

Clown

Prime Req.: CHA

Hit Dice: d6

Max Level: 14

Clowns have an innate talent for jokes and frivolities; be it a hint of fairy blood, a distant blessing (or curse), or (rarely) an incredibly well-developed sense of humor, they are masters of the magic of mirth. Their strange magic is neither learned nor bestowed by a deity, and thus their method of casting is often much different from other casters. The number of spells available in each level is increased with charisma bonus. There are three distinct types of clowns:

Hobo Clowns

Intelligent and thoughtful, if somewhat melancholy, the Hobo Clown wears tattered clothes and a sad smile. Hobos are naturally the calmest of the clowns, and a natural foil for the Jester. When casting, Hobos make odd noises and use only their non-dominant hand. Hobos are somewhat less inclined towards damaging spells, preferring everyone just get along.

Mime

Energetic, happy-go-lucky, and entirely soundless, mimes begin under the effects of the spell Permanent Inaudibility. This renders them absolutely mute – even their belongings are soundless. As such, mimes must communicate through sign language and acting, and gags and silence spells do nothing to or for them. Mimes were only black and white, complete with white gloves. They cast spells by, well, miming them, and are masters of invisible objects.

Jester

The jester is a frenetic prankster with a bit of a dark side; they dress in brilliant, mismatched colors, chortle and whoop, and generally make an utter nuisance of themselves. Jesters are quite happy to cause chaos and destruction, especially if it's accompanied by comedic music.

As a whole, clowns can use any **flails, hammers, maces, bolas, darts, nets, slings, saps, or staves**, and can wear chain mail armor or less. They can choose one fighting style, and advance in attack throws as a thief. They save and gain class proficiencies as a mage, and can use both mage and cleric magic items; after level 9, they gain a flat 1 HP/level. They can brew potions at 5th level, create permanent magical items at 9th level, and cast ritual spells (7th, 8th, and 9th) at 11th level. All clowns are skilled at **Disguise**, (11+), **Acrobatics** (18+, -1 per level to tumble behind), and **Prestidigitation**. Finally, each type of clown has one type of *Combat Trickery*, which reduces the attempt by 2 (from -4 to -2), and his opponent suffers a -2 penalty to his saving throw to resist the special maneuver: Hobos can **Force Back**, Mimes can **Disarm**, and Jesters can **Knock Down** their opponent. Clowns must follow a strict code of conduct, by telling jokes at any opportune moment and playing pranks on friends and enemies alike – the more important the better! Their **stronghold**, available once they reach level 9, is a Clown Guild, which attracts 5d10 0th level people, 1d6 1st-3rd level clowns, and 1d6 1st-3rd level bards. The clowns require no payment.

Lvl	XP	Title	1	2	3	4	5	6
1	0	Walk-on	2					
2	1900	Fool	3					
3	3800	Wag	3	1				
4	7600	Funster	3	2				
5	15200	Gagman	3	2	1			
6	30400	Mummer	3	3	2			
7	60000	Madcap	4	3	2	1		
8	210000	Comic	4	3	3	2		
9	360000	Clown	4	4	3	2	1	
10	510000	Entertainer	4	4	3	3	2	
11	660000	Picador	5	4	4	3	2	1
12	810000	Harlequin	5	4	4	3	3	2
13	960000	Comedian	5	5	4	4	3	2
14	1110000	Joker	6	5	4	4	3	3

Class proficiency list:

Ambushing, Bargaining, Battle Magic, Beast Friendship, Blind Fighting, Bribery, Climbing, Combat Trickery, Contortionism, Diplomacy, Familiar, Fighting Style, Language, Laying On Hands, Lip reading, Magical Music, Martial Training, Mimicry, Mystic Aura, Performance, Running, Skirmishing, Swashbuckling, Transmogrification, Unflappable Casting, Wakefulness, Weapon Finesse, Weapon Focus

Spell list

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Talking Heads	Clown Walk	Charming	Balloon Barrage		
Red Light	Displacement	Clouseau	Body Surfing		
Fast Forward	Don't Panic	Jack inna Box	Captain Caveman		
Innocent Whistle	Dunce	Magic Box	Crickets		
Hearing Voices (Special)	Voiceover (Special)	Pants'd (Special)	Phantasmal Killer (Special)		

Hobo Spells

Comedic Confusion (lvl 1, 60', until save)

The hobo affects either one living humanoid of any HD, or 3d6 living humanoids of 4 HD or less, lowest HD first. The target(s) become confused until they succeed on a saving throw after the first round. Saving throws are at -4 for arcane casters, and (possibly additionally) -2 if only one creature is targeted.

Clown Clone (lvl 2, 120', 2 turns)

Up to 100 creatures in a 120' radius around the hobo, including allies and invisible targets, suddenly look like identical clowns. They appear to stagger, spin in circles, and wave their weapons wildly, making it impossible to determine which direction they are facing or what they are

Invisible Object (lvl 1, 0', concentration)

The mime creates an object within a 10'x10'x10' cube at his fingertips. As he casts it, he can readily shape its area to any solid inanimate object, and can bond it to nearby material. The wall is invisible, but impassable to creatures, objects, and magic. It is immune to all but disintegration and dispelling. It lasts as long as the caster concentrates.

Invisible Weapon (lvl 2, 0', 2 turns)

The mime creates an invisible melee weapon; it does 1d6 magical damage, ignores armor, lasts 2 turns, and is only affect by Disintegrate. Other creatures can use it at a -2.

Hammer Time (lvl 1, 0', 6 turns)

The jester pulls a large, colorful hammer from hammer space; it behaves as a one-handed mace that does 1d6 damage, ignoring armor. It lasts 6 turns, and is immune to all but disintegrate and dispel magic.

Banana Splits (lvl 2, 30', 1 round)

The jester causes a target within 30' to slip, doing 2d8 damage and holding them helpless for the remainder of the round.

Order Please (lvl 3, 15', 1 turn/level)

The jester gives commands a living humanoid within 15'

doing. The effect lasts for 2 turns, and cannot be disbelieved. Any method of viewing invisibility will reveal the real targets.

Nice Doggy (lvl 3, 10', until dispelled)

The hobo summons a friendly 1 HD dog within 10'; the dog remains until dismissed.

Opportunity (lvl 4, 240', 6 turns)

The hobo can sense any danger to himself, including invisible, within 240' for 6 turns. He can also sense if it is an immediate danger (an attack, a trap) or a possible danger (poison). The danger, whatever it is, is outlined in a glow visible only to the hobo.

Mime Spells

Permanent Inaudibility (lvl 3, 0', permanent)

At a touch, the caster causes a friendly creature to become permanently inaudible, as the spell Inaudibility; the effect is permanent until dispelled.

Improved Invisible Weapon (lvl 4, 0', 2 turns)

The mime creates a one- or two-handed weapon that does 3d6 magical damage; attack throws ignore armor. It lasts 2 turns, and is not affected by any spells at all. Other creatures can use the weapon, but at a -2 to attack.

Jester Spells

The target must entirely obey the jester for 1 turn per jester level, doing anything he says, though a command of "die" will result in only fainting for a round.

Pratt Fall (lvl 4, touch, 1 turn (trigger), illusion)

The jester touches a creature, placing a permanent trigger on them. The moment the target is successfully attacked, it appears that the target falls dead; meanwhile, the target actually becomes invisible for 1 turn. If the (invisible) target is successfully attacked after that point, the imaginary corpse vanishes and the target is suddenly visible again. Otherwise, the target can move, speak, attack, and cast spells as normal. Any "see invisible" will reveal the target.

Level 1 Spells

Fast Forward (lvl 1, 0', 6 turns)

The clown can cause one target, plus 1 for every 5 levels, to move at double speed for 6 turns.

Hearing Voices (lvl 1, 240', 2 turns, illusion)

The clown causes one target within 240' to hear a voice; no one else can hear the voice. The caster has complete control over what the voice says, how it says it, and what it sounds like. It lasts 2 turns, or until the target moves farther than 240' from the caster.

Innocent Whistle (lvl 1, touch, 2 turns, illusion)

A copy of the target creature appears and the target turns invisible; the copy looks exactly like the target. The copy stands within a few feet of the caster looking innocent and whistling; the target is free to move, attack, or cast spells. If

the target or the illusion are successfully attacked, or if the target speaks, the illusion and invisibility vanish.

Red Light (lvl 1, 15', concentration)

The clown freezes in place; as long as he remains still, one target with up to 4+1 HD within 15' will also remain motionless. As soon as the clown moves, the target will also be able to move. A target with greater than 2 HD can avoid the effect by saving vs. paralysis.

Talking Heads (lvl 1, range 30', 1 turn, illusion)

One target within 30' finds himself surrounded by 1+1d4 copies of himself, laughing and jeering at him; they last a full turn. Attacking or casting spells at them does nothing. Only the target can see or hear them. They cannot be disbelieved.

Level 2 spells

Clown Walk (lvl 2, touch, 8 hours)

Ever wonder how clowns can move so fast in such big shoes? This is how. The clown touches one friendly creature, which can then move at double speed for the next 8 hours.

Displacement (lvl 2, touch, 3 turns, illusion)

The clown touches a creature or object, which turns invisible; an illusion of the creature appears next to it. The illusion exactly mimics any actions the target takes. Any spells or damage directed at the illusion will appear to hit, however, neither it nor the target will take damage.

Don't Panic (lvl 2, 120', 12 turns)

The clown summons a whale and, inexplicably, a small potted plant. The creature (actively hostile to the caster) appears in the air, up to 120' from the clown. The creature

(or, more likely, its remains) vanishes after 12 turns, or when the clown dismisses it.

Dunce (lvl 2, 60', 9 turns)

The clown's target becomes a helpless idiot unable to cast spells, understand language, communicate coherently, or fight effectively. The victim does dimly remember who its friends are and may follow their simple instructions.

Voiceover (lvl 2, 30', 1 day, illusion)

Affects 1 target within 30' of the caster. Whenever the target attempts to speak, the words coming out of his mouth have the opposite meaning of what he intended: rude instead of polite, cowardly instead of brave, etc. Once in place, the effect lasts for a full day, and cannot be removed except by Dispel Magic.

Level 3 spells

Charming (lvl 3, 60', 1 turn/level)

The clown charms 1d4 living creatures of any HD within 60', for 1 turn per clown level; creatures over 2 HD can make a saving throw to avoid being charmed.

Clouseau (lvl 3, 30', 1 turn)

The clown can sense any and all magic, cursed, or invisible objects within 30' for 1 turn; the objects are outlined, and labeled as such.

Jack-Inna-Box (lvl 3, 0', 3 turns)

The clown summons a 5' x 5' x 5' opaque cube with a handle on one side; any time someone comes within 5', the jack inside suddenly springs out and attacks them as a 4 HD monster. The box remains for 3 turns.

Magic Box (lvl 3, 0', 6 turns)

The clown summons a 10'x10' opening, 1' thick, obscured with curtains, and cunningly labeled "Magic Box". Anyone who walks through it must save vs. death, or be instantly disintegrated.

Pants'd (lvl 3, 30', instant)

The clown causes a target within 30' to teleport anywhere within 360'; all of the target's belongings, including clothing, remains behind. Willing targets have a chance of failure, as the spell Teleport.

Level 4 spells

Balloon Barrage (lvl 4, 15', concentration or save)

The clown causes a magical barrage of balloon animals to assault the target; they keep the target held helpless while doing 4d10 damage per round. Creatures with more than 8 HD cannot be targeted. The effect continues as long as the caster concentrates, until the target saves vs death.

Body Surfing (lvl 4, self, 12 turns)

The clown, while concentrating, becomes able to fly, and carry one person at a rate of 240', or two people at a rate of 120', for 12 turns. If he ceases concentration, he and his passengers will fall!

Captain Caveman (lvl 4, 30', 1 turn/level)

The clown summons 3d4 Neanderthals, armed with spears,

within 30'. The clown may give them a single task; once the task is complete, or after 1 turn per clown level has transpired, the neanderthals vanish.

Crickets (lvl 4, 60', 9 turns)

The clown tells a joke so bad that 3d6 creatures within 60', lowest HD first, fall asleep for 9 turns. Creatures over 2 HD can save vs. Spells to avoid the effect.

Phantasmal Killer (lvl 4, 1 round per level, illusion)

The phantasm remains near the target, no matter how far the target runs; it attacks as 4 HD monster, and on a successful hit, the target immediately dies of fright (see ACKS Player's Guide pg 139)!

Level 5 Spells

(6 spells)

Level 6 Spells

(6 spells)

Clown Math

Clown Magic:

Base XP:	900
Spell progression:	Improved
Spell acquisition:	Inherited
Spells/level:	6
Saving Throw/Gen. Prof.:	2 every 6
Prime Req.:	CHA
XP after 8th:	150k
Code of Behavior:	Yes (tell jokes/play pranks/prank important people/life's a joke)
Item usage:	Mage & Cleric
Brew Potions:	5th
Create Perm. Magic Items:	9th
Ritual Spells at 11 th level:	7th, 8th, 9 th

Death: 1.25

Detection: 1.25

Illusion: 0.75

Enchantments: 1.3 (confusion, mesmerize, and charm @ 1; sleep, hold, panic, and command @ 1.5; feeble-mind @ 1.25)

Movement: 1.25

Summoning: 1

Wall: 1.5

HD 1 (500) d6

Clown 2 (900) full clown; +2 custom abilities

Fighting 1b (500) flails/hammers/maces, bolas/darts/nets/slings/saps/staffs; broad armor (+1); 1 fighting style (+1); attack throws as thief/cleric

Total: 1900 (+4 custom abilities)

Custom Abilities: Acrobatics, Combat Trickery, Disguise, Prestidigitation