

Quasi Classes

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 1

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INTRODUCTION

This supplement describes the use of “Quasi Classes” (also called Backgrounds) with 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.

Archer (quasi-class)

Level	Range	Bonus Damage	Level	Range	Bonus Damage
1	+10%	-	11	+50%	+2
2	+10%	-	12	+50%	+2
3	+10%	-	13	+50%	+2
4	+10%	-	14	+50%	+2
5	+25%	+1	15	+75%	+3
6	+25%	+1	16	+75%	+3
7	+25%	+1	17	+75%	+3
8	+25%	+1	18	+75%	+3
9	+25%	+1	19	+75%	+3
10	+50%	+2	20	+100%	+4

The term Archer is used to describe characters who specialize in ranged-weapons. Individuals may refer to themselves by more specific names such as Crossbowmen, Longbow-men, Slingers, and the like depending on their specific chosen weapon type of specialization. Regardless of this weapon choice, all Archers use similar techniques and abilities.

The pursuit of ranged weapon mastery can be utilized by any base class, however the Archer is limited to weapon choices of that base class. In addition to requirements of their main class, an Archer must have a Dexterity score of 13 or higher. The Archer must also acquire an additional +10% experience in order to advance in levels.

While technically capable of using any allowed armors of their base class, Archers typically limit themselves to light or medium armors (leather or chain mail), as heavy armor generally negates their abilities. Archers are experts in one particular ranged weapon which they have certain benefits with. Archers may use many magical items, including but not limited to appropriate magical weapons and armor, generally only restricted as by their base class.

Archers must select a single ranged weapon type as their chosen weapon. With their chosen weapon an archer's effective range increases (see table above) and they receive a bonus to damage rolls to targets at short range

(also above on table). An Archer wearing heavy armor or otherwise heavily encumbered loses the benefits of their chosen weapon.

Archers can take careful aim with any ranged weapon. By standing very still and taking aim they can increase their effective Dexterity bonus 'to hit' to double the normal value. Because they stand still and concentrate intently on their target, the Archer loses any Dexterity bonus to their Armor Class, and they may not move at all during the round.

When permitted by the Game Master, Weapon Specialization rules may also be utilized by Archers, although this is generally limited to fighters with the Archer quasi-class. See the appropriate specialization optional rules.

In addition to the combat related bonuses, Archers are skilled fletchers (or the equivalent for other weapons), able to craft their own ammunition or even replacement weapons given reasonable resources and time.

Barbarian (quasi-class)

Level	Barbaric Toughness	Level	Barbaric Toughness
1	+1	11	+3
2	+1	12	+3
3	+1	13	+3
4	+1	14	+3
5	+2	15	+4
6	+2	16	+4
7	+2	17	+4
8	+2	18	+4
9	+2	19	+4
10	+3	20	+5

Barbaric Characters typically come from remote regions, the fringes of society, or sometimes regions where combat is at the center of society. They are consummate survivalists and are very hearty individuals. The defining feature of a barbarian is resilience. Warrior types from

these societies is the norm, but individuals of many different classes may also have barbaric roots. Larceny is common to all societies, so Barbaric Thieves are possible. Barbaric Clerics are often rather shamanistic or follow totemic spirituality. Probably rarest are Barbaric Magic-Users, usually found only as hermits, as the societies that barbarians come from usually shun all things arcane.

Characters of barbaric upbringing might belong to any of the standard classes. Each Barbaric Character must abide by all the normal prerequisites and requirements of their base class, and in addition must have a Constitution score of 15 or higher. The Barbaric Character must also acquire an additional +10% experience in order to advance in levels. Barbarians are often a superstitious lot, and adhere to certain personal taboos. The Game Master may require one or more substantial taboos that the character must follow.

Characters from a barbarian culture are a tough bunch, and those who actually meet the conditions of the quasi-class have a quality called Barbaric Toughness. This Barbaric Toughness rating (which is tied to their level, see table) grants certain benefits. Firstly, when wearing light armor (leather) or unarmored, it reduces damage from each physical attack that the character suffers by that amount, down to a minimum of one point of damage from each attack. Non-physical attacks, namely magical effects, are not affected by this damage reduction, explaining much of the barbarian's aversion to magic. The Barbaric Toughness rating is applied as a bonus to saves versus Poison, Disease, or Environmental Conditions (such as cold exposure or heat exhaustion). Also this Barbaric Toughness rating is applied as a bonus to healing effects, whether from rest periods or healing spells (applied only once per spell or effect).

Barbaric Characters can enter a rage or frenzy once per day which lasts a number of rounds equal to their Barbaric Toughness modifier. While in this rage, the character gains bonus to hit and damage equal to their barbaric toughness modifier. Even barbaric spell casters gain this bonus which can apply to their spells when applicable.

Barbarians are skilled outdoors-men and should be able to accomplish most mundane tasks associated with 'roughing it'.

When considering taboos for the Barbaric Character, the taboo should be substantially limiting or otherwise come into play for the character while gaming. Taboos that are inconsequential should be avoided. The behaviors of barbarians often demonstrates why most civilized regions have such skeptical views of them. The player is encouraged to be creative in designing taboos for the

character in question. Often the GM may require several taboos over the course of a character's career, one taboo for every five character levels is suggested, but it could be more or less depending on the Game Master and his or her campaign. Some example taboos follow:

- Character may not clean or bathe (often resulting in negative reactions).
- Character cannot have any possessions that he or she cannot personally carry (check encumbrance).
- Character may not cut one's hair.
- Character may not touch a dead body, person of opposite gender, or certain castes.
- Character may not have a possession of a certain color.
- Character must make daily offering to spirits or totem.
- Character may not imbibe alcohol.
- Character may never ride upon an animal.
- Character has unnatural fear of a common type of creature.
- Character may not eat a common food type (choose).

Some other odd behaviors to consider:

- Arcane caster must tattoo spell formula upon body instead of keeping spell books.
- Divination spells cast use odd materials such as bones, blood, and/or repulsive behavior.
- Spells of certain type are to be avoided. Choose type (examples: fire spells, summoning, teleportation/travel)
- Thieves may not steal a certain type of valuable (such as gems, certain precious metals, etc).

Holy Characters (quasi-class)

Holy characters are those who have dedicated themselves to serve the powers of goodness. Regardless of their base class, by adhering to ideals of care, charity, benevolence, and protection of innocence, the deities of goodness grant certain powers to those who prove themselves worthy. The cost is high, as Holy characters must have a minimum Charisma score of 15 and must pay an

QUASI CLASSES

additional +10% experience in order to advance levels in their base class.

Holy characters must always act in a manner that exemplifies goodness, follow the directives of their religion, and must tithe at least 10% of their earnings toward charitable giving (but never to other player characters). A Holy character may only keep one suit of magical armor (or clothing), one shield, two magical weapons, and a total of five other permanent magical items (charged items such as wands included). The GM may assign other stipulations to suit any campaign, cultural, or regional differences. In exchange, the Holy character gains some measure of divine power so that he or she may defend the weak and battle against the forces of darkness. Any failure to follow the path of goodness will result in the loss of the given powers. Even an inadvertent act of questionable nature must be atoned for at first opportunity, lest the Holy character be stripped of title and ability.

A Holy character may heal wounds by calling upon divine powers and Laying Hands upon the injured individual (or himself). Each application of Lay Hands will restore Hit Points equal to the Holy character's level, up to the individual's normal full Hit Point total. The Holy character may use the power a number of times equal to their Charisma bonus.

A Holy character may channel divine power in order to combat the forces of darkness. This Holy Burst causes damage equal to the Holy character's current level to any creatures of the netherworld or undead, affecting all such creatures within a 10' radius. The Holy character may use the power a number of times each day equal to their Charisma bonus. A Holy Cleric may combine this effect with his or her normal Turn Undead ability, but is otherwise usable only once per round.

Holy characters benefit from Divine Protection, a sort of permanent version of the protection from evil spell, which surrounding their body. This protection, which cannot be dispelled, grants a +2 bonus to Armor Class and Saves, but does not offer the secondary effects of that spell (see Protection from Evil spell). At level 10 the bonus increases to +3, and at level 20 the protection again increases to +4. Although the effect is intended to protect the character from creatures of the netherworld, undead, or extreme cases of malicious beings, the GM has final say in what exactly constitutes 'evil'. Many creatures, while capable of being quite nasty at times, are not inherently evil, even if they have diametrically opposing views than that of typical character races.

Holy characters are known by several terms, often tied to specific campaigns or cultures, with each term typically

A BASIC FANTASY SUPPLEMENT

associated with specific class combinations. The traditional Holy Fighter is typically called a Paladin, while a Holy Magic-User usually takes on the title of Theurgist. Already known as holy men, especially devout Clerics are known as Templars. While seemingly contradictory, Holy Thieves are possible, using their roguish skills against vile and evil organizations or creatures. These noble rogues often call themselves Avengers.

Some Game Masters allow certain optional subclasses in their campaigns. The GM may allow Holy characters on certain class combinations. Holy Knights (Crusaders) and Holy Rangers (Guardians) are likely combinations. Some optional classes should not be allowed in any case due to their obvious contradictory natures, such as Grave Masters or Assassins. In any case, the GM is the ultimate deciding factor on all optional class options.

Knight (fighter subclass)

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,500	2d8
3	5,000	3d8
4	10,000	4d8
5	20,000	5d8
6	40,000	6d8
7	80,000	7d8
8	150,000	8d8
9	300,000	9d8
10	450,000	9d8+2
11	600,000	9d8+4
12	750,000	9d8+6
13	900,000	9d8+8
14	1,050,000	9d8+10
15	1,200,000	9d8+12
16	1,350,000	9d8+14
17	1,500,000	9d8+16
18	1,650,000	9d8+18
19	1,800,000	9d8+20
20	1,950,000	9d8+22

Knights are a subclass of standard Fighters, renowned for bravery, codes of honor, and riding into battle upon great steeds. Usually born to nobility or the aristocracy, Knights are usually found in the service of a lord, liege, church, or some worthy organization, although the exact nature of this service can vary with region or culture.

The Prime Requisite for Knights is Strength; a Knight character must have a Strength score of 13 or higher. In addition, Knights often are found in command positions, and require a Charisma score of 13 as well. Knights use the Fighter's attack and saving throw tables, but get a few specific benefits.

Knights are fully capable of using shields and any sort of armor, although in general, a Knight would rather go without armor than to wear something beneath their station. This rule can vary with culture or region, but only low level Knights would be found in something like chain mail; plate mail being the rule of thumb for acceptable armor. Knights even go so far as to prefer non-magical plate armor over magical varieties of lesser types.

Knights tend to use one-handed melee weapons that can be utilized with a shield, and of course they use lances. The standard weapon choices are longsword, maces, battle axes, and lances, although there can be some cultural or regional differences. Most knightly orders disdain the use of missile weapons for personal use, but they understand the benefits of such weaponry upon the battlefield by the appropriate troops. Although they are not skilled in the ways of magic, Knights can nonetheless use many magic items, including but not limited to magical weapons and armor, and can be treated as standard Fighters otherwise in most situations.

Knight Abilities: Knights are masters of mounted combat, receiving a +2 bonus to hit and on damage rolls while mounted. In addition, the Knight's mount, if able to make attacks, receives this bonus as well. Knights understand the defensive qualities of their armor, getting an additional +1 Armor Class bonus while wearing medium or heavier armor; the bonus increasing to +2 at level 10, then ultimately +3 at level 20. A Knight is completely immune to fear effects, whether magical or otherwise. When placed into a position of command, any troops within 60 feet of the Knight gets a bonus on their morale equivalent to the Knight's Charisma bonus.

Non-Human Knights: Other races maintain Knights, each with minor variations in both code and ability. Dwarfen Knights tend to use hammers and picks, ride war-ponies or even great boars, but are otherwise quite similar to Human Knights. Elven Knights favor very ornate armors, but lighter weaponry such as rapiers and sabre type weapons. Similar to the standard Fighter/Magic-User combination, Elves may combine Knights with Magic-Users, abiding by all the combined requirements, however, magical spell choice becomes more limited because of ranged attacks being distasteful for personal use. Halfling communities do not normally sponsor knightly orders, but on occasion, a Halfling might be

knighted and inducted into a Human order (or even more rarely into a Dwarfish or Elvish order). For other races, the GM has the final say in whether a race has knightly traditions.

Knightly Codes (chivalry): Knight characters must abide by rigid codes of honor. Although the exact nature of these codes may vary by region or culture, the core values usually include brave service to liege and religion, upholding the laws of the land, protection of the weak and innocent, honesty and adherence to one's word, and of course courage on the battlefield. In addition to the basic code associated with chivalry, a Knight must abide by any specific edicts of his lord or knightly order. Some examples include specific choices in weaponry, mounts, required display of heraldic pennants, or enemies to be fought on sight. A Knight should be able to count on limited support from the organization or members, such as food and lodging.

Knights who do not abide by their codes can be stripped of their titles and banished from their organization. Such a dishonored Knight must find a new sponsor (often difficult), atone for misdeeds, and embark on a quest of great peril in order to regain honor. Failure or refusal to do so results in being stripped of the benefits of the class, becoming a standard fighter in all respects (at same level, adjust experience points accordingly).

A Game Master may make a Knightly Code as simple or complex as is necessary for the campaign. Extremely burdensome codes should provide some worthy benefit, usually on the role-play side (such as reactions) rather than any specific reward or combat bonus. The following examples may assist the Game Master (and player) in forming a specific code for their game.

Example Code:

Knights value their code of honor above everything else. This means Knights can never undertake cowardly actions of any kind, including the personal use of ranged weapons. They always have to attack the most powerful opponent in battle, can never retreat, or make use of subterfuge. They must be completely honest and truthful, and honor an enemy's offer to surrender. A Knight may not attire himself beneath his station and must display openly both his personal pennant as well as that of his lord. A Knight that breaks the code of honor is stripped of all benefits (becoming a fighter of equal level). His reputation will be known to all honorable men and women, and he will be shunned by them.

Another Example Code:

A Knight must respect the tenets of his religion and serve his liege lord in valor and faith. He must protect the weak and defenseless and give succor to widows and orphans. A knight must refrain from the wanton giving of offense, live by honor and for glory, and must fight for the welfare of all. A Knight should despise pecuniary rewards. A Knight must obey those placed in authority and guard the honor of fellow knights. Knights eschew unfairness, meanness and deceit, and rather keep faith, speaking truthfully and always keeping their word. A Knight must persevere to the end in any enterprise begun, never refuse a challenge from an equal, and never turn the back upon a foe.

And yet another Example Code based upon individual terms describing the virtues of a Knight:

Faith, Charity, Justice, Sagacity, Prudence, Temperance, Resolution, Truth, Liberality, Diligence, Hope, Valor

Ranger (fighter subclass)

Level	Exp. Points	Move Silently	Hide	Track	Hit Dice
1	0	25	10	40	1d8
2	2,000	30	15	45	2d8
3	4,000	35	20	50	3d8
4	8,000	40	25	55	4d8
5	16,000	45	30	60	5d8
6	32,000	50	35	65	6d8
7	64,000	55	40	70	7d8
8	120,000	60	45	75	8d8
9	240,000	65	50	80	9d8
10	360,000	68	53	82	9d8+2
11	480,000	71	56	84	9d8+4
12	600,000	74	59	86	9d8+6
13	720,000	77	62	88	9d8+8
14	840,000	80	65	90	9d8+10
15	960,000	83	68	92	9d8+12
16	1,080,000	85	69	93	9d8+14
17	1,200,000	87	70	94	9d8+16
18	1,320,000	89	71	95	9d8+18
19	1,440,000	91	72	96	9d8+20
20	1,560,000	93	73	97	9d8+22

Rangers are warriors with the roles of hunters, trackers, scouts, and guides. They are often civilization's first line of defense against the horrors of the borderlands and the wilderness beyond. Rangers tend to hunt their chosen prey with stealth and cunning.

The Prime Requisites for Rangers are Dexterity and Wisdom. A Ranger must have a minimum Dexterity of 11 and a minimum Wisdom of 13 in order to qualify for the class. Of course, as warriors, Rangers will also benefit from having good scores in Strength or Constitution, but there is no minimum requirement for other ability scores.

Rangers use the Fighter's attack and saving throw tables, and they may use any weapon or armor, but they lose certain benefits when in armor heavier than leather. Rangers may use many magical items, including but not limited to magical weapons and armor, much like standard fighters.

Ranger Abilities:

While unarmored or wearing light armor (leather), Rangers have the ability to move silently or hide as a thief, although in non-wilderness areas such as indoors, underground (dungeons), or in urban areas, they suffer a -20% penalty to their chance to succeed. Rangers track quite effectively with a base chance of 40%, but the GM must generally modify the chance of success based upon conditions such as weather, terrain, age of tracks, or similar factors.

A Ranger must declare a chosen enemy. Against this chosen enemy, the Ranger adds his or her level as a bonus to attempts to track, any stealth rolls (moving silently or hiding) and to damage rolls in combat. This enemy might be a certain category of creature such as Giants, Humanoids, or Dragons. With the GM's permission, the list might include rival organizations, nations, or similar agencies. For most of the mundane hunters of the world, the usual enemy is simply normal animals to maximize their hunting efficiency. Rangers of the humanoid races such as goblins or orcs will often take humans, elves, dwarves, and the like for their chosen enemy.

Ranger Combination Classes: When appropriate, the Ranger subclass may be substituted for standard fighters in any combination class situation. For instance, Elves often progress as Ranger/Magic-Users instead of Fighter/Magic-Users. Ranger abilities are limited by armor (as normal), and the combination is otherwise similar to standard Fighter/Magic-Users in meeting all the initial requirements, combined experience requirements, and Ranger/Magic-Users roll eight-sided dice (d8) for hit points unless hit dice are restricted by race (elves use d6 for hit dice).

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