

Clod Core Class

Author: Dominique Crouzet <dominique.crouzet@libertysurf.fr>

Team member of the Netbook of Classes <www.enworld.org/fancc/nboc/>

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+0	Sheer Luck (1/day), Fast-movement, Fool's Immunity
2 nd	+1	+3	+0	+0	Moron's fury (1/day), Clod's trample (+0)
3 rd	+2	+3	+1	+1	Smash-Things-on-your-Head (+1d6)
4 th	+3	+4	+1	+1	Sheer Luck (2/day)
5 th	+3	+4	+1	+1	Moron's fury (2/day), Clod's trample (+2)
6 th	+4	+5	+2	+2	Smash-Things-on-your -Head (+2d6)
7 th	+5	+5	+2	+2	Sheer Luck (3/day)
8 th	+6/+1	+6	+2	+2	Moron's fury (3/day), Clod's trample (+4)
9 th	+6/+1	+6	+3	+3	Smash-Things-on-your -Head (+3d6)
10 th	+7/+2	+7	+3	+3	Sheer Luck (4/day)
11 th	+8/+3	+7	+3	+3	Moron's fury (4/day), Clod's trample (+6)
12 th	+9/+4	+8	+4	+4	Smash-Things-on-your -Head (+4d6)
13 th	+9/+4	+8	+4	+4	Sheer Luck (5/day)
14 th	+10/+5	+9	+4	+4	Moron's fury (5/day), Clod's trample (+8)
15 th	+11/+6/+1	+9	+5	+5	Smash-Things-on-your -Head (+5d6)
16 th	+12/+7/+2	+10	+5	+5	Sheer Luck (6/day)
17 th	+12/+7/+2	+10	+5	+5	Moron's fury (6/day), Clod's trample (+10)
18 th	+13/+8/+3	+11	+6	+6	Smash-Things-on-your-Head (+6d6)
19 th	+14/+9/+4	+11	+6	+6	Sheer Luck (7/day)
20 th	+15/+10/+5	+12	+6	+6	Moron's fury (7/day), Clod's trample (+12)



Note: This (funny) class was originally designed as a kit for thieves in a previous edition of the game by Jim Gitzlaff. The conversion to d20 system altered it considerably, but I tried to retain its original spirit. I remember the first time I read about the Clod, I nearly died laughing. For that reason, I thought it deserved to continue on into the new edition of the game. Thank you Jim.

• • •

Clods are dimwitted souls, so dumb they are unable to qualify for any other class. They are similar to rogues, but lack finesse; and similar to barbarians but lack true aggressiveness. Clods are often vagabonds, petty brigands, or simpletons found in any village, mocked by his fellows and surviving from charity and petty theft. Their qualification to adventure comes from their powerful stamina and instinct, and circumstances often place them in adventurous situations.

Adventures: Clods wander because they don't know of anything better to do, because it is fun, or because they were actually on their way to the bake shop for a pie and got lost. In fact, the typical clod happens upon adventures when he follows his friends, who he knows will provide food and friendship. The Clod rarely adventures for the sake of adventuring.

Characteristics: Like barbarians, clods are gifted with instinct and stamina. Like rogues, clods rely on stealth, trickery, and a wide range of skills. However, where rogues are clever and practiced, clods are blunt and undisciplined. Where a rogue may be an adroit cat-burglar, the clod is a crude footpad who robs by main force more than skill.

Clods blunder around in life, taking things as they need them. They are slow and uneducated, with all the hindrances of such failings. However, they compensate with a healthy instinct unhindered by thought. The more stupid they are, the greater their luck and ability to act without hesitation.

Alignment: Clods are simple folk, with no firmly established moral (or immoral) inclinations. As such, all Clods are somewhat neutral in their behavior and alignment, and cannot be lawful.

Religion: Clods are unable to understand the concept of deities. If they belong to a religion, it is because they view it as a sort of family, the priests were kind to them, or they follow the same faith as their parents, community or friends. Clods convert to a religion for pragmatic reasons (fear, obvious advantages, etc.), never for true philosophical or spiritual concerns.

Background: Clods normally come from the lowest social classes, which accounts for their illiteracy and crude manners. They need not be morons, but their very poor upbringing ensures ignorance. Most clods, however, are really stupid. Whether born a moron, or made one through poverty and ignorance, these characters become Clods often because there is no other path available.

Races: Clods can be of any race and gender. There are no records of an elven clod, ever. Most clods are human, half-orc, or dwarf.

Other Classes: Clods are normally dismissed by characters of other classes, because of their tendency for stupid and often disastrous accidents. Wizards can hardly tolerate them. Barbarians, while seeing the Clod as a useless slob, don't actively hate them.

GAME RULE INFORMATION

Clods have the following game statistics.

Abilities: Clod abilities rely considerably on strength. Intelligence actually acts as a hindrance to the pure instinct upon which clods rely. Thus, a positive modifier in Int will hamper their special abilities, while a negative modifier augments them. Otherwise, a good constitution and dexterity are also useful to clods.

Alignment: Clods may only be NG, N, NE, or CN.

Class Skills

The Clod's class skills (and the key ability for each skill) are: Absurd Glibness* (exclusive skill) (Cha), Animal Empathy (Cha), Climb (Str), Destroy Things*

(exclusive skill) (Str), Grab pockets* (exclusive skill) (Str), Handle animals (Cha), Hide (Dex), Intuit direction (Wis), Jump (Str), Move silently (Dex), Profession (only most basic) (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness-lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

*These new skills specific to clods are detailed at the end of this class description.

Skills Points at 1st level: $(6 + \text{Int mod}) \times 4$.

Skills Points at Each Level: $6 + \text{Int mod}$.

Class Features

All of the following are class features of the Clod:

Hit Die: d10.

Weapon and Armor Proficiency: Clods are proficient with blunt and bludgeoning melee weapons only: club, mace, staff, war-hammer, etc., plus the dagger. They are proficient with light and medium armor, but not shields.

Fool's Immunity (Ex): The clod's simple mind is difficult to grasp or influence. He gets a bonus to saving throws against magic that read or influence the mind equal to his Int penalty. That is, with an intelligence of 7 (-2 penalty), the clod gets a +2 bonus to saves against mind-affecting or reading spells.

Fast Movement (Ex): The Clod has a speed faster than the norm for his race by +10 feet when wearing no armor or light armor (and not carrying a heavy load).

Sheer Luck (Ex): To reach adulthood, Clods must have a lot of luck. As such, anytime he provokes some catastrophe that could threaten his health or life, the clod gets a circumstances bonus to any saving throw to escape the consequences of his actions. However, as this luck derives from instinctual reactions, it is hindered by the clod's intelligence: A clod with Int 12 or greater gets no bonus at all. A clod with Int 10-11 gets a +1 bonus. A clod with Int 8-9 gets a +2 bonus. A clod with Int 7 or less gets the maximum bonus of +3. The clod gets this bonus 1/day at first level, and gains additional uses at 4th, 7th, 10th, 13th, 16th, and 19th level.

Moron's Fury (Ex): Once per day, beginning at 2nd level and increasing by one every three levels thereafter (5th, 8th, 11th, etc.), the Clod can enter a special form of rage during melee combat. While in this rage, the Clod gets a bonus to attack rolls, damage rolls, and Fortitude saving throw rolls. Fueled by instinct and anger, this rage is also hindered by too much intelligence, as with Sheer Luck: A clod with Int 12 or greater gets no bonus

at all. A clod with Int 10–11 gets a +1 bonus. A clod with Int 8–9 gets a +2 bonus. A clod with Int 7 or less gets the maximum bonus of +3.

Moron's Fury lasts for a number of rounds equal to 3 + the clod's Con modifier. The clod may end the fury voluntarily. During the fury the clod may only fight, and also suffers from the following penalty: any attack roll of 1 (i.e., natural D20 roll of 1) results in a fumble. (If the GM already uses such a rule for all classes, it will occur on a 1–2 roll.) This fumble is resolved as follows:

Fumble Table (Attack roll of 1 on d20)	
D20	Effect
1–4	Character suffers an attack of opportunity.
5–8	As above, but also next round attacks will be at –2.
9–12	As above, but in addition: next round acts last (in spite of initiative) and attacks will be at –4.
13–15	Loses grip on weapon: weapon flies away. 1 full round is required to recover it.
16–18	Weapon breaks (if magic, a save is allowed)
19–20	Hit nearest ally within 9 feet. If impossible, as above.

Lastly, the clod may only enter the moron's fury once per encounter, and only a certain number of times per day (as determined by his level). Entering the fury takes no time itself, but the clod can only do it during his action, not in reaction to another action. At the end of the fury, the clod is fatigued (–2 to Str and Dex, can't run or charge) for the duration of that encounter.

Clod's Trample (Ex): As described earlier, a clod primarily relies on stamina and instinct. As such, he will run out of situations, or through anything which may anger him, exactly like a mindless bull would. And like a mindless bull, will do it without injury to himself. In fact, the clod will often use this ability to desperately escape from danger, or grab something he would otherwise not be authorized to take. Provided the clod rolls successfully (D20 + level bonus + Str modifier) against the DC of the obstacle, he will simply run through it, expelling it away, breaking it, or trampling over it in a most brutal but yet effective manner. There are five types of obstacle:

- **“Huh? Something there?”:** a simple furniture; a small or weak person. DC 5
- **“Oww!”:** several pieces of furniture; a small group of unaware peoples; one wary guy of respectable size; a weak wood wall or fence. DC 10
- **“Oush!”:** a stucco wall; a sturdy fence; a small group of wary peoples (such as the watch). DC 15
- **“Hurh!”:** a brick wall; a group of wary peoples bigger than the clod. DC = 22
- **“...”:** a stone wall; a battalion of warriors or whole herd of cattle; a Blade Barrier spell. DC 30

A clod's trample is made at maximum speed, and is a full-round action, during which the clod will move until he reaches another obstacle which may not be passed through, or may require another roll to break through. In any case, when the clod has gone through an obstacle,

the path is open for others to use. The clod may also attempt to trample through one or more armed creatures. If he succeeds, the victims must make either a Fort or Ref save (DC 10 + clod level bonus + clod Str modifier) or be jostled out of the way. If so, they attack and defend at –2 for 1 round. Otherwise they may react normally (with attacks of opportunity if available).

Smash Things on Your Head (Ex): This special ability enables the Clod to do great amounts of damage to opponents by smashing things (usually furniture) on their head. The clod can use any item of medium size and not too hard material, such as wooden furniture (chair, bench, small table, etc.), barrels, pottery, clay sculptures, etc. This is a one-shot attack, as the clod must smash the object on the head of his victim. This requires a normal melee attack roll, plus strength modifier. Damage is normally 1d6, plus the damage bonus afforded by this special ability (+1d6 at 3rd level, increasing by another d6 every three levels thereafter). Moreover, the victim must make a Fort save (DC = damage done with this attack) or be stunned for 1d4 rounds.

This attack is effective only against living creatures with a head (victims wearing a helmet get a +4 bonus to save against the stun effect). The clod must be able to reach the head of his victim. For example, to strike a giant in this manner, the clod would have to be standing on an elevated surface. Smashing him in the ankle yields no effect (except normal damage of 1d6).

Lastly, as it requires a burst of energy to perform this ability, the clod needs to shout something when attempting this special attack. Typical yells include: “You evil!!!”, “Poum!!!”, “Poofaa!”, “Spoon!”, etc.

Charisma Penalty: Clods, because of their low intelligence and vulgar demeanor, suffer a penalty of –1 to all Charisma-based checks when dealing with civilized humanoids. This penalty increases to –3 if these people belong to the upper and educated classes (nobles, scholars, etc.).

Illiteracy: Clods, like barbarians, do not automatically know how to read and write. Clods must spend 2 skill points to gain the ability to read and write any language they are able to speak. A clod who learns how read and write doesn't become bookish and intellectual. He reads painfully, writes with even more difficulty, and will do it only if it is absolutely necessary.

New Clod Skills (variants of existing skills)

Clods often must rely on petty crime just to survive. However, being too dumb to learn demanding skills, they have developed their own crude ways to accomplish tasks.

ABSURD GLIBNESS (Cha)

Clod's equivalent for Bluff: This altered ability is no longer the clever lying of a persuasive deceiver. Instead, it relies on appearing inoffensive and sincere. The clod first tries to bluff, with what he thinks to be clever lies. However, what he says is invariably so confused and stupid, that the target generally cannot understand him. If the clod succeeds in looking sincere (in addition to being obviously stupid) the target will think he is too stupid to lie, so he must be telling the truth.

The usefulness of Absurd Glibness is limited to simple things, and the clod cannot request intellectual information with it. For example, a clod may convince the guard at the palace entrance that he has a good reason to enter and the right to, even if he cannot give a coherent explanation.

DESTROY THINGS (Str)

Clod's equivalent for Open-locks/Disable Device:

Where rogues use skill and dexterity to open locks or disable devices, the clod will rather employ mindless brutality to get to a "similar" result. As such, he won't use pick-tools like any self-respecting thief, which anyway are beyond his understanding. Rather, the big crushing things, like crowbars, sledgehammers, or big maces, are the tools of the Clod. The Clod makes a Destroy-thing skill roll (see Core Rulebook I, p.62 (for doors) and p.136 (for items) for relevant DC). This ability is usable to break open doors and bend, break, or burst items as shown in these chapters.

This rather crude method has its own benefits and hindrances when compared to a more subtle handling of things. Small traps which work at close range, such as poisoned spikes springing out of a hole or lock, don't get a chance to work on the clod. Then, once an object has been forced, it is ruined; possibly along with the items it contains, as in a chest. For every point of Destroy-things rolled over the DC, the closest items suffer 1d4 of damage (if relevant: like glass vials in a small chest). Lastly, unlike Open-locks and Disable-device, which can be performed discretely, Destroy-things is always a noisy procedure (add +10 to any relevant Listen roll).

GRAB POCKETS (Str)

Clod's equivalent for Pick-pockets: Where a true and efficacious thief will pickpocket his victim discretely so he may do it unnoticed, the clod on the other hand, operates with a completely different paradigm. Not that he chose this method on purpose though, in fact it rather comes to him naturally. Simply put, the clod suddenly gets the idea/desire to take something currently possessed by another person he just noticed. As such he simply runs to the thing, brutally rips it off, and escape to safety as fast as possible (using Clod's Trample if necessary). There is however a difference with a thug who would likewise steal by force from a victim. In such cases, the victim will usually notice the thug and sense his intent, and thus may be prepared to react accordingly. But this doesn't apply to the clod. Rather, the clod looks so imbecile and acts so

naturally, as motivated by instant whim, that the victim will rarely suspect the clod before he performs his theft. Anyway, when a clod grabs something from a victim, he most often does it brutally, tearing apart clothes, and often bruising his victim in the process. This way of stealing is nothing but obvious, and has a bad habit of getting the clod into trouble.

DC	Task
10	Take a hat, or something similar
15	Retrieve an attached item (bag, typical pouch, weapon in scabbard, etc.)
20	Rip off a firmly attached item, a necklace under clothing, a helmet, etc.

Special: If the victim is holding the item to be grabbed, the following modifiers apply:

- **Opponent strength:** His Str modifier is added to the DC of the grabbing attempt.
- **Held with two hands:** +5 to DC. If the held object is a weapon, the victim gets an attack of opportunity against the clod. If the attack hits, the Grab attempt automatically fails.

Clod Starting Package

Armor: Leather armor +2 AC, speed 40 ft., 15 lb.

Weapons: Dagger (1d4, crit 19-20/x2, 10 ft., 1 lb., Tiny, Piercing); Club (1d6, crit x2, 10 ft., 3 lb., Medium-size, Bludgeoning).

Skill Selection: Pick a number of skills equal to 8 + INT modifier (normally a penalty).

Skill	Ranks	Ability	Armor
Animal Empathy	4	Cha	
Balance	4	Dex	Yes
Climb	4	Str	
Destroy Things (see above)	4	Str	
Grab pockets (see above)	4	Str	
Handle animals	4	Cha	
Hide	4	Dex	Yes
Intimidate	4	Cha	
Intuit direction	4	Wis	
Jump	4	Str	
Move silently	4	Dex	Yes
Profession*	4	Wis	
Ride	4	Dex	
Spot	4	Wis	
Swim	4	Str	
Tumble	4	Dex	Yes
Wilderness-lore	4	Wis	

*Appropriate professions include boater, cook, driver, farmer, fisher, herdsman, lumberjack, miller, miner, porter, rancher, sailor, stablehand, tanner, woodcutter, etc. That is: any simple and non-intellectual profession.

Feat: Iron will (also known as Stubborn as a Mule)

Bonus Feat: Toughness (Human only)

Gear: Backpack with waterskin (filled with the worst wine), one day's trail rations, bedroll, sack, and flint and steel.

Gold: 1d4 gp.

Sample NPC Clod

Jacquot is a benevolent but terribly stupid, vulgar, and smelly moron. Where does Jacquot come from? Even he doesn't seem to know. The fact is, he has neither family nor friends. Recently, he expelled from a gang of thieves for thwarting one of their swindles out of sheer stupidity. Now he hangs around the streets, surviving from begging and petty theft. In fact, he is searching for new friends. Anyone who is friendly to him (i.e., tossing him a coin or a moldy crust of bread), will become his new friend. Thereafter, he will follow his new friend everywhere he goes, from a distance. Jacquot will intervene when his friend is threatened (breaking a chair on an opponent's head), or when there is something appetizing to eat around (which may include many things).

Jacquot: Male human Clod 7; medium humanoid; hp 50, Init +2, Spd 40 ft, AC 12 (touch 12, flat-footed 10); Atk +12 melee (1d6+8/x2, club +2 wielded in two hands); AL CN; SV Fort +7, Ref +4, Will +1; Abilities: Str 18 (+4), Dex 14 (+2), Con 14 (+2), Int 5 (-3), Wis 8 (-1), Cha 10 (+1).

Skills and Feats: Climb +8, Destroy Things +14, Grab pockets +14, Handle animals +6, Hide +5, Jump +7, Move silently +5, Tumble +5. Toughness, Iron Will, Weapon-focus (club), Run. Fast-movement, Moron's fury (2/day: +3), Move-unstoppably (+2), Sheer Luck (3/day: +3), Smash-Things-on-your-Head (+2d6). Illiterate, Charisma penalty (-1, -3 with upper classes and scholar types).

Possessions: Rags, and a club +2 (he doesn't know it is magical).

Typical Clod's Behavior

Jacquot suddenly spotted a delicious-looking, large cake sitting on a market stall. Instantly forgetting his previous business, Jacquot headed straight for the cake. All thoughts of his friends and their plans fled his mind.

Thus, while his comrades were attempting a delicate operation nearby, requiring some discretion, Jacquot tried to think of the best way to get that cake. He wasn't used to thinking before acting; however, Zurian, the wizard of his gang of friends, had spent hours with him lecturing about the importance of thinking ... So Jacquot, after some painful cogitating on the situation, decided the two guards in front of the stall would not let him take that cake without paying for it. And Jacquot didn't have any money. Therefore, the best plan would be to run fast, grasp his prize firmly, and flee the fair. Jacquot brightened, well pleased at the wisdom and cleverness of his plan. Zurian would be proud of him.

Zurian, oblivious to his pupil's new plan, was discretely casting a spell, when a big idiot barged clumsily into the guards and the stall behind, then frantically ran out of the mess, holding a cake in his hands. Lidia, performing her subtle scam, was knocked down as well. Panic ensued, and while Zurian could still cast his spell, it was now worthless. Too much attention was drawn to the area, and the thieves had no choice but to leave ... with nothing but a cake.