

ACKS - Size

Throughout the ACK CR, a creature's size is mentioned several times but no formalized rules are given. These optional rules are an attempt to formalize the guidelines that are given throughout the book.

Creatures

Creatures are grouped into one of the three different size categories. Of **small (S)** (smaller than man-sized; up to 5' tall), **medium (M)** (man-sized; between 6' and 10' tall), or **large (L)** (larger than 10' tall). The following table gives the size for all creatures found in ACKS CR:

Table 1: Monster Size	SZ
Ankheg	L
Ant, Giant	S
Ape, White	M
Baboon, Rock	S
Basilisk	M
Bat, Ordinary	S
Bat, Giant	S
Bat, Giant, Vampiric	S
Bear, Black	M
Bear, Cave	L
Bear, Polar	L
Bee, Giant, Killer	L
Beetle, Giant, Fire	S
Beetle, Giant, Bombardier	M
Beetle, Giant, Tiger	L
Black Pudding	S-L
Blink Dog	M
Boar, Ordinary	M
Boar, Giant	L
Boar, Giant, Shaggy	L
Bugbear	M
Caecilian	L
Camel	L
Carcass Scavenger	L
Cat, Large, Mountain Lion	M
Cat, Large, Panther	M
Cat, Large, Lion	L
Cat, Large, Tiger	L
Cat, Large, Sabre-tooth Tiger	L
Centaur	L
Centipede, Giant	S
Chimera	L
Cockatrice	S
Crab, Giant	L
Crocodile, Ordinary	L
Crocodile, Large	L
Crocodile, Giant	L
Cyclops	L
Demon Boar	L
Djinni	L
Dog, Hunting	S
Dog, War	M
Doppelganger	M
Dragon	L
Dragon Turtle	L
Dwarf	S
Efreeti	L
Elemental, Air	L

Elemental, Earth	L
Elemental, Fire	L
Elemental, Water	L
Elephant	L
Elf	M
Ettin	L
Faerie, Pixie	S
Faerie, Sprite	S
Fish, Giant, Catfish	L
Fish, Giant, Piranha	L
Fish, Giant, Rockfish	L
Fish, Giant, Sturgeon	L
Fly, Giant, Carnivorous	M
Gargoyle	M
Gelatinous Cube	L
Ghoul	M
Giant, Hill	L
Giant, Stone	L
Giant, Frost	L
Giant, Fire	L
Giant, Cloud	L
Giant, Storm	L
Gnoll	M
Gnome	S
Goblin	S
Golem, Amber	M
Golem, Bone	M
Golem, Bronze	L
Golem, Wood	L
Gorgon	L
Gray Ooze	M-L
Green Slime	S
Griffon	L
Halfling	S
Harpy	M
Hawk, Ordinary	S
Hawk, Giant	M
Hell Hound, Lesser	M
Hellhound, Greater	L
Herd Animals	S-L
Hippogriff	L
Hobgoblin	M
Horse, Light	L
Horse, Medium	L
Horse, Heavy	L
Hydra	L
Invisible Stalker	L
Kobold	S
Lamia	M
Lammasu	L
Leech, Giant	S-M
Lizard, Giant, Draco	L
Lizard, Giant, Gecko	L
Lizard, Giant, Horned Chameleon	L
Lizard, Giant, Tuatara	L
Lizardman	M
Locust, Cavern	S
Lycanthrope, Werebear	L
Lycanthrope, Wereboar	L
Lycanthrope, Wererat	S-M
Lycanthrope, Weretiger	L
Lycanthrope, Werewolf	M

Manticore	L
Mastodon	L
Medusa	M
Men, Berserker	M
Men, Brigand	M
Men, Pirate	M
Men, Merchant	M
Men, Nomad	M
Mermen	M
Minotaur	L
Morlock	M
Mule	L
Mummy	M
Neandethal	M
Nymph, Dryad	M
Nymph, Naiad	M
Ochre Jelly	M
Octopus, Giant	L
Ogre	M
Orc	M
Owl Bear	L
Pegasus	L
Phase Tiger	L
Pterodactyl, Pterodactyl	L
Pterodactyl, Pteranodon	L
Purple Worm	L
Remorhaz	L
Rhagodessa, Giant	M-L
Rhinoceros, Ordinary	L
Rhinoceros, Woolly	L
Roc, Small	L
Roc, Large	L
Roc, Giant	L
Rot Grub	S
Rust Monster	M
Salamander, Flame	M
Salamander, Frost	M
Scorpion, Giant	M
Sea Serpent	L
Shadow	M
Shark, Bull	M
Shark, Mako	M
Shark, Great White	L
Shrieker	S-L
Skeleton	S-L
Skittering Maw	L
Snake, Spitting Cobra	S
Snake, Pit Viper	S
Snake, Sea Snake	M
Snake, Giant, Python	L
Snake, Giant, Rattler	L
Spectre	M
Spider, Giant, Black Widow	L
Spider, Giant, Crab Spider	L
Spider, Giant, Tarantula	L
Squid, Giant	L
Statue, Animated, Crystal	M
Statue, Animated, Stone	L
Statue, Animated, Iron	L
Stegosaurus	L
Stirge	S
Swarm, Bat	S
Swarm, Insect	S
Swarm, Rat	S
Thoghrin	M

Titanothera	L
Toad, Giant	M
Treant	L
Triceratops	L
Troglodyte	M
Troll	L
Tyrannosaurus Rex	L
Unicorn	L
Vampire	M
Varmint, Giant, Ferret	S
Varmint, Giant, Rat	S
Whale, Killer	L
Whale, Narwhal	L
Whale, Sperm	L
Wight	M
Wolf, Ordinary	S
Wolf, Dire	M
Wraith	M
Wyvern	L
Yellow Mold	S-L
Zombie	M

Combat

A creature's size affects combat as follows:

Attack Throws & Armor Class

A creature has a +1 bonus to AC and attack throws if it is attacked by or attacks an opponent who is one size larger or a +2 bonus to AC and attack throws if it is attacked by or attacks an opponent who is two sizes larger.

Combat Maneuvers

As mentioned in ACKS CR p.109-110 size affects an opponent's saving throw vs. paralysis made to resist a **force back**, **overrun** or **wrestling** attempt using the example of ogre vs. men. Using this as the basis you can use the following, formalized rules which are in addition to above mentioned modifiers to AC and attack throws:

If the combatant is smaller than his opponent, opponents have a +4 bonus per size difference to their saving throw made to resist the effects of a combat maneuver.

If the combatant is larger than his opponent, opponents have a -4 penalty per size difference to their saving throw made to resist the effects of a combat maneuver.

Equipment

Items are made for creatures of different sizes out of necessity. Imagine a giant trying to sit down on a goblin's chair or a kobold trying to wear an ogre's armor...

However using size rules has a profound impact on magic armors and weapons, because some armors and weapons cannot be used by adventurers because of their size. There are two options for the Judge to choose and settle: 1) the Judge decides, that such an item can simply not be used and thus is only good for cash or 2) the Judge can rule, that magic armor and weapons automatically change their

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size to fit their wielder's size. The second option is less punishing to adventurers.

Armor & Shield

Creatures can only wear armor and use shields made for their size. Adjustments to cost and weight because of size can be neglected. If you need a ruling, assume that armors or shields from ACKS CR p.41 are made for medium creatures. Armors and shields made for small creatures have cost and weight reduced by 25%. Armor and shields made for large creatures have cost and weight increased by 25%.

Weapons

Assuming that ACKS CR p.41 lists weapons made for and intended to be used by medium creatures, we can extrapolate weapon statistics for weapons made for and intended to be used by small and large creatures. For weapons made for small creatures, weapon damage is reduced by one die type step. For large creatures, weapon damage is increased by one die type step. Table 2 lists all the weapons from ACKS CR p.41 but differentiates between weapons made for different creature sizes.

Modifiers to weapon cost and weight can be neglected. If you need a ruling, however, you can use the following guidelines: Weapons made for small creatures have cost and weight reduced by 25% and weapons made for large creatures have cost and weight increased by 25%.

A creature can use all the weapons listed for its size. It can also use all one-handed melee (but not ranged or two-handed melee) weapons made for creatures of up to one size larger, but must use them two-handed. It can also use all two-handed melee weapons (but not one-handed melee or ranged) weapons made for creatures of one size smaller, but must use them one-handed. All other weapons are too small, too large, or too unwieldy to be used effectively.

Table 2: Weapons

Weapons	Creature's Size		
	Small	Medium	Large
Axes:			
Battle Axe	1d4/1d6	1d6/1d8	1d8/1d10
Great Axe (two-handed)	1d8	1d10	1d12
Hand Axe	1d4	1d6	1d8
Bows and Crossbows:			
Arbalest	1d6	1d8	1d10
Crossbow	1d4	1d6	1d8
Composite Bow	1d4	1d6	1d8
Longbow	1d4	1d6	1d8
Shortbow	1d4	1d6	1d8
Catapults and Ballista:			
Ballista (1,800lb) ¹	2d6	3d6	4d6
Heavy Catapult (1,800lb) ¹	3d6	4d6	5d6
Light Catapult (1,200lb) ¹	2d6	3d6	4d6
Flails, Hammers, and Maces:			
Club	1d3	1d4	1d6
Flail	1d4/1d6	1d6/1d8	1d8/1d10
Mace	1d4/1d6	1d6/1d8	1d8/1d10
Morning Star (two-handed)	1d8	1d10	1d12
War Hammer	1d4/1d6	1d6/1d8	1d8/1d10
Spears and Pole Arms			
Lance (mounted)	1d8	1d10	1d12
Javelin	1d4	1d6	1d8

Pole Arm (two-handed)	1d8	1d10	1d12
Spear	1d4/1d6	1d6/1d8	1d8/1d10
Swords and Daggers:			
Dagger	1d3	1d4	1d6
Silver Dagger	1d3	1d4	1d6
Short Sword	1d3	1d6	1d8
Sword	1d4/1d6	1d6/1d8	1d8/1d10
Two-Handed Sword	1d8	1d10	1d12
Other Weapons:			
Bola	1	1d2	1d3
Darts (5)	1d3	1d4	1d6
Net	-	-	-
Sling with 30 Sling Bullets	1d3	1d4	1d6
Sap	1d3	1d4	1d6
Staff (two-handed)	1d4	1d6	1d8
Whip	1	1d2	1d3

¹ 50% for small, 150% for large