## Beastman Custom Classes

Beastman custom classes are a type of racial custom class. They are built using the system presented in the Player’s Companion, except as noted below.

###### Experience Point Progression After 8th level

Unlike the experience point progression for human and demi-human classes, the experience points progression required to advance in beastman custom classes always continues to double, even after 8th level.

###### Mystic Paths

Upon achieving certain XP thresholds, determined by his race, a beastman may choose to follow a **mystic path**, seeking to unlock either arcane powers (the path of the witch doctor) or divine powers (the path of the shaman). To do so, he must seek out a shaman or witch doctor of his race and become his apprentice. A beastman must have an Intelligence score of at least 9 to become an apprentice witch doctor. A beastman must have a Wisdom score of at least 9 to become an apprentice shaman.

As soon as a beastman becomes an apprentice, he stops accumulating XP in his character class, halting his level advancement. At the end of 1d6 months of apprenticeship, the beastman must make a proficiency throw of 14+. An apprentice witch doctor adds his Intelligence modifier to the die roll, while an apprentice shaman adds his Wisdom modifier. If the proficiency throw is successful, the beastman completes his apprenticeship. If it is a failure, the beastman may either abandon his apprenticeship or train for another 1d6 months.

When the beastman has completed his apprenticeship, he gains the class powers of a 1st level caster of his path (mage or cleric). The beastman can now begin accumulating XP in his mystic path, enabling him to advance in his effective class level as a caster. A beastman with an Intelligence score of 13 or higher will gain a bonus on XP earned on the path of the witch doctor, while a beastmen with a Wisdom score of 13 or higher will gain a bonus on XP earned on the path of the shaman. While on his mystic path, the beastman does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however.

A beastman can abandon his mystic path at any time. A beastman completes his mystic path when he reaches the maximum caster level permitted for his race. Upon abandoning or completing his mystic path, the beastman stops accumulating XP in his mystic path, halting his advancement in caster level. Thereafter he resumes accumulating XP in his character class. Once a beastman has abandoned or completed his mystic path, he cannot return to it.

A beastman who has followed one of the mystic paths and then left it (either by abandoning it or by completing it) may begin to follow the other mystic path if he meets the ability score requirements and can find a master who will take him. This can be hard, as beastman shamans and witch doctors look askance at such practices, seeing them as a violation of tradition and an unwarranted sharing of secrets.

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| --- | --- | --- | --- | --- | --- | --- |
| **Shaman Experience** | **Caster**  **Level** | **Spell Progression** | | | | |
| **1** | **2** | **3** | **4** | **5** |
| 0 | 1 | - | - | - | - | - |
| 500 | 2 | 1 | - | - | - | - |
| 1000 | 3 | 2 | - | - | - | - |
| 2,000 | 4 | 2 | 1 | - | - | - |
| 4,000 | 5 | 2 | 2 | - | - | - |
| 8,000 | 6 | 2 | 2 | 1 | 1 | - |
| 15,000 | 7 | 2 | 2 | 2 | 1 | 1 |
| 30,000 | 8 | 3 | 3 | 2 | 2 | 1 |
| 60,000 | 9 | 3 | 3 | 3 | 2 | 2 |
| 120,000 | 10 | 4 | 4 | 3 | 3 | 2 |
| 240,000 | 11 | 4 | 4 | 4 | 3 | 3 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Witch Doctor Experience** | **Caster**  **Level** | **Spell Progression** | | | | | |
| **1** | **2** | **3** | **4** | **5** | **6** |
| 0 | 1 | 1 | - | - | - | - | - |
| 2,000 | 2 | 2 | - | - | - | - | - |
| 4,000 | 3 | 2 | 1 | - | - | - | - |
| 8,000 | 4 | 2 | 2 | - | - | - | - |
| 16,000 | 5 | 2 | 2 | 1 | - | - | - |
| 32,000 | 6 | 2 | 2 | 2 | - | - | - |
| 65,000 | 7 | 3 | 2 | 2 | 1 | - | - |
| 130,000 | 8 | 3 | 3 | 2 | 2 | - | - |
| 260,000 | 9 | 3 | 3 | 3 | 2 | 1 | - |
| 520,000 | 10 | 3 | 3 | 3 | 3 | 2 | - |
| 1,040,000 | 11 | 4 | 3 | 3 | 3 | 2 | 1 |

## Bugbear Custom Classes

These large, hairy beastmen were magically bred from hobgoblins and bears by the ancient Zaharans. They are quite strong and tough due to their bear lineage. Despite their bulk, they are deceptively stealthy.

###### Requirements

All bugbear classes require a minimum Strength 9 or better.

###### Class Category Values

**Fighting:** Bugbears with broad and narrow weapon selections are limited to choosing from the following weapons: battle axe, great axe, hand axe, javelin, morning star, short sword, spear, sword, two-handed sword, war hammer.

**Divine:** For each point allocated to the Divine Category value, the bugbear increases his maximum permitted caster level by one when following the path of the shaman. This replaces the normal benefit gained from the Divine Category.

**Arcane: :** For each point allocated to the Arcane Category value, the bugbear increases his maximum permitted caster level by one when following the path of the witch doctor. This replaces the normal benefit gained from the Arcane Category.

###### Bugbear Value

When building a bugbear custom class, assign between 0 and 4 build points to the class’s Bugbear Value. At Bugbear 0, all bugbears gain the following bugbear custom powers:

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| --- | --- | --- |
| **Value** | **Bugbear** | **XP Cost** |
| 4 | BB 4 | 11,000 |
| 3 | BB 3 | 10,750 |
| 2 | BB 2 | 10,500 |
| 1 | BB 1 | 10,250 |
| 0 | BB 0 | 10,000 |

* **Bestial Tongues:** All bugbears speak their native tongue and two bonus languages, selected from the following list based on their tribe’s proximity to other beastmen and monsters: Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Bugbear, Ogre, Troll.
* **Battleborn:** Bugbears begin play with 2d8+1 bonus hit dice (modified by CON). They deal +1 damage in combat due to their inherent strength. When calculating their attack throws on the Monster or Class Attack Throw tables, bugbears count as three levels greater than their actual level of experience. When calculating their saving throws, bugbears count as two levels greater than their actual level of experience.
* **Fearsome Size**: Bugbears get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs of muscle per level. When they reach 2nd level, the bugbear gains a +1 bonus to damage rolls due to his size. At 3rd level, the damage bonus is increase to +2. At 5th level, the damage bonus is increased to +3 and the bugbear’s great size and strength grants a +1 morale bonus to bugbear henchmen, retainers, and followers. At 8th level, the damage bonus is increased to +4, and at 12th level it is increased to +5.
* **Naturally Stealthy:** Opponents encountering bugbears suffer a -1 penalty to surprise rolls.
* **Path of the Shaman:** When a bugbear has accumulated sufficient XP to advance to 3rd level, he may begin to follow the path of the shaman, to a maximum permitted caster level of 6 + his Divine value.
* **Path of the Witch Doctor:** When a bugbear has accumulates sufficient XP to advance to 2nd level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.
* **Shaggy Hide:** Bugbears’ base unarmored AC is 3 instead of 0. However, bugbears may not wear human-sized armor due to their hide. Custom-made bugbear armor has quadruple normal cost. Magical armor may be worn normally.
* **Subterranean:** Bugbears gains **infravision** to a range of 60’.
* **Unempathic:** Bugbears suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Additional points allocated to the Bugbear Value stack with points allocated to the Fighting Value for purposes of calculating the rate of improvement for attack throws, to a maximum of 4.

EXAMPLE: The standard bugbear warrior is built with Hit Dice 2, Fighting Value 1, Bugbear Value 2. The bugbear warrior’s attack throws increase as if his Fighting Value were (Fighting Value 1 + Bugbear Value 2 =) 3.

###### Bugbear Warrior

This class is built with the following class category allocations: Hit Dice 2, Fighting Value 1b, Bugbear Value 2. It represents a typical bugbear, with characteristics like those presented in the bugbear monster listing in *ACKS*.

Prime Requisite: STR

Requirements: STR 9

Hit Dice: 1d8 + 2d8+1 bonus HD at first level

Maximum Level: 12

Bugbear warriors served as elite commandos in the ancient Empyrean War. Bred for strength, toughness, and stealth, bugbears excel at nocturnal raids and close combat.

At first level, bugbear warriors hit an unarmored foe (AC 0) with an attack throw of 7+. Bugbear warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters of two levels higher than their actual level of experience. Bugbear warriors are trained to fight with battle axes, hand axes, great axes, javelins, morning stars, spears, swords, two-handed swords, and war hammers. They may wield a weapon and shield, a two-handed weapon, or fight with two weapons. They may not wear any armor unless custom-made, but their **shaggy hide** provides a base unarmored AC of 3.

Bugbears are **born to battle**. At first level, they gain 2d8+1 bonus hit dice (modified by CON). They deal +1 damage in combat due to their inherent strength. Bugbears get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs of muscle per level. When they reach 2nd level, their damage bonus is increased to +2. At 3rd level, the damage bonus is increase to +3. At 5th level, the damage bonus is increased to +4 and the bugbear’s great size and strength grants a +1 morale bonus to bugbear henchmen, retainers, and followers. At 8th level, the damage bonus is increased to +5.

Despite their size, bugbears are **naturally stealthy.** Opponents encountering bugbears suffer a -1 penalty to surprise rolls. All bugbears are subterranean, and have **infravision** to a range of 60’. Bugbears are innately cruel, with **little empathy** for others, a trait that gives them a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

When a bugbear warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the witch doctor**. To do so, he must seek out a bugbear witch doctor and become his apprentice. A bugbear warrior must have an Intelligence score of at least 9 to become an apprentice witch doctor. As soon as the character becomes an apprentice, he stops accumulating XP as a bugbear warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the bugbear makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the bugbear completes his apprenticeship. If it is a failure, the bugbear may either abandon his apprenticeship or train for another 1d6 months. When the bugbear completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The bugbear can now begin accumulating XP in the path of the witch doctor, enabling him to advance in his effective class level as a mage. A bugbear with an Intelligence score of 13 or higher will gain a bonus on all XP earned on the path of the witch doctor. While on the path of the witchdoctor, the bugbear does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The bugbear completes the path when he reaches an effective caster level of 4, but may abandon it at any time before then. Upon abandoning or completing the path, the bugbear stops accumulating XP in the path of the witch doctor and resumes accumulating XP as a bugbear warrior. Once a bugbear warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

When a bugbear warrior has accumulated sufficient XP to advance to 3rd level, he may begin to follow **the path of the shaman**.To do so, he must seek out a bugbear shaman and become his apprentice. A bugbear warrior must have a Wisdom score of at least 9 to become an apprentice shaman. As soon as the character becomes an apprentice, he stops accumulating XP as a bugbear warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the bugbear makes a proficiency throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the bugbear completes his apprenticeship. If it is a failure, the bugbear may either abandon his apprenticeship or train for another 1d6 months. When the bugbear completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The bugbear can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. A bugbear with a Wisdom score of 13 or higher will gain a bonus on all XP earned on the path of the shaman. While on the path of the shaman, the bugbear does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The bugbear completes the path when he reaches an effective caster level of 6, but may abandon it at any time before then. Upon abandoning or completing the path, the bugbear stops accumulating XP in the path of the shaman and resumes accumulating XP as a bugbear warrior. Once a bugbear warrior has abandoned or completed the path of the shaman, he cannot return to it.

Bugbears speak their native tongue and two bonus languages, selected from the following list based on their tribe’s proximity to other beastmen and monsters: Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Ogre, Bugbear, or Troll.

**Bugbear Warrior Proficiency List:** Alertness, Ambushing, Armor Training, Beast Friendship, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun, wrestling), Command, Endurance, Fighting Style, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

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| **Template:** | Boogeyman |
| **Proficiencies:** | Passing Without Trace, Intimidation |
| **Starting Equipment:** | Battle axe, shield, small sack with miscellaneous trinkets stolen from humans (12gp value) |

**Boogeyman Template:** This pre-generated template represents an outcast bugbear who skulks in the shadows of a human settlement, terrorizing the peasantry to soothe his rage at his exile from his tribe. The template is ready for adventure. However, if your bugbear’s INT is 13 or greater, you may pick one or more additional general proficiencies before play if you’d like (see **Starting Proficiencies** in Chapter 4 of *ACKS*).

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| --- | --- | --- | --- | --- | --- | --- |
| **Bugbear Warrior Attack and Saving Throws** | | | | | | |
| **Level** | **Petrification & Paralysis** | **Poison & Death** | **Blast & Breath** | **Staffs & Wands** | **Spells** | **Attack Throw** |
| 1 | 14+ | 13+ | 15+ | 15+ | 16+ | 7+ |
| 2 | 13+ | 12+ | 14+ | 14+ | 15+ | 6+ |
| 3 | 12+ | 11+ | 13+ | 13+ | 14+ | 5+ |
| 4 | 12+ | 11+ | 13+ | 13+ | 14+ | 4+ |
| 5 | 11+ | 10+ | 12+ | 12+ | 13+ | 3+ |
| 6 | 10+ | 9+ | 11+ | 11+ | 12+ | 3+ |
| 7 | 10+ | 9+ | 11+ | 11+ | 12+ | 2+ |
| 8 | 9+ | 8+ | 10+ | 10+ | 11+ | 2+ |
| 9 | 8+ | 7+ | 9+ | 9+ | 10+ | 1+ |
| 10 | 8+ | 7+ | 9+ | 9+ | 10+ | 1+ |
| 11 | 7+ | 6+ | 8+ | 8+ | 9+ | 0+ |
| 12 | 6+ | 5+ | 7+ | 7+ | 8+ | 0+ |