

Swords & Sorcery

A Basic Fantasy RPG Supplement

Release 0.1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides variant Basic Fantasy RPG rules for a low level “Swords and Sorcery” style campaign. These rules are designed for use in campaigns patterned after the popular pulp Swords and Sorcery stories of the 1930s. Characters are limited to sixth level which gives a very different feeling to a campaign. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy as this supplement only records the modifications to the standard rules.

CHARACTER CLASS CHANGES

BARBARIAN

This is a new class, technically it is a subclass of the Fighter. In order to qualify to be a Barbarian, one must have rolled a Strength of 13 or higher, a Dexterity of 9 or higher, and a Constitution of 13 or higher. A character must be Human to be a Barbarian, but the usual 10% bonus to XP for being Human is not granted to Barbarians.

Level	Exp. Points	Hit Dice	Special Armor Class
1	0	1d8	12
2	2,000	2d8	13
3	4,000	3d8	14
4	8,000	4d8	16
5	16,000	5d8	18
6	32,000	6d8	20

Each additional 16,000 experience points allows the Barbarian to add +1 to their hit points.

Barbarians have the following special abilities and limitations:

Armor and Weapon Usage: Barbarians cannot use armor heavier than chain mail, but may use shields. They may wield any weapons desired.

Enhanced Unarmored Combat Abilities: The natural combat ability of this class shines when not wearing armor, however. When not burdened by armor or shield, the Barbarian doubles his or her STR bonus to attack and damage with melee weapons. Barbarians also benefit from enhanced protection when unarmored, using the Special Armor Class listed in the table above.

Inhuman Fortitude: Barbarians are tough. They use d8 for hit dice, but double their CON bonus.

CLERIC

The following table replaces the Cleric Table in the BFRPG rules.

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d6	-	-
2	1,500	2d6	1	-
3	3,000	3d6	2	-
4	6,000	4d6	2	1
5	12,000	5d6	2	2
6	24,000	6d6	3	2

Each additional 24,000 experience points allows the Cleric to add +1 to their hit points and adds +1 to the Cleric's level solely for the purpose of determining success at Clerical Rituals.

Clerics have the following special abilities in addition to those listed in the BFRPG rules:

Healing Skill: Clerics are trained in healing. Immediately after combat, a cleric may bind the wounds of a being injured in that combat. This will automatically prevent death if the character is at zero hit points or less and will restore 1d3-1 hit points. This may only be done once per being per combat.

Clerical Rituals: A Cleric can perform ritual magic in the form of holy rituals to cast clerical spells of any level (and other special rituals) provided the Cleric has a written copy of the spell or ritual, any needed materials and uninterrupted use ritual area at a temple dedicated to his deity. See the Ritual Magic rules for details.

FIGHTER

The following table replaces the Fighter Table in the BFRPG rules.

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8

Each additional 16,000 experience points allows the Fighter to add +1 to their hit points.

Fighters have the following special abilities in addition to those listed in the BFRPG rules:

Weapon Specialization: Fighters may choose a weapon in which they are especially skilled. This choice must be quite specific; for instance, a specialization in the longsword will give no bonuses when using a shortsword. A Fighter may double his strength bonuses to attack and damage when using the weapon they have specialized in. (Dexterity bonuses are doubled if the weapon specialization is in a ranged weapon.)

Critical Hits: A natural 20 on the attack die roll results in a **threat**. Roll again -- if the Fighter hits on the second roll (a normal hit, not just another natural 20), a **critical hit** is scored and double damage is done. However, if the only way the character can hit is to roll a natural 20, critical hits are not scored.

MAGIC-USER

The following table replaces the Magic-User Table in the BFRPG rules.

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d4	1	-
2	2,500	2d4	2	1
3	5,000	3d4	2	2
4	10,000	4d4	3	2
5	20,000	5d4	3	3
6	40,000	6d4	4	3

Each additional 40,000 experience points allows the Magic-User to add +1 to their hit points and adds +1 to the Magic-User's level solely for the purpose of determining success at Ritual Magic.

Magic-Users have the following special abilities in addition to those listed in the BFRPG rules:

Minor Magic: Magic-Users can cast minor "everyday/non-combat" magics at will. Attempting something abusive fails and causes 1d4 backfire damage (wand explodes) unless save vs INT. Usable once per round if no other action taken. Requires waving a handmade wand.

Some examples: Light a candle or pipe with a flame from the finger tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's entire three story tower. Tie or untie a knot. Float coins from the magic-users coin purse to a merchant's hand.

Wizard Blast: A Magic-User can shoot a 1d4 blast of magic energy from the tip of their handmade wand once per round. Must roll to hit target normally. Range: short 60 medium 120 long 180. Usable once per round if no other action taken. Requires pointing a handmade wand at the target. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

Create Handmade Wand: A Magic-User knows how to create the handmade wand required for the Minor Magic and Wizard Blast abilities. The wand must be made by the Magic-User using it to function. Creating the wand requires a knife, a living tree to con the wand from, and 8 minus the Magic-User's level hours of uninterrupted time.

Ritual Magic: A Magic-User can perform ritual magic to cast magic spells of any level (and other special rituals) provided the Magic-User has a written copy of the spell or ritual, any needed materials and uninterrupted use a magical laboratory's ritual area. See the Ritual Magic rules for details.

THIEF

The following table replaces the Fighter Table in the BFRPG rules. The Thief Abilities table at the bottom of the page replaces the one in the BFRPG Rules.

Level	Exp. Points	Hit Dice
1	0	1d4
2	1,250	2d4
3	2,500	3d4
4	5,000	4d4
5	10,000	5d4
6	20,000	6d4

Each additional 20,000 experience points allows the Thief to add +1 to their hit points and to distribute 5 points among their Thief Abilities (but no ability may exceed 99%).

Thieves have the following special abilities in addition to those listed in the BFRPG rules:

Sneak Attack: The damage done rises as the thief goes up in level. At fourth level, the damage triples, at sixth level it quadruples.

Read Languages: At third level, a Thief has a 60% chance of piecing together the basic gist of any non-magical writing. Failure means the Thief cannot try to read that document again until he either gains a level or spends an additional week to month (GM decision, depending on the length of the document and rarity of the language) studying the document.

Scroll Use: At sixth level, a Thief can attempt to use magic (but not clerical) scrolls. A sixth level thief has a 90% chance of successfully casting a magical spell from a scroll. Failure indicates the spell has misfired in some weird way. The exact effects of a misfire are up to the GM.

CHARACTER RACE CHANGES

Many Swords and Sorcery campaigns are set in a world almost completely dominated by humans. Check with your GM to see if any races other than humans are allowed as player characters.

THIEF ABILITIES							
Thief Level	Open Locks	Remove Traps	Pick Pockets	Move Silently	Climb Walls	Hide	Listen
1	30	25	35	30	81	15	34
2	40	35	45	40	83	25	42
3	50	45	55	50	85	35	50
4	60	55	65	60	87	45	58
5	68	63	74	68	89	53	65
6	74	69	82	74	91	59	71

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