				
				D	W	P	B	S	1	2	3	4	5
1	0	1d4	19	11	12	14	16	15	-	-	-	-	-
2	1,500	2d4	19	11	12	14	16	15	1	-	-	-	-
3	3,000	3d4	19	11	12	14	16	15	2	-	-	-	-
4	6,000	4d4	19	11	12	14	16	15	2	1	-	-	-
5	12,000	5d4	19	9	10	12	14	12	2	2	-	-	-
6	25,000	6d4	17	9	10	12	14	12	2	2	1	1	
7	50,000	7d4	17	9	10	12	14	12	2	2	2	1	1
8	100,000	8d4	17	9	10	12	14	12	3	3	2	2	1
9	200,000	9d4	17	6	7	9	11	9	3	3	3	2	2
10	300,000	9d4+1*	17	6	7	9	11	9	4	4	3	3	2
11	400,000	9d4+2*	14	6	7	9	11	9	4	4	4	3	3
12	500,000	9d4+3*	14	6	7	9	11	9	5	5	4	4	3
13	600,000	9d4+4*	14	3	5	7	8	7	5	5	5	4	4
14	700,000	9d4+5*	14	3	5	7	8	7	6	5	5	5	4

* Modifiers from CON no longer apply

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

AC0: Modified attack roll needed to hit AC 0

Turn Undead

Level	Monster Hit Dice							
	1	2	2*	3	4	5	6	7+
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	D	T	T	7	9	11	-	-
5	D	D	T	T	7	9	11	-
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 Hit Dice monsters with a special ability (e.g. paralyzing touch, immunity to normal weapons, etc.) are more difficult to turn, as

indicated by this column of the chart. Such monsters will have an asterisk next to their HD rating, in the monster description.

Half-Ogre

Requirements: Minimum STR 13

Prime Requisite: STR and CON

Hit Dice: 1d10

Maximum Level: 9

Allowed Armour: Any appropriate to size.

Allowed Weapons: Any

Languages: Alignment Language, Common

Half-Ogres are humanoid offspring born of congress between a vile Oni (ogre) and some unfortunate human. Often shunned, these outcasts often seek a life of adventure away from the cruel treatment of their home village. Half-ogres are brutishly strong and stand over 6 feet tall, typically weighing in at over 250 pounds. While some half-ogres may reasonably pass as human (other than their abnormal height), some display features of their Oni parents, including small horns on their foreheads, elongated pointy ears, large fangs, and even scaly or colored skin. All half-ogres have a hardy constitution and are very resistant to magic.

Prime Requisites: Half-ogres must have at least 13 in one or the other prime requisite in order to get a +5% to experience. The character must have a STR and CON of 13 or higher to get a +10% bonus.

Abilities

Combat: Half-ogres may use any type of weapon or armour, though armour must be tailored to their great size.

Infravision: Half-ogres have infravision to 60' (see **Light, Vision, and Visibility in B/X Essentials: Core Rules, p19**).

Listening at Doors: Half-ogres have a 2-in-6 chance of hearing noises (see **Doors, B/X Essentials: Core Rules p10**).

Strength Bonus: Because of their great size, half-ogres receive a bonus (+2) when dealing damage in melee combat.

Stuck Doors: Half-ogres have a 5-in-6 chance of forcing open stuck doors (regardless of STR bonus) due to their massive strength and weight (see **Doors, B/X Essentials: Core Rules p10**).

Half-Ogre Level Progression

Level	XP	HD	ACO	Saving Throws				
				D	W	P	B	S
1	0	1d10	19	8	9	10	13	12
2	2,200	2d10	19	8	9	10	13	12
3	4,400	3d10	19	8	9	10	13	12
4	8,800	4d10	17	6	7	8	10	10
5	17,000	5d10	17	6	7	8	10	10
6	35,000	6d10	17	6	7	8	10	10
7	70,000	7d10	14	4	5	6	7	8
8	140,000	8d10	14	4	5	6	7	8
9	270,000	9d10	14	4	5	6	7	8

* Modifiers from CON no longer apply

ACO: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Monk

Requirements: Minimum STR 12, DEX 15, WIS 15

Prime Requisite: None

Hit Dice: 1d4

Maximum Level: 14

Allowed Armour: None

Allowed Weapons: Any

Languages: Alignment language, Common

Monks seek the path to enlightenment, honing body and mind into a perfectly balanced form. As a result of this strenuous training, they are able to perform feats that are impossible for other humans. Monks are ascetics and shun worldly possessions, tending to carry only the items they need for daily survival.

Abilities

Combat: Monks may not wear any armour. They may use any weapon, however.

Falling: At 5th level, a monk gains the ability to fall up to 20' and suffer no damage, so long as he or she is no further than 1' from a wall to help break the fall.

Healing Meditation: Once per day, a monk may meditate for 1 turn. This heals damage to the monk equal to his or her level plus 1d4hp.

Immunity: A monk's training of body and mind grant him or her immunity to the following effects: ESP, at 6th level; hypnotism effects, at 8th level; poisons and *geas* (or *quest*), at 10th level.

Martial Arts: Monks' martial arts training grants the following abilities, depending on experience level (see the chart opposite):

- **Base AC:** Modified for high Dexterity.
- **Melee Damage Bonus:** Applied to unarmed attacks and those with weapons.
- **Movement rate:** When unencumbered.
- **Unarmed attacks:** Monks' unarmed attacks do damage based on their experience level. Monks of higher levels may also make multiple unarmed attacks per round.

Stealth Skills: Monks have the following skills, which improve as the character gains levels (see the chart opposite). Note that dice rolls for these abilities are usually made by the referee, because a monk is not always aware that he or she has failed!

- **Climb Sheer Surfaces:** Monks are adept at scaling sheer surfaces, including wall or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the monk falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.
- **Hear Noise:** Monks can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the monk must be quiet and in a quiet environment. Unlike other monk abilities, this ability is rolled on 1d6.
- **Hide in Shadows:** A monk will always think he or she is successful in this skill and will not know otherwise until others react to his or her presence. A monk must remain motionless while hiding.
- **Move Silently:** When successful, others will not hear the movements of a monk. However, the monk always thinks he or she is moving silently and will only know otherwise by others' reaction.

Uncanny Dodge: A monk may dodge missile attacks by making a saving throw versus breath attacks (for normal missiles) or spells (for magical missiles). Further, when making saving throws against other forms of attack that deal damage, a successful save does no damage to the monk even when normally a save would indicate half damage. At 9th level and above, even a failed save will only inflict half damage on the monk.

Reaching 9th Level

A monk may attract 1d4+1 1st level monk followers, and one or two additional followers per level of experience beyond 9th.

Monk Level Progression

Level	XP	HD	AC0	Saving Throws				
				D	W	P	B	S
1	0	2d4	19	13	14	13	16	15
2	2,250	3d4	19	13	14	13	16	15
3	4,750	4d4	19	13	14	13	16	15
4	10,000	5d4	19	13	14	13	16	15
5	22,500	6d4	17	12	13	11	14	13
6	47,500	7d4	17	12	13	11	14	13
7	98,000	8d4	17	12	13	11	14	13
8	200,000	9d4	17	12	13	11	14	13
9	350,000	10d4	14	10	11	9	12	10
10	500,000	11d4	14	10	11	9	12	10
11	700,000	12d4	14	10	11	9	12	10
12	950,000	13d4	14	10	11	9	12	10
13	1,250,000	14d4	12	8	9	7	10	8
14	2,750,000	15d4	12	8	9	7	10	8

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Monk Martial Arts and Stealth Skills

Level	Melee			Unarm. Att/Rnd	Unarm. Dmg	Climb			
	Base AC	Dmg Bonus	Mv. Rate			Sheer Srfc.	Hear Noise	Hide in Shadows	Move Silently
1	9	-	120'	1/1	1d4	85%	2-in-6	10%	15%
2	8	-	120'	1/1	1d4+1	86%	2-in-6	15%	21%
3	7	+1	150'	1/1	1d6	87%	3-in-6	20%	27%
4	7	+1	150'	4/3	1d8	88%	3-in-6	25%	33%
5	6	+2	180'	4/3	1d10	89%	3-in-6	31%	40%
6	5	+2	180'	3/2	1d12	90%	3-in-6	37%	47%
7	4	+3	210'	3/2	2d8	91%	4-in-6	43%	55%
8	3	+3	210'	2/1	3d6	92%	4-in-6	49%	62%
9	3	+4	240'	2/1	2d10	93%	4-in-6	56%	70%
10	2	+4	240'	5/2	2d12	94%	4-in-6	63%	78%
11	1	+5	270'	5/2	3d8	95%	5-in-6	70%	85%
12	0	+5	270'	3/1	3d10	96%	5-in-6	77%	94%
13	-1	+6	300'	3/1	5d6	97%	5-in-6	85%	99%
14	-1	+6	300'	4/1	4d8	98%	5-in-6	93%	99%

Ninja

Requirements: Minimum DEX 12

Prime Requisite: DEX

Hit Dice: 1d6

Maximum Level: 14

Allowed Armour: Light Armour only

Allowed Weapons: Any

Languages: Alignment language, Common

Ninja are the invisible warriors. Many consider them masters of some supernatural art, however they are merely well-trained masters of stealth, acrobatics, and assassination.

Abilities

Assassination: A ninja may attempt to kill a target instantly. The ninja must attempt and succeed in a backstab and achieve surprise on his or her opponent. The base chance of success is 50% against a victim of equal level (or monster HD) to the ninja. This probability is raised or lowered by 5% for each level (or HD) the target is above or below the ninja.

Assassination and Experience: When a ninja successfully assassinates a victim, he receives XP equal to 90% of the gp fee. In addition, the ninja receives XP based on the character level of the victim, treating the character level as an equivalent HD level from the Monster XP Values (see **B/X Essentials: Core Rules, p14**). Experience is awarded just as it is from a monster of the same HD, and special abilities are accounted for as well.

Assassination Fees: The typical fee a ninja may charge is dependent on his level and the level of the victim. The base fee is listed in the Assassination Fees table. This base is for a 0 level victim, and the fee increases depending on the victim's level. Note that these fees may apply to NPC ninja as well, and the fees may be raised if the target is a person of importance, such as a city magistrate or a prince.

Back-stab: When attacking an unaware opponent from behind, a ninja receives a +4 bonus to hit and doubles any damage dealt.

Combat: Ninja may wear only light armour, however they may use any weapon.

Poison Use: Ninja are trained in the safe use and handling of poisons. They may adulterate a victim's food or drink with poison, using stealth and/or disguise, or use poison on their weapons. However, when using poisoned weapons there is a cumulative 10% probability each round that anyone within 10' will notice that the weapons are poisoned.

Ninja Capabilities

- **Climb Sheer Surfaces:** Monks are adept at scaling sheer surfaces, including wall or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the monk falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.
- **Disguise:** Ninja frequently employ disguises in their trade, in order to better deceive their targets, conceal their identities, and pass without notice. Ninja may disguise themselves to appear as another class, race, or sex, but they may not convincingly alter their height by more than 3" shorter or 5" taller. The base probability of successfully disguising oneself is based on the ninja's level. A 5% penalty is applied for disguising as another race or as the opposite sex. The disguise becomes less convincing the longer people are exposed to it. There is a cumulative 2% penalty to the success roll for each day after the first that the same disguise is maintained around the same people. This penalty is doubled if the ninja is imitating a different race or sex, but the maximum penalty is 8%.
- **Escape:** Ninja are skilled at slipping out of ropes, chains, and other bindings. When bound, a ninja may make only one attempt to escape, the attempt takes 1d10 rounds to complete. If performed in sight of guards, it is easily noticed.
- **Fall:** A ninja can slow his fall enough so that he or she takes no damage, as long as the ninja is within three feet of a vertical surface. If the distance is greater than shown, the ninja takes normal damage.

- **Find/Remove Traps:** A ninja may only try one time to find or remove a trap in an area. Note that these are separate skills, for a ninja must find a trap before he or she can remove it!
- **Hide in Shadows:** A monk will always think he or she is successful in this skill and will not know otherwise until others react to his or her presence. A monk must remain motionless while hiding.
- **Move Silently:** When successful, others will not hear the movements of a monk. However, the monk always thinks he or she is moving silently and will only know otherwise by others' reaction.
- **Pick Locks:** A ninja is skilled in picking locks but will need thieves' tools to do so (see **B/X Essentials: Classes and Equipment, p24**). He or she can only try to pick a lock one time, and if the roll fails, may not try the same lock again before gaining a new experience level.
- **Pole Vault:** A ninja can use a long springy pole (bamboo, etc.) to leap upward and forwards great distances. A 30' running start is needed, and a pole with a length at least four feet longer than the character' height.
- **Tightrope Walk:** With the ninja's years of training and balance, they can walk across ropes, narrow ledges, and beams with relative ease.

Ninja Level Progression

Level	XP	HD	AC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19	13	14	13	16	15
2	1,500	2d6	19	13	14	13	16	15
3	3,000	3d6	19	13	14	13	16	15
4	6,000	4d6	19	13	14	13	16	15
5	12,000	5d6	17	12	13	11	14	13
6	25,000	6d6	17	12	13	11	14	13
7	50,000	7d6	17	12	13	11	14	13
8	100,000	8d6	17	12	13	11	14	13
9	200,000	9d6	14	10	11	9	12	10
10	400,000	9d6+1*	14	10	11	9	12	10
11	520,000	9d6+2*	14	10	11	9	12	10
12	640,000	9d6+3*	14	10	11	9	12	10
13	760,000	9d6+4*	12	8	9	7	10	8
14	880,000	9d6+5*	12	8	9	7	10	8

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Ninja Skills

Level	Climb	Disguise	Escape	Fall	Find/ Remove Traps	Hide in Shadows	Move Silently	Pick Locks	Pole Vault	Tightrope
1	85%	20%	10%	0	20%	10%	15%	25%	8'	20%
2	86%	24%	14%	0	25%	15%	21%	29%	9'	25%
3	87%	28%	18%	10'	30%	20%	27%	33%	9.5'	30%
4	88%	32%	22%	15'	35%	25%	33%	37%	10'	35%
5	89%	36%	26%	20'	40%	31%	40%	42%	10.5'	40%
6	90%	40%	30%	25'	45%	37%	47%	47%	11'	45%
7	91%	44%	34%	30'	50%	43%	55%	52%	11.5'	50%
8	92%	48%	38%	35'	55%	49%	62%	57%	12'	55%
9	93%	52%	42%	40'	60%	56%	70%	62%	12.5'	60%
10	94%	56%	46%	45'	65%	63%	78%	67%	13'	65%
11	95%	60%	50%	50'	70%	70%	86%	72%	13.5'	70%
12	96%	64%	54%	55'	75%	77%	94%	77%	14'	75%
13	97%	68%	58%	60'	80%	85%	95%	82%	14.5'	80%
14	98%	72%	62%	65'	85%	93%	96%	87%	15'	85%

Ninja Assassination Fees

Ninja Level	Base Fee (GP)	Victim Level							
		1+	3+	5+	7+	10+	13+	16+	
1	50	100	150	160	200	-	-	-	
2	65	130	195	200	245	310	-	-	
3	75	150	225	300	375	450	525	-	
4	100	200	300	400	500	650	800	1,000	
5	150	300	450	600	750	975	1,200	1,500	
6	250	500	750	1,000	1,250	1,625	2,000	2,500	
7	400	800	1,200	1,600	2,000	2,600	3,000	3,800	
8	600	1,200	1,800	2,400	3,000	3,900	4,800	6,000	
9	850	1,700	2,550	3,400	4,250	5,525	6,800	8,500	
10	1,200	2,400	3,600	4,800	6,000	7,800	9,600	13,000	
11	1,700	3,400	5,100	6,800	8,500	11,050	13,550	16,950	
12	2,500	5,000	7,500	10,000	12,500	16,250	20,000	25,000	
13	4,000	8,000	12,000	16,000	20,000	26,000	32,000	40,000	
14	7,000	14,000	21,000	28,000	38,500	49,000	49,500	70,000	

Sohei

Requirements: Minimum WIS 12

Prime Requisite: STR and WIS

Hit Dice: 1d6

Maximum Level: 14

Allowed Armour: Any

Allowed Weapons: Any

Languages: Alignment language, Common

Sohei are warrior-monks dedicated to a deity or religion. Unlike the gakusho, they are more militant than holy, and receive little religious training initially. At later levels, they gain access to the same spell lists as gakusho and have a limited ability to cast spells.

Abilities

Combat: Sohei are able to use any weapons, and wear any armour.

Spell Casting: From 5th level, a sohei may pray to receive spells from his or her deity. The power and number of spells available to a sohei is determined by the character's experience level. The rules for diving spell casting are found in **B/X Essentials: Core Rules, p28**. The list of spells available to sohei (he or she uses the gakusho spell list) is found in **B/X Essentials: Nihon Gakusho and Wu Jen Spells**.

Turning the Undead: From 3rd level, sohei may turn undead (as per gakusho) as if they were a gakusho 2 levels lower than their current level. For example, a 3rd level sohei can turn undead as if a 1st level gakusho. A 5th level sohei turns undead as if a 3rd level gakusho.

Sohei Level Progression

Level	XP	HD	AC0	Saving Throws					Spells per Day			
				D	W	P	B	S	1	2	3	4
1	0	1d6	19	11	12	14	16	15	-	-	-	-
2	2,200	2d6	19	11	12	14	16	15	-	-	-	-
3	4,400	3d6	19	11	12	14	16	15	-	-	-	-
4	8,800	4d6	19	11	12	14	16	15	-	-	-	-
5	17,000	5d6	17	9	10	12	14	12	1	-	-	-
6	35,000	6d6	17	9	10	12	14	12	1	1	-	-
7	70,000	7d6	17	9	10	12	14	12	2	1	-	-
8	140,000	8d6	17	9	10	12	14	12	2	2	-	-
9	280,000	9d6	14	6	7	9	11	9	2	2	1	-
10	560,000	9d6+1*	14	6	7	9	11	9	3	2	1	-
11	680,000	9d6+2*	14	6	7	9	11	9	3	2	2	-
12	800,000	9d6+3*	14	6	7	9	11	9	3	3	2	-
13	920,000	9d6+4*	12	3	5	7	8	7	3	3	3	-
14	1,140,000	9d6+5*	12	3	5	7	8	7	3	3	3	1

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Wu Jen

Requirements: None

Prime Requisite: INT

Hit Dice: 1d4

Maximum Level: 14

Allowed Armour: None

Allowed Weapons: Tanto (dagger) only

Languages: Alignment language, Common

Wu Jen are humans trained in the sorcerous arts. A wu jen commands the elements, spirit forces, and the power of nature. Most wu jen are solitary, shunning human society, where they are looked upon with fear and revulsion.

Abilities

Combat: Wu Jen may only use tanto (daggers) and are unable to wear any kind of armour.

Magical Research: A wu jen of any level may spend time and money to research new spells to add to his or her spell book. When a wu jen reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in the Magic section of **B/X Essentials: Core Rules, p31**.

Spell Casting: Wu Jen carry spell books that hold the written formulae for arcane spells. A wu jen can only memorize a certain number of spells at any given time. The level progression chart (opposite) shows both the number of spells in the wu jen's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level wu jen has one spell in his or her spell book, selected by the referee (who may allow the player to choose). The rules for arcane spell casting and spell books are described in the Magic section of **B/X Essentials: Core Rules, p28**. The list of spells available to wu jen is provided in **B/X Essentials: Nihon Gakusho and Wu Jen Spells**.

Using Magic Items: As spell casters, wu jen are able to use magic scrolls of spells on their spell list. There are also items (e.g. magic wands) that may only be used by wu jen.

Reaching 11th Level

A wu jen may build a stronghold, often a great tower, when he or she reaches level 11. 1d6 apprentices of levels 1-3 will then arrive to study under the wu jen.

Wu Jen Level Progression

Level	XP	HD	AC0	Saving Throws					Spells per Day						
				D	W	P	B	S	1	2	3	4	5	6	
1	0	1d4	19	13	14	13	16	15	1	-	-	-	-	-	-
2	2,500	2d4	19	13	14	13	16	15	2	-	-	-	-	-	-
3	5,000	3d4	19	13	14	13	16	15	2	1	-	-	-	-	-
4	10,000	4d4	19	13	14	13	16	15	2	2	-	-	-	-	-
5	20,000	5d4	19	13	14	13	16	15	2	2	-	-	-	-	-
6	40,000	6d4	17	11	12	11	14	12	2	2	1	-	-	-	-
7	80,000	7d4	17	11	12	11	14	12	3	2	2	1	-	-	-
8	150,000	8d4	17	11	12	11	14	12	3	3	2	2	-	-	-
9	300,000	9d4	17	11	12	11	14	12	3	3	3	2	1	-	-
10	450,000	9d4+1*	17	11	12	11	14	12	3	3	3	3	2	-	-
11	600,000	9d4+2*	14	8	9	8	11	8	4	3	3	3	2	1	-
12	750,000	9d4+3*	14	8	9	8	11	8	4	4	3	3	3	2	-
13	900,000	9d4+4*	14	8	9	8	11	8	4	4	4	3	3	3	-
14	1,050,000	9d4+5*	14	8	9	8	11	8	4	4	4	4	3	3	-

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

