

THE LORDS OF HACK PRESENT:

BOOK OF CUSTOM CLASSES

For the GATAVIA III CAMPAIGN for ACKS

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CUSTOM CLASSES FOR THE GATAVIA III CAMPAIGN

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All these classes were built using the custom class rules found in the ACKS *Player's Companion*. The Gnome Titan, Lackey and Nobiran Dragon-Slayer are entirely based on that book, but the Halflings and Orkin used a hand-built race template (the halfling based on the general scheme of the Dwarves, and the Orkin based on the Thrassians from the *Player's Companion*). If you'd like to look at those templates to design a class for those two races, let me know.

1--GNOME TITAN

Prime Requisite: Strength

Requirements: Con 9, Int 9

Hit Dice: 1d8

Maximum Level: 13

While most gnomes love trickery and deceit to achieve their peculiar aims, the bands of gnome warriors known as the Gnome Titans love direct action above all else. Gnome Titans frequently become adventurers either to take the fight to their eternal enemies the beastmen or due to them being exiled for violent misbehavior.

Gnome Titans are well-trained combats, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every three levels, as fighters. Gnome Titans can wear chain mail or lighter armor and use any sort of weapon (except longbows and two-handed swords). Gnome Titans can fight with weapon and shield, two weapons or with two-handed weapons. They get +1 to all melee damage rolls (but not with missiles) and an additional +1 at 3rd, 6th, 9th and 12th level. Gnome Titans may make 1 cleave attack per level.

As all gnomes, Gnome Titans have **a nose for potions**, being able to identify potions and oils at a taste on a proficiency roll of 11+, and to brew potions at level 5 or above. They can **speak the languages** of Dwarf, Elf, Goblin and Kobold in addition to the common speech and Gnomish. Gnomes have extended **infravision** to 90', and they gain +4 on saving throws to **disbelieve illusions**.

Gnome Titans have developed a specialized attack known as the **Groin Stomp**. Any target who is already prone, asleep or knocked-down is vulnerable to this attack. The Gnome Titan makes a standard attack roll -4 for special maneuver, but +2 for prone target, a net -2 (a sleeping target is automatically hit on the first round). If he hits, the Gnome Titan has managed to leap upon his target and inflicted a double-boot stomp on its groin for 1d4 non-lethal damage, and it will stun the victim for 1d4 rounds. The Gnome Titan can continue stomping until he misses or the victim is unconscious. If a Gnome Titan spends a proficiency slot on Groin Stomp, he can reduce the -2 penalty to 0 (consider it a variety of combat trickery).

Gnome Titans also gain combat benefits **for fighting as a team**. If at least 2 Gnome Titans are fighting on the same side, within 30' of one another, all such Titans get +1 to hit and +1 damage for the incredible morale boost. Likewise, groups of Gnome Titans fighting together are always considered to have +4 morale.

At 5th level the Titan's battle field prowess grants a +1 morale to all hirelings and henchmen who follow him. At level 9 a Gnome can establish a Gnomish Vault, attracting 3d6x10 first level Gnome Titans to defend it. Otherwise, treat as a Gnomish Trickster's vault.

Class Proficiencies: Alchemy, Alertness, Ambush, Berserkerang, Blind Fighting, Caving, Combat Reflexes, Combat Trickery (any), Command, Craft, Dungeon Bashing, Endurance, Engineering, Fighting Style, Gambling, Goblin Slaying, Intimidation, Land Surveying, Leadership, Mapping, Manual of Arms, Military Strategy, Mountaineering, Siege Engineering, Weapon Focus.

Gnome Titan Experience Table

Experience	Title	Level	Hit Dice	Damage Bonus
0	Boot	1	1d8	+1
2250	Kicker	2	2d8	+1
4500	Stomper	3	3d8	+2
9000	War Nephew	4	4d8	+2
18,000	War Brother	5	5d8	+2
36,000	War Uncle	6	6d8	+3
70,000	War Father	7	7d8	+3
140,000	Titan	8	8d8	+3
275,000	Titan Lord	9	9d8	+4
410,000	Titan Lord	10	9d8+2	+4
545,000	Titan Lord	11	9d8+4	+4
680,000	Titan Lord	12	9d8+6	+5
815,000	Titan Overlord	13	9d8+8	+5

Gnome Titan Saving Throws and Attack Roll

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+

2--HALFLING BURGLAR

Prime Requisite: Dexterity

Requirements: Dex 9+

Hit Dice: 1d6

Maximum Level: 12

The majority of the halfling people are peaceful, quiet and stay at homes. However, a certain number are goaded into a life of adventure either to protect their homes and families or because of the machinations of folk cleverer than they are. Most such halflings are members of the scout class, but some take to the life of sneak-thievery and become halfling burglars.

Halfling burglars are trained combats, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every four levels, as thieves. Halfling burglars can wear leather or lighter armor and may not use shields, and they may use any one-handed melee weapon except a lance, and any missile weapons except long bow, composite bow or arbalest.. Halfling burglars can fight with two weapons but or with a weapon two-handed, but not with weapon and shield. Halfling burglars may make 1 cleave attack per 2 levels.

As all halflings, burglars are **Difficult to Spot**: if they remain motionless and under cover in forest or undergrowth can become undetectable on a proficiency roll of 3+, in dungeons on a roll of 14+. Likewise, halflings are known to be **Lucky Bastards**, gaining +3 on saving throws vs. Blast and Breath, and +4 on all other saving throws (included in the chart below). Futhermore, they are **Natural Throwers**, gaining +1 to hit with all thrown weapons and slings. Finally, their small size and peaceable demeanor puts folk **at their ease**, making all elves, orcs, humans, hogoblins, ogres and trolls roll reactions to individual halflings or groups of them at a +1.

Halfling Burglars can **Open Locks, Find Traps, Remove Traps, Pick Pockets, Move Silently, Climb Walls, Hide in Shadows, Back Stab** and **Hear Noise** as a thief of their own level. They get a bonus of +1 to Move Silently and Hide in Shadows, due to their small, quiet natures. Burglars cannot read languages or use magic scrolls as human thieves can.

Halfling burglars are trained for quick escape and gain **+1 to all initiative rolls**. They are also **Naturally Stealthy**, causing opponents to suffer a -1 to surprise rolls against them. Finally, they are **Expert Bargainers**, getting a 10% price advantage when buying or selling.

At 9th level, a halfling burglar can set up a "**Secret Clubhouse**" and will attract 2d6 first level halfling burglars. He can then start a syndicate (see Hideouts and Hijinks).

Class Proficiencies: Acrobatics, alertness, a, blind fighting, bribery, cat burglary, Combat reflexes, combat trickery (disarm, incapacitate), contortionism, diplomacy, fighting style, gambling, lip reading, lockpicking, mapping, passing without trace, precise shooting, riding, running, seafaring, skirmishing, skulking, survival, swashbuckling, trap finding, weapon finesse, weapon focus.

HALFLING BURGLAR EXPERIENCE TABLE

Experience	Title	Level	Hit Dice	Back Stab
0	Punk	1	1d4	x2
1600	Swagger	2	2d4	x2
3200	Snatcher	3	3d4	x2
6400	Snapper	4	4d4	x2
12,800	Booster	5	5d4	x3
5,600	Filch	6	6d4	x3
51,200	Cracker	7	7d4	x3
100,000	Burglar	8	8d4	x3
200,000	Master Burglar	9	9d4	x4
330,000	Master Burglar	10	9d4+1	x4
460,000	Master Burglar	11	9d4+2	X4
590,000	Biggest Burglar	12	9d4+3	x4

HALFLING BURGLAR SAVING THROW CHART

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1-2	9+	9+	13+	10+	11+	10+
3-4	8+	8+	12+	9+	10+	9+
5-6	7+	7+	11+	8+	9+	8+
7-8	6+	6+	10+	7+	8+	7+
9-10	5+	5+	9+	6+	7+	6+
11-12	4+	4+	8+	5+	6+	5+

3--HALFLING PUMPKIN QUEEN

Prime Requisite: Wisdom

Requirements: Dex 9+

Hit Dice: 1d4

Maximum Level: 13

The majority of the halfling people are peaceful, quiet and stay at homes. Their religious needs are likewise tended to by a class of peaceful halflings known as the Pumpkin Queens. Most Pumpkin Queens are Lawful in alignment, having been accepted as an order of the clergy in the Lawful Church. However, there are some remote halfling communities that still worship the old neutral pagan gods.

Halfling Pumpkin Queens are poorly trained combatants, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every six levels, as mages. Halfling Pumpkin Queens may not wear armor and may not use shields. They may only use staff, club, sling, or bolas for weapons.

As all halflings, Pumpkin Queens are **Difficult to Spot**: if they remain motionless and under cover in forest or undergrowth can become undetectable on a proficiency roll of 3+, in dungeons on a roll of 14+. Likewise, halflings are known to be **Lucky Bastards**, gaining +3 on saving throws vs. Blast and Breath, and +4 on all other saving throws (included in the chart below). Furthermore, they are **Natural Throwers**, gaining +1 to hit with all thrown weapons and slings. Finally, their small size and peaceable demeanor puts folk **at their ease**, making all elves, orcs, humans, hogsoblins, ogres and trolls roll reactions to individual halflings or groups of them at a +1.

Their harmony with the spirits of nature gives them an **aura of protection**, providing +1 to AC and to saves against those with evil intentions. Given divine favor to heal and protect the halfling folk, the pumpkin queen can **Lay on Hands**, healing 2 hp/level once per day. The holy regard the pumpkin queens have in the halfling community cause any halfling fighting for her to gain +1 bonus to morale whenever she is present due to **Holy Fervor**. Finally, her **Strength of Spirit** makes her immune to magical and normal fear effects. At 5th level the Pumpkin Queen can research spells and make potions and scrolls. At 9th level she can make permanent magic items, and at 11th level, she can make constructs and cast ritual spells.

At 9th level, a halfling pumpkin queen can establish a Halfling Shire and will attract 1d6 halfling pumpkin queens of level 1 and 3d6x10 level 0 halfling militia to defend it.

Class Proficiencies: animal husbandry, animal training, beast friendship, command, contemplation, craft, diplomacy, divine blessing, divine health, elementalism, healing, knowledge, laying on hands, leadership, lore mastery, magical engineering, magical music, naturalism, passing without trace, prestidigitation, profession, quiet magic, sensing evil, sensing power, theology, tracking, unflappable casting,

The Restrictions: a Halfling Pumpkin Queen is bound by certain mystical restrictions. First, they may never enter a building that contains a dead body. Second, they may not wear any garment that is tied with knots. Third, if they meet anyone who is tied up, shackled or chained, that person must be immediately released. Fourth, they may never handle and object made of iron (items of bronze are usually substituted, which cost 2 to 5 times the equivalent iron item). If the Pumpkin Queen breaks any of these restrictions she loses her spell powers until she is ritually purified by an **atonement** spell performed by another Pumpkin Queen

HALFLING PUMPKIN QUEEN: EXPERIENCE TABLE

Experience	Title	Level	Hit Dice
0	Halfling Gourd Maid	1	1d4
2200	Halfling Melon Dame	2	2d4
4400	Halfling Strawberry Darling	3	3d4
8800	Halfling Daisy Duchess	4	4d4
17,600	Halfling Oak Countess	5	5d4
35,200	Halfling Mushroom Marquessa	6	6d4
70,400	Halfling Pumpkin Infanta	7	7d4
140,000	Halfling Pumpkin Princess	8	8d4
240,000	Halfling Pumpkin Queen	9	9d4
370,000	Halfling Pumpkin Queen	10	9d4+1
500,000	Halfling Pumpkin Queen	11	9d4+2
630,000	Halfling Pumpkin Queen	12	9d4+3
760,000	Halfling Pumpkin Queen	13	9d4+4

HALFLING PUMPKIN QUEEN; SAVING THROW CHART

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1-3	9+	9+	12+	7+	8+	10+
4-6	8+	8+	11+	6+	7+	9+
7-9	7+	7+	10+	5+	6+	8+
10-12	6+	6+	9+	4+	5+	7+
13	5+	5+	8+	3+	4+	6+

HALFLING PUMPKIN QUEEN SPELL PROGRESSION

Experience Level	Level 1 spells	Level 2 spells	Level 3 Spells	Level 4 Spells	Level 5 Spells
1	1	-	-	-	-
2	2	-	-	-	-
3	3	-	-	-	-
4	3	2	-	-	-
5	3	3	-	-	-
6	3	3	2	2	-
7	3	3	3	2	2
8	5	5	3	3	2
9	5	5	5	3	3
10	6	6	5	5	3
11	6	6	6	5	5
12	8	8	6	6	5
13	8	8	8	6	5

HALFLING PUMPKIN QUEEN SPELL LIST

	Level 1	Level 2	Level 3	Level 4	Level 5
1	Command Word	Augury	Continual Light	Create Water	Atonement
2	Cure Light Wounds	Bless	Cure Blindness	Cure Serious Wounds	Commune
3	Delay Disease	Cure Moderate Wounds	Cure Disease	Death Ward	Command Person
4	Detect Evil	Delay Poison	Cure Major Wounds	Dispel Magic	Cure Critical Wounds
5	Detect Magic	Enthrall	Detect Curse	Divination	Create Food
6	Light	Hold Person	Growth of Animals	Neutralize Poison	Dispel Evil
7	Protection from Evil	Holy Chant	Locate Object	Speak with Plants	Quest
8	Purify Food and Water	Resist Fire	Prayer	Spirit of Healing	Restore Life and Limb
9	Remove Fear	Silence 15'	Remove Curse	Tongues	Scry
10	Sanctuary	Snake Charm	Water Walking	Vigor	True Seeing
11	Salving Rest	Speak with Animals	--	--	--

4--HALFLING SCOUT

Prime Requisite: Strength

Requirements: Dex 9+

Hit Dice: 1d6

Maximum Level: 11

The majority of the halfling people are peaceful, quiet and stay at homes. However, a certain number are goaded into a life of adventure either to protect their homes and families or because of the machinations of folk cleverer than they are. Most such halflings are members of the Scout class, warriors trained to careful observation and stealth.

Halfling Scouts are well-trained combats, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every three levels, as fighters. Halfling Scouts can wear chain mail or lighter armor and may use shields, and use any sort of weapon (except longbows, arbalests, composite bows, two-handed swords, pole-arms, great axes, morning stars, or lances.). Halfling Scouts can fight with weapon and shield, two weapons but not with two-handed weapons. They get +1 to all missile and melee damage rolls and an additional +1 at 3rd, 6th, and 9th Halfling Scouts may make 1 cleave attack per level.

As all halflings, scouts are **Difficult to Spot**: if they remain motionless and under cover in forest or undergrowth can become undetectable on a proficiency roll of 3+, in dungeons on a roll of 14+. Likewise, halflings are known to be **Lucky Bastards**, gaining +3 on saving throws vs. Blast and Breath, and +4 on all other saving throws (included in the chart below). Futhermore, they are **Natural Throwers**, gaining +1 to hit with all thrown weapons and slings. Finally, their small size and peaceable demeanor puts folk **at their ease**, making all elves, orcs, humans, hoblins, ogres and trolls roll reactions to individual halflings or groups of them at a +1.

As skilled wilderness warriors, the Halfling Scouts can **Move Silently, Climb Walls** and **Hide in Shadows** as a thief of their level, but with a +2 bonus, however, he may not be dressed in armor heavier than leather or be carrying a shield to do these actions

Halfling Scouts are natural **Skirmishers**, being able to make defensive movements at a moment's notice (as the proficiency). They also gain +4 on checks to **avoid getting lost** when in familiar country. A Halfling scout also strikes at +4 to hit and double damage during a Surprise attack from **Ambush**. They are also skilled **Mappers**, being able to make and interpret maps on a roll of 11+. Finally, scouts are experts at **Wilderness Evasion**, adding +5 to party's roll to avoid encounters everywhere in the wild, except clear and grassland terrain, even if party surprised.

At level 5, the Scout's Remarkable good luck, reassures those around him and gives all henchmen and hirelings who follow him a +1 morale. At level 9 a Halfling Scout can establish a Halfling Shire, attracting 3d6x10 halfling militia to defend it, and 1d6 halfling scouts to act as his reeves.

Class Proficiencies: Alertness, Beast Friendship, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm), Command, Craft (cooking), Eavesdropping, Endurance, Fighting Style, Land Surveying, Leadership, Manual of Arms, Mapping, Mountaineering, Naturalism, Passing without Trace, Precise Shooting, Riding, Running, Seafaring, Sniping, Survival, Swashbuckling, Trapping, Weapon Finesse, Weapon Focus.

HALFLING SCOUT EXPERIENCE TABLEH

Experience	Title	Level	Hit Dice	Damage Bonus
0	Militia Hob	1	1d6	+1
2300	Hay Ward	2	2d6	+1
4600	Constable	3	3d6	+2
9200	Bailiff	4	4d6	+2
18,400	Reeve	5	5d6	+2
36,800	Scout Leader	6	6d6	+3
73,600	Scout Master	7	7d6	+3
150,000	Scout Captain	8	8d6	+3
285,000	Sheriff	9	9d6	+4
420,000	Sheriff	10	9d6+2	+4
555,000	Sheriff	11	9d6+4	+4

HALFLING SCOUT SAVING THROW TABLE

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1	11+	10+	13+	12+	13+	10+
2-3	10+	9+	12+	11+	12+	9+
4	9+	8+	11+	10+	11+	8+
5-6	8+	7+	10+	9+	10+	7+
7	7+	6+	9+	8+	9+	6+
8-9	6+	5+	8+	7+	8+	5+
10	5+	4+	7+	6+	7+	4+
11-12	4+	3+	6+	5+	6+	3+
13	3+	2+	5+	4+	5+	2+

5--LACKEY

Prime Requisite: Dexterity

Requirements: none

Hit Dice: 1d6

Maximum Level: 14

Sometimes a level 0 torchbearer, pack hauler, valet or weapon caddy becomes a henchman and survives to reach first level. While many become fighters, some decide that they are more comfortable in their roles as assistants and general-purpose flunkies. These become the highly-useful lackeys.

Of necessity, lackeys gain skill in fighting, but not nearly to the level of fighters. At first level they hit an unarmored foe at 10+, and advance 2 points every four levels, as thieves. Lackeys may use any axes, flails, hammers and maces, and daggers, staffs, darts, crossbows and saps. They are not trained to use shields, or dual wield, but may use two-handed weapons (often a battle axe or great axe, or war hammer, because they are also useful as tools to break down doors or bust up chests). Lackeys are often called on to carry heavy loads, so they are limited to wearing leather armor or lighter.

Because they are schooled at Dungeoneering, beginning at first level, Lackeys can **Find Traps, Remove Traps, and Open Locks** as a thief of the same level.

At first level Lackeys also gain two special powers: first, the ability to haul goods efficiently or act as a **porter**: if using a backpack or porter's pack, the weight carried in that pack is counted only as ½ its actual weight. So, for a lackey, a backpack filled with 4 stone of treasure, would only count as 2 stone toward his encumbrance. Second, the lackey gains the general proficiency "**dungeon bashing**" for free.

When a Lackey reaches 9th level, he can open a **guildhall**, and will attract 2d6 first level lackeys eager to learn the secrets of a successful servitor.

Class Proficiencies: Alertness, Ambushing, Animal Husbandry, Animal Training, Bribery, Caving, Climbing, Diplomacy, Eavesdropping, Endurance, Fighting Style (single weapon or two-handed weapon), Gambling, Healing, Knowledge, Labor, Lock-picking, Mapping, Profession, Riding, Running, Skirmishing, Survival, Swashbuckling, Tracking, Trap Finding, Trapping, Wakefulness, Weapon Finesse. Saving Throws and Attack Throws are the same as for Thieves.

LACKEY EXPERIENCE TABLE

Level	XP	Title	Hit Dice	Find Traps	Remove Traps	Open Locks
1	0	Flunky	1d6	18+	18+	18+
2	1400	Porter	2d6	17+	17+	17+
3	2800	Footman	3d6	16+	16+	16+
4	5600	Attendant	4d6	15+	15+	15+
5	11,200	Assistant	5d6	14+	14+	14+
6	22,400	Factotum	6d6	13+	13+	12+
7	45,000	Valet	7d6	11+	11+	10+
8	90,000	Butler	8d6	9+	9+	8+
9	190,000	Steward	9d6	7+	7+	6+
10	290,000	Steward	9d6+2	5+	5+	4+
11	390,000	Steward	9d6+4	3+	3+	3+
12	490,000	Steward	9d6+6	2+	2+	2+
13	590,000	Steward	9d6+8	2+	2+	1+
14	690,000	Steward	9d6+10	1+	1+	1+

6--NOBIRAN DRAGON-SLAYER

Prime Requisite: Strength

Requirements: Str 11, Int 11, Wis 11, Dex 11, Con 11, Cha 11

Hit Dice: 1d8

Maximum Level: 12

The Nobir were the god-sired champions of the great war to overthrow the Old Ones in the distant past. Their dynasties have passed away, but occasionally the blood-lines run true and a Nobiran champion emerges from among ordinary humans (and some believe that the pagan gods occasionally still sire demi-gods anew). The Dragon-slayers are Nobiran who have devoted themselves to the battle against monsters and meet them with cold steel.

Dragon-Slayers are well-trained combats, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every three levels, as fighters. Dragon-slayers can wear any armor and use any sort of weapon or shield. Dragon-slayers can fight with weapon and shield, two weapons or with two-handed weapons. They get +1 to all damage rolls and an additional +1 at 3rd, 6th, 9th and 12th level. Dragon-Slayers may make 1 cleave attack per level.

As favorites of the pagan gods, Dragon-Slayers gain **Divine Blessing**, giving them +2 on all saving throws (included below). Since they have the **Blood of Kings**, Dragon-slayers can have one more henchman than charisma would allow, and all henchmen increase their morale by 1. Because of their **Heroic Spirit**, Dragon-slayers can reach 12th level when 11th might be more expected. Being Nobiran, the Dragon-Slayers have **Longevity**, living three times as long as normal humans, and also they are **immune to ghoul paralysis**.

True to their name, Dragon-Slayers are expert at **Fighting Dragons**, the fiercest of monsters. At first level they gain +1 to hit against dragons, this increases to +2 at 7th level and +3 at 12th level. However, they are under a steep obligation to use the power. No Dragon-Slayer may advance to 9th level until he has single-handedly **slain a dragon** of at least Adult age (10 HD).

Because of their divine origin, Nobiran Dragon-Slayers have the ability to cast **Divine Spells** at the rate of a cleric of the same level, without any training by a religious order. They also can use magic items usable by Fighters, Clerics or by any class. At 5th level a dragon-slayer may make scrolls and brew potions. At 9th level a dragon-slayer can make more powerful items such as weapons, staffs and armor. At 11th level they can make magical constructs and use ritual magic. Chaotic dragon-slayers can use necromancy at 11th level as well.

At 5th level the Dragon-slayer's **battlefield prowess** grants +1 morale to henchmen and hirelings who follow him. At 9th level a Dragon-slayer may build a **castle**, and become a leader of men, gaining 1d4+1 x10 level 0 followers, and 1d6 human fighter followers of level 1-3.

Class Proficiencies: Alertness, Berserkergang, Blind Fighting, Combat Reflexes, Combat Trickery (any), Command, Divine Health, Endurance, Fighting Style, Laying on Hands, Leadership, Manual of Arms, Military Strategy, Mystic Aura, Precise Shooting, Prophecy, Riding, Running, Siege Engineering, Skirmishing, Survival, Swashbuckling, Weapon Finesse, Weapon Focus.

NOBIRAN DRAGON-SLAYER EXPERIENCE TABLE

Experience	Title	Level	Hit Dice	Damage Bonus
0	Guard	1	1d8	+1
2650	Defender	2	2d8	+1
5300	Quester	3	3d8	+2
10,600	Shield-man	4	4d8	+2
21,200	Protector	5	5d8	+2
42,400	Volsung	6	6d8	+3
85,000	Machiste	7	7d8	+3
170,000	Hercules	8	8d8	+3
330,000	Dragon-Slayer	9	9d8	+4
490,000	Dragon-Slayer	10	9d8+2	+4
650,000	Dragon-Slayer	11	9d8+4	+4
810,000	Dragon-Slayer	12	9d8+6	+5

NOBIRAN DRAGON-SLAYER: SAVING THROW CHART

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1	13+	12+	14+	14+	15+	10+
2-3	12+	11+	13+	13+	14+	9+
4	11+	10+	12+	12+	13+	8+
5-6	10+	9+	11+	11+	12+	7+
7	9+	8+	10+	10+	11+	6+
8-9	8+	7+	9+	9+	10+	5+
10	7+	6+	8+	8+	9+	4+
11-12	6+	5+	7+	7+	8+	3+

NOBIRAN DIVINE SPELLS PER LEVEL:

EXP LVL	Spell lvl-1	Spell lvl-2	Spell lvl-3	Spell lvl-4	Spell lvl-5
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	2	2	–	–	–
6	2	2	1	1	–
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3

NOBIRAN DIVINE SPELLS FOR DRAGON SLAYERS

Level 1	Level 2	Level 3	Level 4	Level 5
Command Word	Augury	Continual Light	Create Water	Commune
Cure Light Wound	Delay Poison	Cure Blindness	Cure Serious Wnds	Create Food
Detect Danger	Find Traps	Cure Disease	Dispel Magic	Cure Critical Wnds
Detect Evil	Hold Person	Feign Death	Divination	Dispel Evil
Detect Magic	Resist Fire	Growth of Animal	Neutralize Poison	Flame Strike
Light	Righteous Wrath	Locate Object	Prot from Evil sus	Insect Plague
Prot. From Evil	Silence 15' radius	Remove Curse	Speak with Plant	Quest
Remove Fear	Snake Charm	Speak with Dead	Sticks to Snakes	Restore Life/Limb
Resist Cold	Speak with Animal	Striking	Tongues	Strength of Mind
Sanctuary	Spiritual Weapon	Water Walking	Vigor	True Seeing

7--ORKIN BANDIT

Prime Requisite: Strength

Requirements: Strength 9+

Hit Dice: 1d6

Maximum Level: 13

There are small villages and camps on the borderlands filled with an outcast breed known as the Orkin. They are human at first glance, but are descended from a mixed human (or Neanderthal) and orcish population. Orkin are stooped, with bloodshot eyes and heavy jaws filled with vaguely tusk-like teeth. Terrible farmers who shun hard work, most Orkin follow the trade of banditry.

Orkin Bandits are instinctively talented combats, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every three levels, as fighters. Orkin Bandits can wear chain mail or lighter armor and use any sort of weapon or shield. Orkin Bandits can fight with weapon and shield, two weapons or with two-handed weapons. They get +1 to all melee damage rolls and an additional +1 at 3rd, 6th, 9th and 12th level. Orkin Bandits may make 1 cleave attack per level.

Orkin Bandits have **weak infravision**, to 30', making them excellent night-time bandits and rustlers, but they suffer a -1 to hit when under a clear, brightly-lit day-time sky or under the radius of a light spell. Orkin Bandits have proverbial **Guts of Iron**, gaining +4 to saving throws against the effects of spoiled food or any poison that they eat, drink or otherwise swallow. Orkin are also naturally **Wakeful**, needing only 4 hours of sleep per day. Orkin bandits can speak both the Common Speech and the language of the Orcs.

Orkin Bandits are inherently **Treacherous**, inflicting a -1 to the surprise rolls of their enemies. They also are able to get +4 to hit and double damage when attacking from surprise by **Ambush**. Finally, they are notorious for hit and run raids as **Skirmishing** experts (as the proficiency).

At 5th level the Bandit's **hardiness** inspires his associates, giving henchmen and hirelings who follow him +1 morale. At 9th level, an Orkin Bandit can found a **Plunderers' Lair** in the Borderlands or Wilderness, attracting 1d6 first to third level Orkin Bandits, and 1d4+1 x10 level 0 brigands (mixture of humans, orcs and orkin). He can then either establish a domain or undertake hijinks.

Class Proficiencies: Alertness, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (any), Eavesdropping, Endurance, Fighting Style, Dungeon Bashing, Gambling, Mountaineering, Navigation, Intimidation, Pass without Trace, Precise Shooting, Riding, Running, Sniping, Survival, Swashbuckling, Trapping, Weapon Finesse, Weapon Focus.

ORKIN BANDIT EXPERIENCE TABLE

Experience	Title	Level	Hit Dice	Damage Bonus
0	pig-forker	1	1d6	+1
1900	sheep-troubler	2	2d6	+1
3800	cattle-rustler	3	3d6	+2
7600	blackjack	4	4d6	+2
15,200	kidnapper	5	5d6	+2
30,400	raider	6	6d6	+3
60,800	ravager	7	7d6	+3
121,600	Bandit	8	8d6	+3
245,000	Robber Baron	9	9d6	+4
490,000	Robber Baron	10	9d6+2	+4
980,000	Robber Baron	11	9d6+4	+4
1,960,000	Robber Baron	12	9d6+6	+5
3,920,000	Bandit King	13	9d6+8	+5

ORKIN BANDIT SAVING THROW TABLE

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+

8--ORKIN HEXMASTER

Prime Requisite: Strength, Intelligence, Wisdom

Requirements: Strength 9+

Hit Dice: 1d6

Maximum Level: 10

Orc-human crossbreeds, and talented members of those communities who have some orcish ancestries are actively sought by the forces of chaos to be trained as Hexmasters. The hexmasters are steeped in both divine (demonic) magic and arcane spells to lead the orcs and chaotic cultists against the forces of law.

Orkin Hexmasters are instinctively talented combats, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every four levels, as clerics, however, his saving throws advance as mages. Orkin Hexmasters can wear chain mail or lighter armor and may use shields and may use any sword or dagger and any spear or pole-arm type weapon. They may fight with two-handed weapons and with weapons and shields. Additionally, an orkin hexmaster receives the **Fighting Style Proficiency** in either two-handed weapons, pole-arm weapons, single-weapons or weapon and shield at first level (see ACKS page 60). However, they may not cast arcane spells while wearing armor or using a shield. A hexmaster may make 1 cleave attack per 2 levels.

They may use any enchanted versions of weapons and armor allowed to their class, plus any magic items allowed to all classes or to mages. They may also use divine scrolls of divine spells allowed to their class.

Orkin Hexmasters have **infravision**, to 60', making them excellent night-time plotters and terrorists but they suffer a -1 to hit when under a day time sky or under the radius of a light spell. Orkin Hexmasters have proverbial **Guts of Stone** gaining +4 to saving throws against the effects of spoiled food or any poison that they eat, drink or otherwise swallow, and allowing them to forage on an 11+ because of the rotten food they can safely eat. Orkin are also naturally **Wakeful**, needing only 4 hours of sleep per day. Orkin can speak both the Common Speech and the language of the Orcs.

Orkin Hexmasters can cast both divine and arcane spells as if a caster of ½ their experience level. At 9th level they can research both arcane and divine spells, and make potions and scrolls.

Orkin Hexmasters do not have the ability to turn or control the undead, but have several other powers. First they have the power to **Hex** their enemies (i.e., cast **Bestow Curse** once per day) beginning at first level. At fourth level he gains the power of Dark Charisma, giving all Chaotic henchmen and hirelings a +1 morale in his presence. Finally, at 9th level he gains the ability to **Summon Infernal Powers** (typically an Invisible Stalker) once per month (the summoning takes 10 minutes to cast).

At 9th level, an Orkin Hexmaster can found a **Temple of Doom** in the Borderlands or Wilderness, attracting 1d6 first to third level Orkin Bandits, and 1d4+1 x10 level 0 followers (mixture of humans, orcs and orkin) and he may establish a chaotic domain.

Class Proficiencies: Alchemy, Battle Magic, Beast Friendship, Black Lore of Zahar, Collegiate Wizardry, Contemplation, Craft, Diplomacy, Divine Blessing, Elementalism, Engineering, Healing, Illusion Resistance, Knowledge, Language, Lore mastery, Magical Engineering, Mapping, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Quiet Magic, Sensing Power, Soothsaying, Transmogrification, Unflappable Casting,

ORKIN HEXMASTER EXPERIENCE TABLE

Experience	Title	Level	Casting Level	Hit Dice	Attack Throw
0	Dark Apprentice	1	0	1d6	10+
2900	Curse Hurler	2	1	2d6	10+
5800	Dark Jerk	3	2	3d6	9+
11,600	Betrayer	4	2	4d6	9+
23,200	Dark Shepherd	5	3	5d6	8+
46,400	Destroyer	6	3	6d6	8+
92,800	Dark Avenger	7	4	7d6	7+
185,000	Hex Doctor	8	4	8d6	7+
370,000	Hex Master	9	5	9d6	6+
740,000	Hex Master	10	5	9d6+2	6+

ORKIN HEXMASTER SAVING THROW TABLE

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells
1-3	13+	13+	15+	11+	12+
4-6	12+	12+	14+	10+	11+
7-9	11+	11+	13+	9+	10+
10	10+	10+	12+	8+	9+

Orkin Hexmaster Spell Casting Table

Experience Level	First Level Divine	Second Level Divine	First Level Arcane	Second Level Arcane	Third Level Arcane
1	--	--	--	--	--
2	--	--	1	--	--
3	1	--	2	--	--
4	1	--	2	--	--
5	2	--	2	1	--
6	2	--	2	1	--
7	2	1	2	2	--
8	2	1	2	2	--
9	2	2	2	2	1
10	2	2	2	2	1

Divine Spell List for Orkin Hexmasters:

Level One Divine Spells	Level Two Divine Spells
Cause Fear	Augury
Command Word	Bane
Cue Light Wounds	Choking Grip
Darkness	Hold Person
Protection from Good	Spiritual Weapon

9--ORKIN THUG

Prime Requisite: Strength

Requirements: Strength 9+

Hit Dice: 1d8

Maximum Level: 10

Sometimes called Half-orcs, sometimes High Orcs, there exists a breed of orc-human hybrid that are known for combat ferocity and deadly dealings. Some are found having been produced the old-fashioned way by unfortunate human-orc breedings, but most are the result of the deliberate plan of an Old One sorcerer to create a batch of superior soldiers by crossing orcs and Neanderthals. The Orkin Thugs can be found in orc society as deadly warlords or in human society as mercenaries and assassins. Orkin Thugs are clearly hybrids to even the most casual observer. They are straight-backed with well proportioned limbs and clear speech like a human, but red-eyed, snouted, and rough-skinned like an orc.

Orkin thugs are instinctively talented combats, at first level hitting an unarmored enemy (AC0) with a 10+. They increase their attacks and saving throws 2 points every three levels, as fighters. Orkin thugs can wear chain mail or lighter armor and use any sort of weapon or shield. Orkin thugs can fight with weapon and shield, two weapons or with two-handed weapons. They get +1 to all melee and Missile damage rolls and an additional +1 at 3rd, 6th, and 9th. Orkin thugs may make 1 cleave attack per level. They also gain a free "Fighting Style Proficiency" at first level, and a second at 3rd level.

Orkin thugs have **infravision**, to 60', making them excellent night-time thugs and rustlers, but they suffer a -1 to hit when under a clear, brightly-lit day-time sky or under the radius of a light spell. Orkin thugs have proverbial **Guts of Stone**, gaining +4 to saving throws against the effects of spoiled food or any poison that they eat, drink or otherwise swallow, and the ability to forage on an 11+ to find food (edible only to Orkin and Beastmen). Orkin are also naturally **Wakeful**, needing only 4 hours of sleep per day. Orkin thugs can speak both the Common Speech and the language of the Orcs. Due to their inhumanity, Orkin thugs suffer a -1 reaction, hiring and loyalty from humans and halflings, and a -2 reaction from elves, gnomes and dwarves. But, they get a +1 to the same roll from Orcs, Ogres, Trolls and Orkin.

Orkin Thugs can **Hide in Shadows**, **Move Silently**, and **Backstab** as a thief of the same level, provided that they are wearing leather armor or lighter. Orkin Thugs also have **savage resilience**, allowing them to take the better of 2 rolls on the Mortal Wounds table, and reducing their time needed to recover from wounds by 1 day per level.

At 5th level the thug's **Ruthlessness** heartens his pals, giving all henchmen and hirelings who follow him +1 morale. At 9th level, an Orkin thug can found a **Plunderers' Lair** in the Borderlands or Wilderness, attracting 1d6 first to third level Orkin thugs, and 1d4+1 x10 troops (Orcs, High Orcs and/or Orkin). He can then establish a chaotic domain.

Class Proficiencies: Alertness, Ambush, Berserkerang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (any), Eavesdropping, Endurance, Fighting Style, Dungeon Bashing, Gambling, Mountaineering, Navigation, Intimidation, Pass without Trace, Precise Shooting, Riding, Running, Sniping, Survival, Swashbuckling, Trapping, Weapon Finesse, Weapon Focus.

ORKIN THUG EXPERIENCE TABLE

Experience	Title	Level	Hit Dice	Damage Bonus
0	piglet	1	1d8	+1
2600	smasher	2	2d8	+1
5200	crusher	3	3d8	+2
10,400	pulper	4	4d8	+2
20,800	ripper	5	5d8	+2
41,600	killer	6	6d8	+3
165,000	murderer	7	7d8	+3
330,000	Thug	8	8d8	+3
660,000	Orc Lord	9	9d8	+4
1,320,000	Orc Lord	10	9d8+2	+4

ORKIN THUG SAVING THROW TABLE

Level	Petrify and Paralysis	Poison and Death	Blast and Breath	Staffs and Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+