

New BECMI Classes

Tribal Warrior (BECMI)

By Havard



The tribal warrior represents a fighter who has been raised in a society with stone age level technology such as the people of Atruaghin or the Hinterlands in Mystara's Outer World or the Neathar, Oltecs and Azcans of the Hollow World. The DM may also allow other human characters to take this class.

As Fighter Except the following:

Restrictions:

- Cannot use any armor except leather. May use shields.
- Cannot use swords or pole arms. If Weapon Mastery is used, the character starts as unskilled with these weapons, but may improve them with training.
- Illiterate. Cannot read or write any languages. May spend a language slot to remove this hindrance.

Benefits:

- Uses 1d10 to determine HP and adds +3 per level after 9th level.
- Masters of the Wild:
 - When travelling through any wilderness terrain, the character may forage for food without reducing his movement and will find enough food to survive on 1-5 on 1d6 in good conditions (See RC p 89).
 - May move at full movement through any wilderness terrain hex.
 - If surprised while in the wilderness, the Tribal Warrior may make a WIS check to ignore the effects of surprise.
 - When the DM rolls to see if the party becomes lost in the wilderness the Tribal, Warrior may first roll an INT check. If successful, the party may ignore this effect. If a failure, the party is not automatically lost, but the DM uses the rules as normal (See RC p 89),
- At first level a Tribal Warrior gains one additional ability determined by his chosen animal. No ability score may be raised above 18:
 - Elk, Horse: +2 Dex
 - Bear, Bison, Auroch: +2 Con
 - Wolf, Tiger + 2 Str
 - Hawk, Eagle, Dolphin: +2 Int
 - Owl, Raven, Viper: +2 Wis
 - Rhino, Turtle +2 AC
- At 6th level, the Tribal Warrior may select a new animal, or the same animal again doubling his bonus. Again, no ability score may be raised above 18.

TRIBAL WARRIORS AT HIGHER LEVELS

At 9th level the Tribal Warrior may become a Village Chief or a Destiny Seeker.

- Village Chiefs must create their own village. This is done by clearing an area of monsters and doing favors for tribesmen and women who will then be recruited to the village.
 - Upon the creation of the village, 2d6 Warriors with families will arrive.
- Destiny Seekers are wandering Tribal Warriors.
 - They may cast spells as Shamani of 1 /3 their level.
 - 1/day they may cast the Summon Animals spell (4 th level Druid spell) as a class ability.
 - Destiny Seekers will enjoy the hospitality of any village of tribal cultures