

## 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 8<sup>TH</sup> 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 8<sup>th</sup> 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 1<sup>st</sup> 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

## ORC CUSTOM CLASSES

Orcs are grotesque beastmen bred as warriors from men and wild boars by the ancient Zaharans. They stand just over 6' tall, with pig-like faces, reddish eyes, and black hair. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt, though serviceable. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. Orcs are exceedingly cruel and delight in the torment and murder of others. They are also exceptionally greedy, which makes them particularly attractive to the chaotic rulers who hire orcs as mercenary soldiers.

### REQUIREMENTS

All orc classes require a minimum Strength 9 or better.

### CLASS CATEGORY VALUES

**Fighting:** Orcs with broad and narrow weapon selections are limited to choosing from swords, spears, flails, axes, spears, polearms, short bows, and crossbows.

**Divine:** For each point allocated to the Divine Category value, the orc increases his maximum permitted caster level by one when following the path of the shaman.

**Arcane:** For each point allocated to the Arcane Category value, the orc increases his maximum permitted caster level by one when following the path of the witch doctor.

### ORC VALUE

When building an orc custom class, assign between 0 and 4 build points to the class's Orc Value. At Orc 0, all orcs gain the following orc custom powers:

- **Bestial Tongues:** All orcs 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, Kobold, Ogre, Troll.
- **Fearsome Size:** Orcs get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs. of muscle per level. When they have accumulated sufficient XP to be half-way to 2<sup>nd</sup> level, the orc gains a +1 bonus to damage rolls due to his size. At 4<sup>th</sup> level, the damage bonus is increase to +2 and the orc's great size and strength grants a +2 morale bonus to orc henchmen, retainers, and followers. At 7<sup>th</sup> level, the damage bonus is increased to +3, and at 11<sup>th</sup> level it is increased to +4.
- **Path of the Shaman:** When an orc has accumulated sufficient XP to advance to 2<sup>nd</sup> 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 an orc has accumulates sufficient XP to be half-way to 2<sup>nd</sup> level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.
- **Subterranean:** Orcs gains **infravision** to a range of 60'. However, orcs suffer a penalty of -1 to attack throws when in sunlight.
- **Unempathic:** Orcs suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Value	Orc	XP Cost
4	Orc 4	2000
3	Orc 3	1750
2	Orc 2	1500
1	Orc 1	1250
0	Orc	1000

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

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

### EXPERIENCE POINT PROGRESSION AFTER 8<sup>TH</sup> LEVEL

Unlike the experience point progression for human and demi-human classes, the experience points progression required to advance in Orc classes always continues to double, even after 8<sup>th</sup> level.

## ORC WARRIOR

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

Prime Requisite: STR

Requirements: STR 9

Hit Dice: 1d8

Maximum Level: 12

Orc warriors served as frontline troops in the ancient Emphyrean War. Bred for battle, orc warriors require little training, being born with an innate skill in the most savage of weapons. Orc warriors are not as skilled as highly-trained fighters, but their fearsome size and cruelty more than makes up for it.

At first level, orc warriors hit an unarmored foe (AC 0) with an attack throw of 10+. Orc warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters. Orc warriors are trained to fight with battle axes, crossbows, flails, great axes, polearms, short bows, short swords, spears, swords, and two-handed swords. They may wear leather or lighter armor, and may wield a weapon and shield or a two-handed weapon.

Orc warriors grow to **fearsome size** as they advance in experience, gaining approximately ½ inch of height and 10 lbs. of muscle per level. When they have accumulated sufficient XP to be half-way to 2<sup>nd</sup> level, the orc gains a +1 bonus to damage rolls due to his size. At 4<sup>th</sup> level, the damage bonus is increased to +2 and the orc's great size and strength grants a +2 morale bonus to orc henchmen, retainers, and followers. At 7<sup>th</sup> level, the damage bonus is increased to +3, and at 11<sup>th</sup> level it is increased to +4.

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

Orc Warrior Level Progression				
Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	1d8	(+1)
3,000	Raider	2	2d8	+1
6,000	Marauder	3	3d8	+1
12,000	Plunderer	4	4d8	+2
24,000	Reaver	5	5d8	+2
48,000	Bloodletter	6	6d8	+2
95,000	Menace	7	7d8	+3
190,000	Scourge	8	8d8	+3
380,000	Great Chief	9	9d8	+3
760,000	Great Chief, 10 <sup>th</sup> lvl	10	9d8+2*	+3
1,420,000	Great Chief, 11 <sup>th</sup> lvl	11	9d8+4*	+4
2,840,000	Great Chief, 12 <sup>th</sup> lvl	12	9d8+6*	+4

\*Hit point modifiers from constitution are ignored

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

Orcs are subterranean, and have **infravision** to a range of 60'. However, years spent in darkness leave orcs suffering a penalty of -1 to attack throws when in sunlight. Orcs 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 orcs 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, Kobold, Ogre, Troll.

**Orc Warrior Proficiency List:** Alertness, Ambushing, Armor Training, Beast Friendship, Berserkerang, 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

**Slaughterer Template:** This pre-generated template represents an orc berserker devoted to Bel, the Slaughterprince. The template is ready for adventure. However, if your orc'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).

<b>Template:</b>	Slaughterer
<b>Proficiencies:</b>	Berserkerang, Endurance
<b>Starting Equipment:</b>	Great axe, short sword, leather armor, thick wool cloak, wool tunic and pants, leather belt, low boots, small sack, wineskin with strong ale, 1 week's iron rations

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