

The Butcher

Requirements: 9 CON, 9 INT

Prime Requisite: STR

Hit Dice: d8

Saving Throws: As Cleric

Attack Progression: As Fighter

Maximum Level: NONE

Butchers are masters of meat, be it alive or dead. With great gusto they rend apart carcasses and can unlock the secrets behind meat. Every butcher is also a master of anatomy, knowing how the internals of creatures work. This knowledge makes butchers more able to identify weak spots in creature's anatomy, giving them +1 to all melee attacks. Butchers can wear armour but not heavier than Chainmail. They are proficient with hand axes, clubs, light hammers, small slashing and stabbing weapons, as well as with slings and darts.

During their training butchers get better at parting meat from bone with their cleavers and breaking the bone with hammers. At level 2 butchers get +1 to all damage with hand handed axes, clubs, and light hammers, and on and level 4 butchers get a +2 to all damage with hand axes, clubs, and light hammers.

Butchering: Butchers can butcher a carcass of any kind of creature. If they succeed the butcher learns some of the traits that the creature possesses, which he didn't know before. Furthermore if the butchering is successful, the butcher gains materials worth d4 Gold Coins per 80 pounds the creature possessed. The materials weight 5 pounds. No matter if the butchering is successful or not, the carcass is destroyed and cannot be used for butchery again.

Reaching 9th level: At level 9 a butcher may open up his workshop attracting 2d4 1st level butcher apprentices. These apprentices will earn gold using their Butchering ability. Every apprentice will butcher 80 pounds worth of carcasses every week. The Labyrinth Lord rolls for every apprentice once per week to determine if they succeeded, and if, how much they made.

Butcher Progression

Experience	Level	Hit Die (d8)	Butchering %
0	1	1	23
1,251	2	2	27
2,501	3	3	30
5,001	4	4	37
10,001	5	5	40
20,001	6	6	43
40,001	7	7	53
80,001	8	8	63
160,001	9	9	73
280,001	10	+2 hp only *	83
400,001	11	+4 hp only *	93
520,001	12	+6 hp only *	95
640,001	13	+8 hp only *	97
760,001	14	+10 hp only *	99
880,001	15	+12 hp only *	99
1,000,001	16	+14 hp only *	99
1,120,001	17	+16 hp only *	99
1,240,001	18	+18 hp only *	99
1,360,001	19	+20 hp only *	99
1,480,001	20	+22 hp only *	99

*Hit point modifiers from constitution are ignored