

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.

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

KOBOLD CUSTOM CLASSES

Kobolds are short, cowardly, and sadistic beastmen bred from lizard men and dogs by the ancient Zaharans. Standing 2' to 2 ½' tall, kobolds have scaly lizard-like skin ranging from dark rusty brown to a rusty black color, but an overall conformation that is vaguely dog-like. All have glowing red eyes with reptilian pupils.

REQUIREMENTS

All kobold classes require a minimum Dexterity 9 or better.

CLASS CATEGORY VALUES

Fighting: Kobolds with broad or narrow weapon selections are limited to choosing from the following weapons: bola, club, dagger, darts, hand axe, javelin, sling, short sword. Due to their short stature, kobolds may never wield great axes, lances, polearms, staffs, or two-handed swords, and must use two hands when wielding battle axes, maces, and swords.

Divine: For each point allocated to the Divine Category value, the kobold 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 kobold 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.

KOBOLD VALUE

When building a kobold custom class, assign between 0 and 4 build points to the class's Kobold Value. At Kobold 0, all kobolds gain the following kobold custom powers:

- **Bestial Tongues:** All kobolds speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Orc, Ogre, Troll.
- **Easily Encumbered:** Kobolds can only carry 3 stone without becoming encumbered. When carrying 40 stone their encounter movement rate is reduced to 90'. When carrying 5-6 stone, their encounter movement rate is reduced to 60'. When carrying 7 stone or more, their encounter movement rate is reduced to 30'. A kobold can carry a maximum of 12 stone, modified by its Strength bonus or penalty.
- **Small But Fierce:** Due to their small size, kobolds have a -1 penalty to attack throws, saving throws, and damage rolls, and a -4 penalty to proficiency throws to open doors. When rolling hit points at 1st level, kobold rolls just one half their Hit Die value. However, kobolds get larger as they advance in experience, growing approximately ¼ inch of height and 1.5lbs. of muscle per level. When a kobold has accumulated sufficient XP to be half-way to 2nd level, he may roll again for Hit Points using his full Hit Die value -1, and keep that result if higher than his current total. When a kobold reaches 2nd level, he may roll again for Hit Points using his full Hit Die value, and keep that result if higher than his current total. He no longer suffers a -1 penalty to damage or a -4 penalty to proficiency throws to open doors. When a kobold reaches 3rd level, he may roll again for Hit Points using his full Hit Die value +1, and keep that result if higher than his current total. When a kobold reaches 4th level, he may roll for Hit Points using two full Hit Dice and keep that result if higher than his current total. He gains a +1 bonus to damage and grants a +2 morale bonus to kobold henchmen, retainers, and followers. Starting at 5th level, the kobold gains one full Hit Die per level until 9th level. At 8th level, the kobold's damage bonus is increased to +2, and at 12th level it is increased to +3.
- **Path of the Shaman:** When a kobold has accumulated sufficient XP to advance to 2nd 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 kobold has accumulates sufficient XP to advance half-way 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.
- **Subterranean:** Kobolds gains **infravision** to a range of 90'.
- **Unempathic:** Kobolds suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Value	Kobold	XP Cost
4	Kobold 4	500
3	Kobold 3	250
2	Kobold 2	0
1	Kobold 1	-250
0	Kobold 0	-500

Additional points allocated to the Kobold 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 kobold warrior is built with Hit Dice 2, Fighting Value 1, Kobold Value 2. The kobold warrior's attack throws increase as if his Fighting Value were (Fighting Value 1 + Kobold Value 2 =) 3.

KOBOLD WARRIOR

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

Prime Requisite: STR
Requirements: DEX 9
Hit Dice: 1d8
Maximum Level: 12

Bred from dogs and lizardmen by the twisted sorceries of the Zaharans, Kobolds are the smallest of the beastmen races. As such, kobold warriors prefer to engage their enemies in ranged skirmishes or, even better, in well-prepared ambush.

At first level, kobold warriors hit an unarmored foe (AC 0) with an attack throw of 11+. Kobold warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters, but suffer a -1 penalty to all saving throws. Kobold warriors are trained to fight with bola, club, dagger, darts, hand axe, javelin, sling, short sword. They suffer a -1 penalty to damage rolls and a -4 penalty to proficiency throws to open doors due to their small s. They may wear leather or lighter armor, and may wield a weapon and shield or fight with two weapons.

Kobolds get larger as they advance in experience, growing approximately ¼ inch of height and 1.5 lbs of muscle per level. When a kobold reaches 2nd level, he no longer suffers a -1 penalty to damage. When a kobold reaches 4th level, he gains a +1 bonus to damage and grants a +2 morale bonus to kobold henchmen, retainers, and followers. At 8th level, the kobold's damage bonus is increased to +2, and at 12th level it is increased to +3.

When a kobold warrior has accumulated sufficient XP to be half-way to 2nd level, he may begin to follow **the path of the witch doctor**. To do so, he must seek out a kobold witch doctor and become his apprentice. A kobold 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 kobold warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the kobold makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the kobold completes his apprenticeship. If it is a failure, the kobold may either abandon his apprenticeship or train for another 1d6 months. When the kobold completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The kobold 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 kobold 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 kobold does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The kobold 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 kobold stops accumulating XP in the path of the witch doctor and resumes accumulating XP as a kobold warrior. Once a kobold warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

Kobold Warrior Level Progression				
Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	1d4	-1
1,500	Raider	2	1d8-1	-1
3,000	Marauder	3	1d8	0
6,000	Plunderer	4	2d8	+1
12,000	Reaver	5	3d8	+1
24,000	Bloodletter	6	4d8	+1
50,000	Menace	7	5d8	+1
100,000	Scourge	8	6d8	+2
200,000	Great Chief	9	7d8	+2
400,000	Great Chief, 10 th lvl	10	7d8+2*	+2
800,000	Great Chief, 11 th lvl	11	7d8+4*	+2
1,600,000	Great Chief, 12 th lvl	12	7d8+6*	+3

*Hit point modifiers from constitution are ignored

When a kobold warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the shaman**. To do so, he must seek out a kobold shaman and become his apprentice. A kobold 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 kobold warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the kobold makes a proficiency throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the kobold completes his apprenticeship. If it is a failure, the kobold may either abandon his apprenticeship or train for another 1d6 months. When the kobold completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The kobold can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. A kobold 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 kobold does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The kobold 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 kobold stops accumulating XP in the path of the shaman and resumes accumulating XP as a kobold warrior. Once a kobold warrior has abandoned or completed the path of the shaman, he cannot return to it.

Kobolds are subterranean, and have **infravision** to a range of 90'. Kobolds 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.

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

Kobold Warrior Proficiency List: Acrobatics, Alertness, Ambushing, Armor Training, Beast Friendship, Blind Fighting, Caving, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun), Command, Dungeon Bashing, Eavesdropping, Fighting Style, Land Surveying, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Running, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Skirmisher Template: The kobold who runs away lives to fight another day! The template is ready for adventure. However, if your kobold'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).

Template:	Skirmisher
Proficiencies:	Skirmishing, Caving
Starting Equipment:	Javelin, short sword, shield, leather armor, leather belt, low boots, small sack, wineskin with fermented milk, 1 week's iron rations

Kobold Warrior Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	16+	15+	17+	17+	18+	11+
2	15+	14+	16+	16+	17+	10+
3	15+	14+	16+	16+	17+	9+
4	14+	13+	15+	15+	16+	8+
5	13+	12+	14+	14+	15+	7+
6	13+	12+	14+	14+	15+	6+
7	12+	11+	13+	13+	14+	5+
8	11+	10+	12+	12+	13+	4+
9	11+	10+	12+	12+	13+	4+
10	10+	9+	11+	11+	12+	3+
11	9+	8+	10+	10+	11+	3+
12	9+	8+	10+	10+	11+	2+