

New Races

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 1

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INTRODUCTION

This supplement provides information for adding a few new races to the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Part I: NEW CHARACTER RACES

Bisren

Description: The Bisren are a race descended from the great Minotaurs of legend. Normally peaceful, Bisren enjoy nature and keep a semi-nomadic lifestyle in regions that the other races call wild. When threatened, Bisren can become quite dangerous, much like their warrior ancestors. Bisren are impressively muscled and generally average 7 feet tall, with some individuals reaching almost 8 feet in height.

Restrictions: Bisren prefer professions associated with their nature oriented lifestyles and may become Fighters or Clerics (often choosing Ranger or Druid if those optional classes are available). While it is rare to find a Bisren Thief, they are not barred from the class (although they do suffer several penalties to roguish abilities). A Bisren character must have minimum Strength and Constitution scores of 11. Not particularly bright or dexterous, Bisren are limited to 17 in Dexterity and Intelligence. Bisren may wear human sized armor, albeit often adjusted slightly to account for their size. Their cloven-hoof feet may not wear typical footwear, unless specially produced for Bisren. Specially constructed helmets are likewise needed to fit their horned heads.

Special Abilities: Bisren roll hit dice one size larger than normal; a d4 would become a d6, a d6 to d8, etc. Bisren are never truly unarmed, as they can gore for 1d6 damage with their horns. Bisren often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for remainder of fight. They must choose whether to attack with weapons or to gore; they cannot do both in a round. Bisren get an additional +1 bonus on feats of strength such as opening doors due to their great size.

Thief Ability Adjustments: Roguish Bisren have a -10% penalty to Open Locks, Removing Traps, and Picking Pockets. Stealth checks (Moving Silently and Hiding) for Bisren are made normally, although in non-wilderness areas such as indoors, underground

(dungeons), or in urban areas, they suffer a -20% penalty to their chance to succeed. Outdoor traps, such as hunting snares or dead-falls do not have the above penalty and instead are made at +10% bonus.

Saving Throws: Bisren gain no special bonuses to their saving throw rolls.

Caneins

Description: A legend exists that there was a wizard who loved his dogs. This mage kept dogs as pets, trained them to guard his estate, and even used them in magical experiments to enhance their ability to serve. They were gifted with greater intelligence and a more humanoid stature. It is unknown whether the legend is entirely true or not, but it is generally assumed to be the genesis of the Caneins.

Caneins are a race of dog-like humanoids, known for their extreme sense of loyalty whether to liege, friend, or family. There is a great deal of physical variance among the individual Caneins, with some short and stocky, others leanly muscled, and variations in the colorations of their coats. However, all Caneins share a similar facial structure similar to the various bulldog or boxer type dog breeds, having jowls and squat features. Caneins vary in their height, but are rarely larger than the average human. Caneins often form almost knight-like codes and attitudes, often serving a patron in exactly that capacity.

Restrictions: Caneins can be any class, although they seldom become Thieves. Even when a Canein Thief is found, he typically uses the skills of that profession in more honorable ways than the typical rogue. A Canein must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

Special Abilities: Caneins have a keen sense of smell, able to identify individuals by their scent alone. This power olfactory sense allows the Canein to determine the presence of concealed or invisible creatures, and any penalties associated with combating such foes is halved for the Caneins. For instance, a Canein suffers only a -2 penalty when attacking an invisible pixie. All Caneins can

track as Ranger of equivalent level, and an actual Canein Ranger (if the class is allowed by the GM) gets a bonus of +20% on Tracking rolls.

Caneins have +2 on any reaction rolls involving other canine creatures. However, Caneins do not like vile beasts such as werewolves, hellhounds, and the like, despite any similarities.

Saving Throws: Caneins save at +2 vs. Death Ray or Poison as well as vs. Paralysis and Petrification effects

Faun

Description: Fauns are a fey related race that resemble a sort of strange cross of goat with that of a small human or elf-like being. Standing only about 4 to 5 feet tall, they have human-like torso and head, but the legs and feet of a goat. One can find Fauns with other small features reminisce of goats such as small horns or large ears. Fauns share the Halfling love of simple agrarian life, especially with respect to vineyards, as they prize wine (among other brews) above most things in life. Fauns love frivolity and are often quite adept at musical pursuits.

Restrictions: Fauns may become any class. A Faun will typically follow the tenets of nature deities, and Clerics and Druids can be found equally in their societies (when allowed by GM). A Faun must have a minimum Constitution of 9, and are limited to a maximum Charisma of 15 generally accounted to overly gregarious personalities and lack of inhibitions. Fauns may not wear typical human style footwear.

Special Abilities: Fauns have Darkvision out to 30 feet. Fauns are resistant to charm-like effects from fey beings, getting an additional +4 on relevant saves. This includes charms of dryads, nixies, and similar beings (GM decision when necessary).

Saving Throws: Like Dwarves, Fauns save at +4 vs. Death Ray or Poison, Magic Wands, Paralysis or Petrify, and Spells, and at +3 vs. Dragon Breath.

Kappa

Description: Inhabiting river and lake regions, Kappa are a race of reptilian humanoids bearing some semblance to turtles. They are normally content to remain within their own societies, but on occasion a more adventurous individual can be found. They are protected by thick scaly skin as well as a shell-like growth that covers their backside. Kappa are seldom taller than 5 feet or so.

Restrictions: Kappa may become members of any class. A Kappa must have a minimum Constitution score of 11, and are limited to a maximum Dexterity score of 17.

Normal armors will not fit the physique of a Kappa and they normally use only shields to enhance their defenses. Specially constructed armors can be acquired costing substantially more than listed prices and requiring extra time to build.

Special Abilities: Kappa's thick skin grants them a base Armor Class of 13 (equivalent to leather armor), and a Kappa's back is especially tough with an AC of 17 (equivalent to plate mail only for rear attacks). Use these figures unless armor worn grants better AC, which in that case use the normal AC value granted by the armor. A shield will be effective normally in either case.

Kappa swim no better than other humanoid races, but they can hold their breath twice as long. In addition, their underwater vision is also twice as good as normal.

Saving Throws: Kappa saves are at +2 vs. Poison

Phaerim

Description: The beautiful Phaerim are related to fey such as booka, pixies or similar faeries. Phaerim appear to be smaller than normal elf-like folk, except that they have a pair of wings resembling those of dragonflies or sometimes butterflies. For unknown reasons, there are at least twice as many Phaerim females as there are males. Phaerim stand no taller than the average halfling (3 feet) but have a more slight build, seldom being heavier than 40 pounds.

Restrictions: Phaerim can be any class but generally gravitate to magical classes. If allowed by the GM, Phaerim will be more likely to pursue classes associated with nature than the standard fare. Thus Rangers and Druids are more common than Fighters and Clerics.

Phaerim are required to have a minimum Dexterity of 9. Phaerim are quite captivating, and must also have a minimum Charisma of 11. Due to their very small stature, they may not have a Strength higher than 15. Also size related, Phaerim roll hit dice one size smaller than normal; a d8 would become a d6, a d6 to d4, and a d4 would instead be d3 (d6, 1-2=1, 3-4=2, 5-6=3). Phaerim may not use Large weapons, and must wield Medium weapons with both hands.

Special Abilities: Phaerim normally walk like other races, but their most remarkable ability is limited flight while unencumbered (at double normal movement rates).

Phaerim can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly encumbered Phaerim can fly up to 5 rounds but must rest for twice as many round as those flown (for instance, lightly encumbered flight of 4 rounds requires 8 rounds grounded). Phaerim take half damage from falls due to their reduced weight and wings.

Similar to Halflings, Phaerim are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected outdoors in forested environments. Even indoors, in dungeons or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Phaerim Thief will roll for hiding attempts only once, using either the Thief ability or the Phaerim ability, whichever is better.

Saving Throws: Like Elves, Phaerim save at +1 vs. Paralysis or Petrify and +2 vs. Magic Wands and Spells.

Part 2: Monster Entries

Bisren

Armor Class:	15 (11)
Hit Dice:	1+2
No. of Attacks:	1
Damage:	1d6 Gore or by weapon
Movement:	40' subject to encumbrance
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1
Morale:	9
Treasure Type:	D
XP:	37

The Bisren are a race descended from the great Minotaurs of legend. Normally peaceful, Bisren enjoy nature and keep a semi-nomadic lifestyle in regions that the other races call wild. When threatened, Bisren can become quite dangerous, much like their warrior ancestors. Bisren are impressively muscled and generally average 7 feet tall, with some individuals reaching almost 8 feet in height. Bisron speak their own language and most speak Common as well.

Bisren are never truly unarmed, as they can gore for 1d6 damage with their horns. Bisren often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for remainder of fight. They must choose whether to attack with weapons or to gore; they cannot

do both in a round. Bisren get an additional +1 bonus on feats of strength such as opening doors due to their great size.

The above statistics are for standard non-classed warrior types from Bisron communities. Bisron who follow less militant professions have 1 Hit Die, Armor Class 11, and Morale of 8. In addition, for every eight typical warriors, there is a seargent having 3+6 Hit Dice (175xp) who gives a +1 morale bonus to those he leads. Additional professional or leader types can be found in their communities, as the Bisron can advance as Fighters, Clerics, or rarely as Thieves. When Rangers, Druids, or other nature oriented classes are utilized by the GM, many Bisron will pursue those options instead of the standard fare. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes). Properly classed Bisron use Hit Dice one size larger than normal due to their great size, and otherwise follow normal character rules.

Canein

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	40' subject to encumbrance
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1 (+2 Death Ray, Poison, Paralysis, or Petrification)
Morale:	8
Treasure Type:	D
XP:	25

A legend exists of a wizard who loved his dogs so much that he experimented on them and ultimately created the Canein race. It is unknown whether the legend is entirely true or not, but it is generally assumed to be the genesis of the Caneins.

Caneins are a race of dog-like humanoids, known for their extreme sense of loyalty whether to liege, friend, or family. There is a great deal of physical variance among the individual Caneins, with some short and stocky, others leanly muscled, and variations in the colorations of their coats. However, all Caneins share a similar facial structure similar to the various bulldog or boxer type dog breeds, having jowls and squat features. Caneins often form almost knight-like codes and attitudes, often serving a patron in exactly that capacity. Caneins speak Common (or local Human language), having no true language of their own.

Caneins have a keen sense of smell, able to identify individuals by their scent alone. This power olfactory sense allows the Canein to determine the presence of concealed or invisible creatures, and any penalties associated with combating such foes is halved for the Caneins. Caneins can track well bolstered by this ability.

Caneins get along well with wolves, dogs, or other canine creatures, but despising vile creatures such as werewolves, hellhounds, and the like, despite any similarities.

The above statistics are for standard warriors from Canein outposts. Within a Canein outpost one can encounter additional civilian types who have 1-1 Hit Dice, Armor Class 13, and Morale of 7. In addition, for every eight typical warriors, there is a leader type having 3 Hit Dice (145xp) who grants a +1 morale bonus to those he commands. Additional professional or leader types can be found within Canein outposts, as they can advance in any of the typical adventuring careers (but rarely as Thieves). The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

Faun

Armor Class:	15 (11)
Hit Dice:	1
No. of Attacks:	1
Damage:	1d6 or by weapon
Movement:	40' subject to encumbrance
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1 (dwarf bonuses)
Morale:	8
Treasure Type:	D
XP:	25

Fauns are a fey related race that resemble a sort of strange cross of goat with that of a small human or elf-like being. Standing only about 4 to 5 feet tall, they have human-like torso and head, but the legs and feet of a goat. One can find Fauns with other small features reminisce of goats such as small horns or large ears. Fauns share the Halfling love of simple agrarian life, especially with respect to vineyards, as they prize wine (among other brews) above most things in life. Fauns love frivolity and are often quite adept at musical pursuits.

Fauns do not have their own language, instead speaking elvish amongst themselves. They also know the language of their most common neighbors, the Halflings, and many also know the secret languages of the fey races such as Pixies or Dryads. Most adventuring Fauns who travel

outside their small shires know Common.

The above statistics are for standard warrior types, the ones most likely to be encountered patrolling their vineyards or defending their shires. One can count on numbers of less combatant types within their homes. Within a lair, there will be three civilian types of various non-combat professions, each having 1-1 Hit Dice, Armor Class 11, and Morale of 7. In addition, for every eight typical warriors, there is a deputy having 3 Hit Dice (145xp) who grants a +1 morale bonus to those he leads. Additional professional or leader types can be found in their communities, as the Fauns can advance in any of the typical adventuring careers. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

Ibix

The Ibix are a sort of cousin to the Fauns. Ibix appear like Fauns except that their heads are much more goat-like. Unlike Fauns, Ibex are ill tempered and generally considered evil, sometimes even allying with humanoids such as goblins. They have identical statistics to those listed above, except that they do not speak Halfling, instead learning the languages of Goblins more commonly.

Kappa

Armor Class:	14, 17 Rear (13, 17 Rear)
Hit Dice:	1
No. of Attacks:	1
Damage:	1d6 or by weapon
Movement:	30' subject to encumbrance
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1 (+2 Poison saves)
Morale:	8
Treasure Type:	D
XP:	25

Inhabiting river and lake regions, Kappa are a race of reptilian humanoids bearing some semblance to turtles. They are normally content to remain within their own societies, but on occasion a more adventurous individual can be found. They are protected by thick scaly skin as well as a shell-like growth that covers their backside. Kappa are seldom taller than 5 feet or so. Kappa speak their own language and occasionally speak Common.

Kappa rarely wear armor but their warriors will utilize a shield. Fortunately, their thick skin protects as well as leather armor, and their shell-like back is hard as plate

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mail. Kappa require specially made (and expensive) armors to enhance their natural defenses. A Kappa is resistant to poisons, and have a +2 bonus on those saves.

Kappa swim no better than other humanoid races, but they can hold their breath twice as long. In addition, their underwater vision is also twice as good as normal.

The above statistics are for standard warriors from Kappa villages. Within a Kappa village one can encounter additional civilian types who have 1-1 Hit Dice, Armor Class 13, and Morale of 7. In addition, for every eight typical warriors, there is a leader type having 3 Hit Dice (145xp) who grants a +1 morale bonus to those he commands. Additional professional or leader types can be found within Kappa villages, as they can advance in any of the typical adventuring careers. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

Phaerim

Armor Class:	15
Hit Dice:	1d6 hp (1HD)
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	30' subject to encumbrance, 60' Flight
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1 (with elf bonuses)
Morale:	8
Treasure Type:	D
XP:	25

The beautiful Phaerim are related to fey such as booka, pixies or similar faeries. Phaerim appear to be smaller than normal elf-like folk, except that they have a pair of wings resembling those of dragonflies or sometimes butterflies. For unknown reasons, there are at least twice as many Phaerim females as there are males. Phaerim

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stand no taller than the average halfling (3 feet) but have a more slight build, seldom being heavier than 40 pounds. Phaerim speak their own language, elvish, and one or more fey languages common to dryads, pixies, treants, and the like. Adventuring Phaerim usually know common.

Phaerim are reclusive but families of Phaerim can often be found among elf or other fey communities. Similar to Halflings, Phaerim are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected outdoors in forested environments. Even indoors, in dungeons or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection.

Phaerim normally walk like other races, but their most remarkable ability is limited flight while unencumbered (at double normal movement rates). Phaerim can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly encumbered Phaerim can fly up to 5 rounds but must rest for twice as many round as those flown (for instance, lightly encumbered flight of 4 rounds requires 8 rounds grounded). Phaerim take half damage from falls due to their reduced weight and wings.

The above statistics are for standard warriors from Phaerim communities. Within a Phaerim village one can encounter additional civilian types who have 1d4 HP, Armor Class 15, and Morale of 7. In addition, for every eight typical warriors, there is a leader type having 2d6 HP (count as 2Hit Dice for 145xp) who grants a +1 morale bonus to those he commands. Additional professional or leader types can be found within Phaerim communities, as they can advance in any of the typical adventuring careers, often as Magic-Users. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

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