

THE CLANSMAN

A VARIATION ON THE FIGHTER CLASS FOR BX AND BECMI RULES

(NOT ANOTHER BARBARIAN!)

INTRODUCTION

This is not a reboot of the barbarian figure immortalized by the Conan character. While barbarian cultures are included in the populations that qualify as wilderness-clans, this offering is designed to draw heavily upon the rules appearing in the above mentioned systems dealing with--primarily--non-dungeon issues. Though stat-bloc information is presented, you are not only free, but obligated, to change whatever does not sit well with you, or that you find not workable within your own guidelines and preferences.

The skills and abilities that apply solely to this class are derived from the Expert rules. The Clansman shares both the combat and Save functions as the fighter, though his level advancement and Hit Dice table differs.

It is beyond the capability of this document to describe in depth and detail the various cultures in which this class can appear. The Dungeon Master must assume this task, providing as much or as little as he or she feels is needed to incorporate this class into the game. Thus, the successful inclusion of this class lay mostly upon the Dungeon Master.

WHAT IS A CLAN?

Basically, it is a group of people whose culture is self-contained; not necessarily isolated, though that can often be the case. The Vikings was a group of clans united by their region; Norse land types. American Indian tribes would qualify--the Shoshone, Arapaho, Cheyenne, etc. As would the Eskimo people, or the Amazonian and African tribes. Chinese and Japanese clans are historically documented in much detail. The list of those that qualify as "clansman" is too lengthy to continue. Suffice the term to mean, anyone that is raised in such a culture, in wilderness and natural settings; as opposed to being born and living in a large town or city one's whole life.

BECOMING LOST

Page X56 in BX and page 20 in BECMI describe this event. In BX, the chances are explicitly given in rolls of the die (d6) according to terrain; BECMI describes this as being in the Dungeon Master's hands--though it may default to the BX tables as previously established criteria. For the purpose of the "clansman" this document will defer to the BX table, deriving the class functions from there.

FORAGING/HUNTING

Both BX and BECMI describe this activity (the former on page X51, the latter on page 21). While these, and the section above, generally apply to all characters/groups, the "clansman" functions differently in these regards as shown on the table to follow.

With all that said, let's get on with the actual class, and its functions.

ALIGNMENT & REQUISITES

Any of the 3 is allowed; Lawful, Neutral, Chaotic. The specific culture from which the character derives is the key to this element, and the DM must oversee the choice of alignment by the player.

STR: 13 DEX:13 CON:13 If all 3 are 15 or higher, a bonus of 20% XP is earned. If 2 are, the bonus is 15%. If either STR or DEX is 15 or higher, then 10% bonus to XP is earned.

Level	Title	Exp. Points	Hit Dice	Abilities
1	Clan Warrior	0	2d6*	Forage on 1-3/Hunt on 1-2 **
2	Clan Warrior	3,000	3d6	Cannot be <i>surprised</i> by flying creatures
3	Clan Warrior	6,000	4d6	Cannot Become Lost ***
4	Clan Warrior	12,000	5d6	Cannot be <i>surprised</i> by walking creatures
5	Clan Warrior	24,000	6d6	Forage on 1-4/Hunt on 1-3 **
6	Clan Warrior	48,000	7d6	Cannot be <i>surprised</i> by crawling creatures
7	Head Warrior	96,000	8d6	Hybergeneration ****
8	Senior Warrior	180,000	9d6	Cannot be <i>surprised</i> by swimming creatures
9	Chief Warrior	360,000	9d6+3	Forage on 1-5/Hunt on 1-4 **
10	Clan Chief	540,000	9d6+6	Summon Animal Guide *****
11	Clan Chief 2	720,000	9d6+9	Forage automatic/Hunt on 1-5 **
12	Clan Chief 3	900,000	9d6+12	Summon Animal Follower *****
13	Clan Chief 4	1,080,000	9d6+15	Forage/Hunt automatic
14	Clan Chief 5	1,260,000	9d6+18	Summon Animal Totem *****

* Any CON bonus to Hit Dice rolled applies to both dice. The bonus ceases when 9 hit dice is reached; gaining only the bonus indicated above, with each level thereafter achieved.

** When within clansman's normal homeland type terrain: grassland, woods, swamp/jungle, desert, ocean, hills/mountains/barren lands. When foraging/hunting in a different biome, the clansman functions at the next lower level until s/he has successfully performed this ability, after which, s/he functions at the level indicated on the table. Note: each terrain/area must be mastered in this way.

*** Again, this pertains to the clansman's natural surroundings; use the above forage/hunt description regarding clansmen operating out of their normal habitat.

**** This wise clansman/woman is a veteran of many hunts and battles, and has learned the art of deep sleep and regeneration. Thus, the clansman/woman regains 2d6 hp (rather than the standard 1-3) if he/she spends the entire night at complete, undisturbed rest. Note: the hp regained must have been lost previously, or there is no such benefit. When in this deep Hyber-sleep, the clansman/woman requires 1d4+1 rounds of severe shaking (or slapping) to be awoken. Note: the splashing of water upon the character has no affect in reviving him or her. However, because the skill reduces the character's heart beat, respiration, to barely noticeable, if he or she is submerged in water during this period of 2-5 rounds, he/she will not drown.

***** SUMMON ANIMAL GUIDE/FOLLOWER/TOTEM

Members of a clan-culture are uniquely connected to their environment; it includes the land and indigenous animal/plant life. This accounts for why the character cannot be surprised by certain animal types (as noted above.) But such ability pertains--generally--to those animals common to the character's territory. The following list should be considered regarding animal types the character is familiar with. Note, the list is not exclusive, and other types might exist that are not accounted for; the DM should expand this as needed.

Bear, black	Hippogriff
Bear, grizzly	Jaguar
Bison	Mastodon
Cougar	Owl
Coyote	Rhinoceros, woolly
Dolphin	Roc, small/large/giant
Eagle	Shrew, giant
Elk	Treant
Fox	Unicorn (females only)
Hawk	Wolf

Summon Animal Guide

When in unfamiliar territory, the clansman may attempt to summon an animal Guide that will aide and assist the character in finding and staying on trails until out of the region. The animal will be one local to the area, but of a type associated with the character's homeland as well. It will understand through empathy the general needs of the character and guide him or her to safety and/or familiar ground. The Guide will remain until the task is complete, or it is killed; if the former, once done, the animal will immediately leave. (Note: the animal's knowledge of the area may be beneficial to the character and his or her associates, but extracting such will require other methods not included in this skill.)

This ability depends upon the character mimicking the sounds and behavior of the intended animal; spending at least 1 turn in such a manner, with each turn spent having a 5% cumulative chance of attracting the animal desired. Note, such animals must be within a 1 mile radius of the character at the time.

Summon Animal Follower

Similar to the above ability, the animal summoned using this skill will remain longer and become bonded with the character. Functioning like a 4th level druid, *Charm Animal* spell, this ability attract an animal from the suggested list/and one familiar to the character, of HD equal to or less than. The character may attempt to specifically target the type desired, or broadcast a *general-summons*. The former having a 3% chance per turn spent of succeeding, the latter having 5%. Once attracted, the follower animal will remain with the character for as long as it fails to make a Save Throw vs. spells; animals are considered to have **Low** intelligence, thus affording them the opportunity to break the bond once each month. If the character attempts to or harms the animal in anyway, the bond is broken; it will defend itself should associates of the character molest or attempt to harm it. Should the character allow such mistreatment, the animal gets to make an immediate Save to break its bond, and the retry period becomes every week instead; further mistreatment allows the same, with a retry each day.

Summon Animal Totem

The most powerful summon ability of the character, it can only be performed once every 14 days (2 weeks); with a reduction of 1 day from the period per each 2 levels beyond 14th (i.e., every 13 days at L16, every 12 days at L18, every 11 days at L20, etc.) Only one animal totem can appear during the time period. It will remain for 14 turns, plus one for each level beyond 14 the character reaches. The animal will be semi-intelligent, and able to understand the character through empathy while the summon is in effect. It will only answer the summon to assist the character in battle, and if instructed toward any activity other than this, the creature will immediately vanish.

The animal totem is an ethereal/spirit representation of the ideal animal type(bear, elk, wolf, etc.) desired by the character. It will have double the maximum hp of a normal version, attack as a 9HD creature, and will inflict double the damage possible of its normal counterpart. As an ethereal creature, it can only be struck by silver or magic weapons of +2 or better, and is treated as AC0 in this regard. Its most feared attack is its *leech* ability. All hp damage it inflicts is magically extracted from the victim and transferred to the clansman as life points for the duration of the battle. A character will never have more than his normal maximum during this time. Once the battle is over, or the creature is "killed" and/or returns to its ethereal plane, the leeching stops.

ARMOR & WEAPONS

The types of armor and weaponry a clansman/woman has access to is dependent upon the Age at which you (the DM) decide the culture's development should be. For game purposes, this Age should be restricted to one of 3: Stone, Bronze, and Iron.

Stone weapons are mostly associated with caveman/Neanderthal type clans, but easily applies to all regional clans included in the Paleolithic and Neolithic periods. The Bronze age includes a first-half wherein Copper tools and devices were fashioned. Lastly comes the Iron age, replacing the Bronze with superior items.

Obviously, sharpened stone blades for axes and arrowheads attached to shafts for javelins and spears, or fired with a bow will be found in a Stone Age clan culture; though wooden spears and javelins will still be used by such types along with the superior stone versions. Wooden shields and leather or hide armor will be the norm.

Bronze Age items will be smaller in order to concentrate the material's strength in a confined area to achieve the best use of the device. Whereas, Iron Age items, created with much stronger material, can now be larger and/or longer.

Once you determine the type of material from the specific Age the item is generated from, simply assign the die or dice you wish to generate a random number that such a weapon would cause. Compare armor to that found in the manuals and apply what you think is appropriate. (i.e., Hide armor might be AC8.)

CONCLUSION

All aspects of this class should be examined and processed by the DM, and any *gaps* filled in to the best of one's ability considering the context of the component in question. Anything within this document can be ignored, altered, and expanded.

It is the intention of the document to provide the DM--you--with more possibilities.