

TIEFLING HEXBLADE

Prime Requisite:	STR and INT
Requirement:	INT 9, CHA 9
Hit Dice:	1d6
Maximum Level:	10
Starting age:	17+3d6

Tieflings are descended from nobles of an ancient, decadent human empire that entered into a series of alliances (both military and marital) with the forces of Chaos. They resemble devilish humanoids with an aristocratic bearing, and often have reddish, grey, or stark white skin, horns, and tails. Some have cloven hooves for feet. Tieflings tend to be about the same height (not counting their horns) and weight as humans. Some of these tieflings, known as hexblades, have learned to blend their natural talents at sorcery with stealth and formidable martial skill.

Hexblades are skilled fighters. At first level they hit AC 0 on a roll of 10+, and they advance in attack and saving throws at the same rate as fighters, by two points per *three* levels of experience. They increase their base damage roll from successful missile and melee attacks by +1 at 1st level, and an additional +1 at 3rd, 6th, and 9th levels. Hexblades can wield any sword, dagger, spear, or polearm, all missile weapons, and any armour, but not shields. They are trained to fight wielding a two-handed weapon and wielding a weapon in each hand. When wearing leather armour or lighter garb, a hexblade may **move silently**, **hide in shadows**, and **backstab** as a thief of the same level. If wearing armour heavier than leather, these abilities are not available.

In addition to their fighting prowess, hexblades **cast spells** like a mage of two-thirds their level, using the same spell list and the same rules for learning and casting spells. Unlike (human) mages, hexblades can also cast spells while wearing armor. They can use any magic item available to fighters or mages.

The hexblade may inflict a **malus** once per hour with a casting time of 1 round. One creature within 60' must save vs. Spells or receive a -3 penalty to either its Armour Class or Saving Throws (hexblade's choice) for 1 round per the hexblade's level of experience.

At 4th level (Maleficar) he may once a day place a **hex** on a creature with effects as a **bestow curse**.

When a hexblade reaches 5th level (Hell Knight), his **dark charisma** inspires those who follow him. Any chaotic characters or monsters in the hexblade's service gain a +1 bonus to their morale score whenever she personally leads them. This bonus stacks with any modifiers from the hexblade's Charisma or proficiencies.

Additionally, he can create an **aura of flame**. This takes 1 round and lasts 1 round per experience level, rendering the character immune to cold damage, and whenever the character is damaged in melee combat the attacker takes 1d6 fire damage plus 1 point per experience level. This ability may be used once per day.

Starting at 7th level (Knight of Sorrow), hexblades may begin to research spells, scribe scrolls, and brew potions.

9th level (Lord of Shadow and Flame), the hexblade can build or claim a **dark fortress**. When he establishes his domain, 1d4+1x10 0th level mercenaries and 1d6 hexblades of 1st-3rd level will arrive seeking jobs and training. If hired, they must be paid standard rates for mercenaries. Hexblades' dark fortresses are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the *ACKS* rulebook.

At 10th level the hexblade may **summon infernal creatures** as the warlock ability.

As tieflings, all hexblades also possess certain inhuman benefits and drawbacks from their

infernal heritage. Chief among these is the tieflings' **dark majesty** granting them a powerful presence that creatures of Chaos intuitively recognize. Such creatures will aid a tiefling when commanded. All tieflings gain a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any **charm** spells cast by a tiefling.

Secondly, tieflings possess **infravision**, granting them the ability to see in darkness up to 60'.

Due to their **hellblood**, all tieflings are immune to normal heat and fire and gain a +2 bonus to saves against magical fire; reducing the damage they take from such by -1 per die.

However, because of their **dark souls**, the grim embrace of death holds special perils for

tieflings. Whenever a deceased tiefling rolls on the Tampering With Mortality table, he suffers a penalty on the 1d20 roll of -1 per level of experience.

Tiefling Hexblade Proficiency List: Acrobatics, Ageless (Elven Bloodline), Alertness, Alchemy, Battle Magic, Berserkerang, Black Lore of Zahar, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (knock down, sunder), Command, Dungeon Bashing, Elementalism, Endurance, Familiar, Fighting Style, Intimidation, Kin-Slaying, Leadership, Manual of Arms, Military Strategy, Mystic Aura, Prestidigitation, Quiet Magic, Sensing Power, Skirmishing, Skulking, Sniping, Soothsaying, Swashbuckler, Unflappable, Weapon Finesse, Weapon Focus

Experience	Title	Level	Hit Dice	Damage Bonus	Arcane Spell Progression			
					1	2	3	4
0	Rakehell	1	1d6	+1	1	-	-	-
4,075	Shadowed Duelist	2	2d6	+1	1	-	-	-
8,150	Ill-Bringer	3	3d6	+2	2	-	-	-
16,300	Maleficar	4	4d6	+2	2	1	-	-
32,600	Hell Knight	5	5d6	+2	2	1	-	-
65,200	Knight of Dust	6	6d6	+3	2	2	-	-
130,000	Knight of Sorrow	7	7d6	+3	2	2	1	-
260,000	Knight of Shadow and Flame	8	8d6	+3	2	2	1	-
430,000	Lord of Shadow and Flame	9	9d6	+4	2	2	2	-
600,000	Lord of Shadow and Flame, 10 th level	10	9d6+2	+4	3	2	2	1

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