

Monsters as Player Characters

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement to the Basic Fantasy Role-Playing Game rule system allows players to play characters of races which are normally monsters. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

This supplement is intended to be used to give players a chance to play characters of races not typically used for BFRPG, as they are usually known as “monsters” in the campaign world. But perhaps a **Resurrection** spell was cast, a **Polymorph** spell became permanent, or a player simply wanted to make a monstrous character. This is their chance!

NEW CHARACTER RACES

Bugbear

Description: Bugbears look like huge, hairy goblins, standing about 6 feet tall; an adult male weighs about 300 pounds, with females being about the same height and weight. Their eyes are usually a darkish brown color and they move very quietly. They are wild and relatively fearless, but tend to bully other, smaller races mercilessly.

Restrictions: Bugbears may become Clerics or Fighters (they may also become Barbarians if Fighter Subclasses are being used). They must have a minimum of 13 Strength, but can not have any more than 17 Intelligence. Due to their great power, Bugbears start at one level lower than the other members of their party; this makes them unusable for play at first level, but they may fit in with adventuring parties at higher levels.

Special Abilities: Bugbears start with a hit die one size larger than the rest of their party (Clerics roll a d8 and Fighters roll a d10). Bugbears may move completely silently, surprising opponents on a 1-3 and giving them the Move Silently ability of a thief three levels higher than their level (a second level Bugbear fighter has the surprise ability of a fifth level thief).

Saving Throws: Bugbears gain a +2 bonus on saving throws versus Death Ray, Poison, Paralysis, and Petrification.

At first level, a Bugbear character will be at the fighting ability of a beginner fighter within their tribe; at third, they will have the status of an average warrior. At fourth level, they will gain the status of a hardened warrior, and at sixth, they will gain the tribal status of a Chieftain.

Centaur

Description: Centaurs are a hybrid between human and horse; while their lower body is that of a horse, the head and torso of a human occupy the position where a horse's head and neck would normally go. Males of the species are about 7 feet tall, and normally weigh about 2,100 pounds, and females are slightly smaller and lighter. Centaurs are wise, but strong; they often teach noble or heroic human children. They are also quite proud and honorable, but may look down upon members of lesser races.

Restrictions: Centaurs may be Clerics, Fighters, or Magic-Users. They must have minimum Strength, Intelligence, Wisdom, and Constitution of 9, and can have no more than 17 Dexterity due to their odd body shape. Armor sized for centaurs costs and weighs three times as much due to their unusual body shape. Since centaurs of a certain level are more powerful than other races with the same level, they will start at a level 1 lower than the rest of their party. This makes them unsuitable for play at first level, although they can be played at higher levels at no penalty.

Special Abilities: Centaurs, due to their horselike body shape, have a base speed of 60' when carrying a light load and 40' when carrying a heavy load. The base light load for a centaur is 300 pounds, and their base heavy load is 600 pounds. Centaurs may choose between making 2 natural hoof attacks for 1d6 damage each, or a normal weapon attack. They may both make 2 hoof attacks and a weapon attack (which deals double damage if it is a spear or lance).

Saving Throws: Centaurs gain +1 on saving throws versus spells and magic wands, but -1 versus Dragon Breath.

When starting out, centaurs may have not reached the full combat potential of their race. After they gain fourth level as a fighter (other classes will take longer), they will be accorded the status of a fully grown warrior. If they gain

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further levels, they will rise in influence and power within their tribe.

Gnoll

Description: Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish brown fur. An adult male gnoll is about 7½ feet tall and weighs 300 pounds.

Restrictions: Gnolls, due to their savage dispositions, may not have an intelligence score of higher than 15, but must have a Strength and Constitution of at least 9. They may become Fighters (and also Barbarians if that subclass is being used, albeit at a -5% experience penalty), Clerics, and Magic-Users.

Special Abilities: To be determined...

Saving Throws: Gnolls gain a +1 bonus to all saving throws.

Goblins

Description: Goblins are small, wicked humanoids that favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. An adult goblin stands 3 to 3½ feet tall and weighs 40 to 45 pounds. Its eyes are usually bright and crafty-looking, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins reproduce quickly and in large quantities but rarely reach an old age; even barring death in combat or from disease, they live on average a mere 50-60 years.

Restrictions: Goblins may be Clerics, Fighters and Thieves; they may also be Rangers (a Fighter subclass). They are required to have a minimum Dexterity of 9. Due to their small stature and overall laziness, they may not have a Strength or Constitution higher than 16. Goblins never roll larger than six-sided dice (d6) for hit points regardless of class. Goblins may not use Large weapons, and must wield Medium weapons with both hands.

Special Abilities: When attacked in melee by creatures larger than man-sized, Goblins gain a +2 bonus to their Armor Class. Goblins are also skilled scavengers, and may discover a secret door on a roll of 1-2 rather than just 1 on 1d6. Ordinary goblin warriors of level 1 are too weak and cowardly to go adventuring on their own (they prefer the safety of numbers), and therefore Goblin adventurers start the game at one level higher than other,

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more courageous races (for example, if the party starts at level 1, the Goblin will start at level 2).

Saving Throws: No bonuses.

Note that at level 2 (game start) you will already play a Goblin "hero" - a veteran of many brawls or ambushes, brave and cunning enough to survive on his own away from the tribe; you'll already have some prestige among your kind at the start of the game. One more level and you'll be a skilled Warrior; at level 5 you could beat a chieftain in one-on-one combat and at level 7 you might be able to defeat the almighty Goblin King!

Hobgoblin

Description: Hobgoblins are larger cousins of goblins, being about the same size and weight as humans. Their hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black tinted leather. Hobgoblins are very militaristic, keeping their weapons and armor in good condition and always planning military strategy. A healthy hobgoblin might live to the age of 70.

Restrictions: Hobgoblins must have a minimum score of 9 for intelligence, strength, and constitution, but have no upper limits. Elves are not fond of Hobgoblins (the hatred is mutual) and will attack them whenever possible. Hobgoblins can be Clerics, Fighters, Magic-Users, or Thieves.

Special Abilities: Hobgoblins always take care to learn the use of weapons, and always are allowed the use of one military weapon of choice (if their class has any such restrictions). Clerical Hobgoblins usually worship a deity that is bloodthirsty enough to allow them the use of Swords and Spears. Also because of their military prowess, hobgoblin leaders give others of their class or race +1 to morale for every 4 levels they have attained (at first through third level, they gain no bonuses).

Saving Throws: Hobgoblins have no saving throw bonuses.

Note that at level 1 as a fighter, you will play an average hobgoblin fighter. At level 3, you will gain the tribal status of a Warrior, and at level 5, you may gain prestige equal to a chieftain. At level seven, you will rival Hobgoblin kings in terms of fighting power.

Kobold

Description: Kobolds are small, dogfaced reptilian humanoids. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds. Because of their astounding breeding rate, kobolds only live to the age of about 30 years.

Restrictions: Kobolds must have a Dexterity score of at least 9, and may not have a Strength score higher than 17, due to their bad physique. They roll a hit die one smaller than other members of the class they choose (Fighters roll d6, Clerics roll d4, and Sorcerers and Thieves roll d3, which is simply a d6 halved and rounded up) due to their small size and may become a Cleric, Fighter, or Thief. If the Old Dungeoneer's Almanac 2008 is being used, Kobolds may also become Sorcerers. Kobolds may not use Large weapons at all, and a Medium weapon requires 2 hands to wield.

Special Abilities: Kobolds have an uncanny ability for trap finding and setting. To reflect this, they gain the Remove Traps ability of a thief equal to their character level. Kobold Thieves gain a bonus of 15% to this roll. They may also use this ability to set mechanical traps. Kobolds may find secret doors on a roll of 1-2 on a d6, and are able to hide in a rocky or underground area with 70% accuracy so long as they remain still (or gain a +10% bonus to this roll as a thief). Kobolds start one level higher than the rest of their party; they are simply too weak to travel on their own without some experience under their belt.

Saving Throws: Kobolds gain no saving throw bonuses.

Note that at level 2 Kobold fighters will be given the same tribal status as a Chieftain, and at level 3 you will become as powerful as some kobold kings.

Lizard Man

Description: Lizard Men are strong, lizard-like humanoids (complete with tails!) native to swamps and lakes. A Lizard Man (or Lizard Woman - both sexes are very similar in this race) is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance or swimming and is 3 to 4 feet long. Adult males can weigh from 200 to 250 pounds. They are, typically, a bit feral in their attitude, though a few living out of their swamps have easily learned the ways of civilization; they also tend to be proud and loyal to their tribe and their friends.

Restrictions: Lizard Men may become Clerics, Fighters, Barbarians or Rangers (the last two being Fighter subclasses). They are required to have a minimum Strength of 13. Because of their very different body form

(namely tail and clawed, swimming-webbed hands and feet), they require special gauntlets, trousers and boots, costing twice their normal price. They often have trouble with wearing magical items of these kinds (except for magical items that fit themselves to the wearer, or ones made specifically for Lizard Men or similar races.

Special Abilities: All Lizard Men are excellent swimmers, and therefore may hold their breath for a full turn (10 minutes), and unarmored Lizard Men may swim freely and easily with a speed of 40'. Due to their scaly skin, Lizard Men gain a +1 bonus to their Armor Class. They are also well camouflaged and skilled with ambushing their foes from the cover of water; in a swamp or pool of water, a Lizard Man may surprise an enemy on 1-4 on 1d6.

Saving Throws: No bonuses.

Note that at level 1 you will play a young, upstart Lizard Man. By level 2 you will equal the combat prowess of most warriors in your tribe; by level 3 you will surpass most of them.

Orc

Description: Orcs are grotesque humanoids bent on war and domination. They have lupine ears, reddish eyes, truncated, upturned noses, and black hair (but very little body hair). An adult male orc is a little over 6 feet tall and weighs about 210 pounds; females are slightly smaller. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple.

Restrictions: Orcs may become members of the Cleric, Fighter and Thief classes. An Orc must have minimum of 9 in Strength and Constitution, and are limited to a maximum of 17 in Intelligence and Charisma.

Special Abilities: Orcs have Darkvision with a 60' range. They suffer a -1 attack penalty in bright sunlight or within the radius of a spell causing magical light.

Saving Throws: Orcs save at +2 vs. Death Ray and Poison.

Note that at level one, an orc will be equivalent in battle to most of his orcish brethren. At level two, he will become a hardened warrior. Level four orcs may fight at the level of a tribal chieftan, and at level six, an orcish character may be able to challenge an orc king.

Troglodyte

Description: Troglodytes are very intelligent, lizardlike humanoids. They have large, red eyes and spiny combs on their legs, heads, and arms. They normally stand about 5 to 6 feet tall and weigh 150 to 180 pounds. Despite their seemingly savage demeanor, Troglodytes are actually quite intelligent.

Restrictions: Troglodytes are allowed to become Clerics, Fighters, or Thieves. They may not have a Constitution score of less than 9, and must have an Intelligence of 13 or greater. They are also required to have a maximum Wisdom of 15. Due to their spiny combs, Troglodytes wearing normally made armor suffer a -1 penalty to Armor Class due to inability to use some of the pieces. This penalty can only be erased by buying specially made armor at twice the normal price.

Special Abilities: Troglodytes have a chameleonlike ability to change their coloration at will, gaining the Hide ability of a thief with a 50% chance of success (Troglodyte thieves may instead gain a +15% to the same ability). When hidden, a Troglodyte surprises on a 1-5 and gains +2 to attack rolls during the surprise round. They also gain a natural Armor Class of 13 or a +1 bonus (which cancels out their penalty for wearing armor), whichever is better.

Saving Throws: Troglodytes gain a +1 bonus on all saving throws.

Note that at level one you will play a neophyte troglodyte with little or no experience. At level two, you will equal an average warrior of your species. At level four, you become a hardened warrior of your kind. Level six Troglodytes gain enough respect within their society to become a respected leader.

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