Additional Fighting Sub-Classes

A Basic Fantasy RPG Supplement

Basic Fantasy Role-Playing Game Website: basicfantasy.org

INTRODUCTION

This supplement describes the use of "Sub-Classes" 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.

SUB-CLASSES

A Sub-Class is a variant of one of the four main classes listed in the Basic Fantasy Role-Playing Game core rules. They exist to provide some options for players by making some character archetypes more functionally distinct. Each Sub-Class generally has more stringent prerequisites and may require different experience point progressions.

The Basic Fantasy Community has a tradition of sharing various iterations of classes written by individuals. Each Game Master is the ultimate arbitrator of which (if any) classes or other supplemental material are used in his or her games. When there exists duplication or overlapping of such topics, there is no "right or wrong", "official or unofficial"... as all such material is completely optional to begin with.
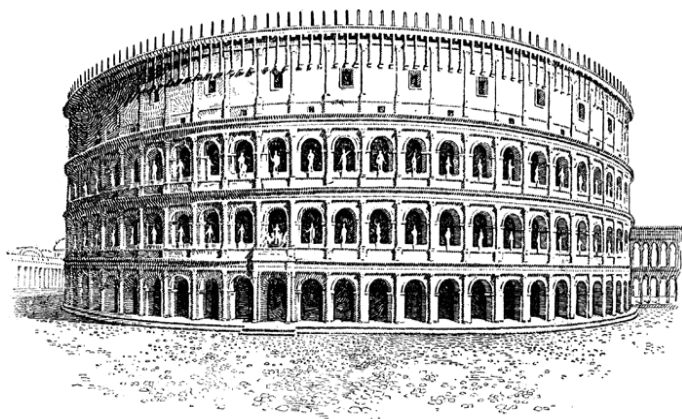
Gladiator (fighter sub-class)

Level	Exp. Points	Armor Bonus	Hit Dice
1	0	-	1d8
2	2,250	-	2d8
3	4,500	-	3d8
4	9,000	+1	4d8
5	18,000	+1	5d8
6	36,000	+1	6d8
7	72,000	+1	7d8
8	140,000	+2	8d8
9	280,000	+2	9d8
10	420,000	+2	9d8+2
11	560,000	+2	9d8+4
12	700,000	+3	9d8+6
13	840,000	+3	9d8+8
14	980,000	+3	9d8+10
15	1,100,000	+3	9d8+12
16	1,240,000	+4	9d8+14
17	1,380,000	+4	9d8+16
18	1,520,000	+4	9d8+18
19	1,660,000	+4	9d8+20
20	1,800,000	+5	9d8+22

Gladiators are a subclass of standard Fighters, generally born and bred to be lightly armored melee combatants. Some societies consider Gladiators as part of a slave caste, albeit successful combatants are often awarded special status. However most are free men that simply fight for money, specializing in hand-to-hand techniques. Sometimes they might be simple mercenaries or body guards, and in some societies they might be called Duelists instead.

The Prime Requisite for Gladiators is Dexterity; a Gladiator character must have a Dexterity score of 13 or higher. Gladiators are also required to have a Strength score of 11 or higher. They use the Fighter's attack and saving throw tables, but get a few specific benefits. They are treated as normal Fighters for most situations such as allowable magic items, magical armors, or magical weapons of those types they are proficient with (see below).

A Gladiator may utilize any melee weapon. They do not have proficiency in Bows, Crossbows, Slings or similar device propelled missile weapons, but may use thrown missile weapons normally. If **optional** Weapon Specialization rules are utilized by the Game Master (such as those found in the Combat Options Supplement), a Gladiator may specialize in those allowed weapons. However when using those rules, the Gladiators gets his first rank at 4th level and progresses normally from that point (standard Fighters get first rank at 1st level then every 3rd level afterwards). If the Game Master utilizes other rule sets for Weapon Specialization, he or she must decide how to implement on a case by case basis. The Gladiator should not be quite as flexible as a standard Fighter would be with specialization.

Gladiators may use any sort of armor and shield, and when they utilize Light or Medium types of armor (Leather or Chain) they receive a bonus to their AC according to their level (see table). This is based upon their knowledge on using armor efficiently, so this bonus does not apply when they are either unarmored or when heavily armored (Plate Mail), but does apply when they utilize a shield while unarmored. When using additional armor types such as those found in the **optional** Armor and Shields Supplement, the Gladiator character may utilize those armors listed as Light or Medium types, or combinations of Piecemeal Armor that do not add up to the equivalent of Heavy Armor. Of course, a Gladiator may choose to forgo his Armor Bonus and wear heavier sorts of armor.

As masters of hand-to-hand combat, Gladiators get to add their Dexterity Bonus to their "to hit" roll when fighting against human-like opponents, which includes humans, demi-humans, and humanoids of small or medium sizes. This bonus is in addition to any bonus to hit from Strength. The Gladiator loses this benefit if they are heavily armored (plate mail). The bonus against humanoids also applies to various special maneuvers such as tripping, disarming, or wrestling where a "to hit" roll is utilized.

Secondary to their actual skill in combat, the most successful Gladiators (or Duelists) are those that are charismatic and play well to the audience. When the Game Master decides to award prize money, ticket revenue, rewards, or similar compensation, a Gladiator's Charisma score or bonus should be utilized to modify the size of the reward. This could vary with the Game Master's campaign or the specific locale, so no specific guidance is expressly given; only that the Charisma should help to guide the Game Master in his decisions.

Knight (fighter sub-class)

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,250	2d8
3	4,500	3d8
4	9,000	4d8
5	18,000	5d8
6	36,000	6d8
7	72,000	7d8
8	140,000	8d8
9	280,000	9d8
10	420,000	9d8+2
11	560,000	9d8+4
12	700,000	9d8+6
13	840,000	9d8+8
14	980,000	9d8+10
15	1,100,000	9d8+12
16	1,240,000	9d8+14
17	1,380,000	9d8+16
18	1,520,000	9d8+18
19	1,660,000	9d8+20
20	1,800,000	9d8+22

Knights are a subclass of standard Fighters, renowned for bravery, codes of honor, and riding into battle upon great steeds. Often 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, flails, 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. If **optional** Weapon Specialization rules are utilized by the Game Master (such as those found in the Combat Options Supplement), a Knight may specialize in those allowed weapons. However when using those rules, the Knight gets his first rank at 4th level and progresses normally from that point (standard Fighters get first rank at 1st level then every 3rd level afterwards). If the Game Master utilizes other rule sets for Weapon Specialization, he or she must decide how to implement on a case by case basis. The Knight should not be quite as flexible as a standard Fighter would be with specialization. Knights are not skilled in the use of magic, but can utilize magical weapons and armor, and they can be treated as standard Fighters in most situations.

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.

A Knight character should expect some degree of respect from those who would be subject to the influence of the Knight's Order, Liege, or other command structure. In such company a Knight might expect lodging or even military assistance. Even in many foreign lands, a Knight might expect accommodation for his title. Often an enemy nation would give some degree of assistance, so long as the Knight is traveling on official business and is not acting hostile.
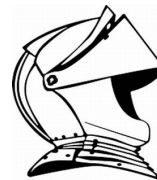
Some non-human races maintain orders of Knights, each with minor variations in both code and ability. Dwarven Knights tend to use hammers and picks, ride war-ponies or even great boars, but are otherwise quite similar to Human Knights. Elven Knights favor very ornate armors, but lighter weaponry such 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/or 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.

Black Knights are an option for Game Masters to use as Non-Player Characters, or as a player option when games are being played with "bad guys" as the main characters.

Black Knights are exactly like their "righteous" counterparts, however they are in service to agents of tyranny and evil, be it a corrupt king, a religious order following a vile deity of evil, or something along those lines. A Black Knight is still an honorable warrior, albeit his code of honor is sometimes a bit twisted or it is only roughly followed in order to serve his own self-interests and to maintain the appearance of honor. Standard Knights begrudgingly acknowledge the status of a Black Knight, but remain wary of their machinations.

Following is a sample code of honor as viewed by a Black Knight. One can see how it follows the standard Knight code, usually differing only in motive.

Black Knight Code: A Black Knight must respect the tenets of his religion and serve his liege lord in valor and faith. He must protect the weak and defenseless under his charge always keeping in mind their value for himself and his liege. Similar treatment is not always due for his enemy's subjects unless it serves his agenda. A Black Knight refrains from the wanton giving of offense, living by honor and for glory, for it serves to enhance his liege and lord's reputation. A Black Knight seeks rewards only to build up his reputation and that of his lord. A Black Knight must obey those placed in authority and guard the honor of fellow knights, lest he suffer the repudiation of those knights or worse from his liege. Black Knights eschew unfairness and deceit, and rather keep faith, speaking truthfully and always keeping their word, at least while it serves his lord and does not endanger his reputation. A Black Knight must never refuse a challenge from an equal, and never turn the back upon a foe, lest he reflect badly upon his lord's honor.

Another Black Knight Code based upon a series of laws from a tyrannical ruler:
Law of Honesty: Thou shalt not lie, or thou shalt lose thy tongue.
Law of Compassion: Thou shalt help those in need, or thou shalt suffer the same need.
Law of Valor: Thou shalt fight to the death, or thou shalt be branded a coward.
Law of Justice: Thou shalt confess thy crimes and suffer just penance, or thou shalt also be put to trial.
Law of Sacrifice: Thou shalt fully tithe, or thou shalt have not income.
Law of Honor: If thou dost lose thine own honor, thou shalt take thine own life.
Law of Spirituality: Thou shalt enforce the laws of virtue, or thou shalt die as a heretic.
Law of Humility: Thou shalt humble thyself to thy superiors, or thou shalt suffer their wrath.
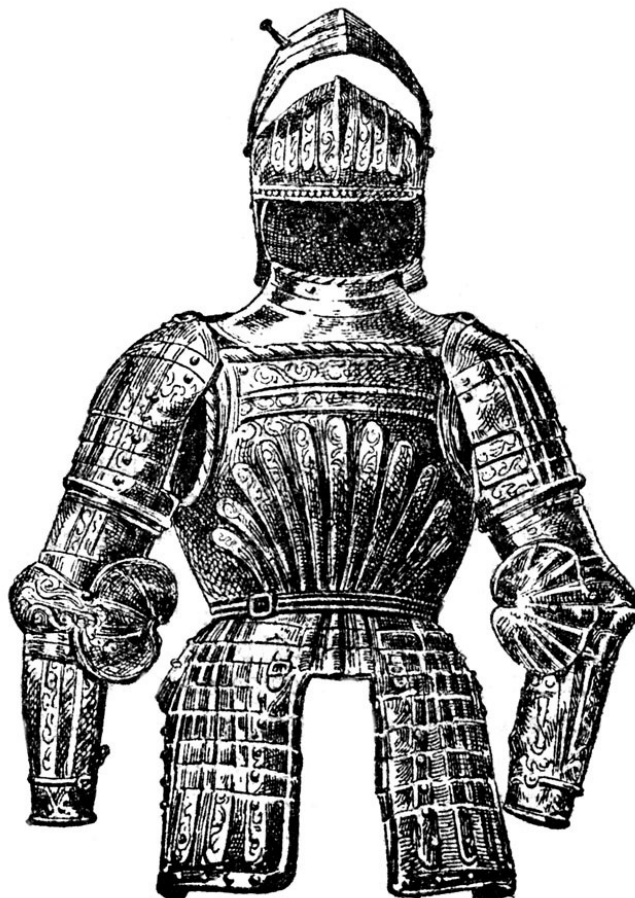
Ranger (fighter sub-class)

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. If **optional** Weapon Specialization rules are utilized by the Game Master (such as those found in the Combat Options Supplement), a Ranger may specialize. However when using those rules, the Ranger gets his first rank at 4th level and progresses normally from that point (standard Fighters get first rank at 1st level then every 3rd level afterwards). If the Game Master utilizes other rule sets for Weapon Specialization, he or she must decide how to implement on a case by case basis. The Ranger should not be quite as flexible as a standard Fighter would be

with specialization. Rangers may use many magical items, including but not limited to magical weapons and armor, much like standard fighters.

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 amongst the enemy). A Ranger adds half his level (rounded down) to damage rolls in combat against his chosen enemy. This enemy should be a specific race or somewhat narrow category of creature such as Giants or Dragons. With the Game Master'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 typically "normal game 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 some 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).

Thug (thief sub-class)

Level	Exp. Points	Climb Walls	Hide	Listen	Hit Dice
1	0	80	10	30	1d6
2	1,500	81	15	34	2d6
3	3,000	82	20	38	3d6
4	6,000	83	25	42	4d6
5	12,000	84	30	46	5d6
6	24,000	85	35	50	6d6
7	48,000	86	40	54	7d6
8	90,000	87	45	58	8d6
9	180,000	88	50	62	9d6
10	270,000	89	53	65	9d6+1
11	360,000	90	56	68	9d6+2
12	450,000	91	59	71	9d6+3
13	540,000	92	62	74	9d6+4
14	630,000	93	65	77	9d6+5
15	720,000	94	68	80	9d6+6
16	810,000	95	69	83	9d6+7
17	900,000	96	70	86	9d6+8
18	990,000	97	71	89	9d6+9
19	1,080,000	98	72	92	9d6+10
20	1,170,000	99	73	95	9d6+11

Thugs are a tougher sort of thief, being the muscle and enforcers of those who engage in larcenous behaviors. Thugs share a similar (if smaller) array of thief abilities. Thugs are an especially appropriate choice for those races or cultures where strength or combat are more typical. Some Game Masters might allow certain races to become Thugs even when traditional Thieves are prohibited.

The Prime Requisites for Thugs are Strength and Dexterity, but are not very stringent. A Thug must have a minimum Dexterity of 7 and a minimum Strength of 11 in order to qualify for the class.

Thugs are generally a bit more durable than typical Thieves, using d6 to determine Hit Points. Thugs use the normal Thief's attack and saving throw tables. They may use any weapon or armor, but they typically utilize non-bulky options in order to reasonably use their other abilities. If **optional** Weapon Specialization rules are utilized by the Game Master (such as those found in the Combat Options Supplement), a Thug may specialize in a similar fashion to fighters. However when using those rules, the Thug gets his first rank at 4th level and progresses slower, getting next rank of specialization at 8th level and every 4th level thereafter (standard Fighters get first rank at 1st level then every 3rd level afterwards). If the Game Master utilizes other rule sets for Weapon

Specialization, he or she must decide how to implement on a case by case basis. The Thug should not be quite as flexible as normal warrior classes would be with specialization. Thugs are generally equivalent to normal Thieves in most circumstances such as allowable magical items.

All Thugs have the Thief Abilities of Climb Walls, Hiding, and Listen. They are bound by all the same rules as standard Thieves while using these abilities. Additionally, a beginning Thug character must choose two other abilities chosen from the typical array of thief abilities (Open Locks, Remove Traps, Pick Pockets, Move Silently). Optionally, some Game Masters might include other thief-like skills in their game drawn from other sources such as a Ranger's Tracking ability, an Assassin's Shadowing ability, or similar offerings. It is definitely not recommended that the Game Master utilize the optional point distribution method for Thief Abilities (p.143 of core rules) in conjunction with Thugs, even with reduced points in their pool, as the variability of the choices of abilities could lead to unforeseen imbalances.

Finally, Thugs, exactly like normal Thieves, can perform a **Sneak Attack** any time they are behind an opponent in melee and it is reasonably likely the opponent doesn't know the Thug is there. The Game Master may require a Move Silently or Hide roll to determine this. The Sneak Attack is made with a +4 attack bonus and does double damage if it is successful. A Thug generally can not perform a Sneak Attack on the same opponent twice in any given combat.

The Sneak Attack can be performed with any melee (but not missile) weapon, or may be performed bare-handed (in which case subduing damage is done; see the **Encounter** section for details). Also, the Sneak Attack can be performed with the "flat of the blade;" the bonuses and penalties cancel out, so the attack has a +0 attack bonus and does normal damage; the damage done in this case is subduing damage.

APPENDIX - Special Combat Rules

Mounted Combat

Mounted combat has no special benefit other than movement is based upon mount instead of rider, and the mount may have its own attacks. The mount must be trained for mounted combat in order to coordinate attacks with rider. Otherwise, rider only gets attacks and those attacks are made at -2 penalty. Intelligent mounts (close or near human intelligence) are automatically considered trained for combat.

When someone is mounted, the rider and his mount roll initiative as one (rider rolls because he is the one guiding the mount's movements). All attacks by rider and mount are effectively simultaneous and generally must all be against the same target (some exotic mounts may defy this rule but it would be rare). When charging, only one of the rider or mount receives the charging bonus, and the other of the pair does not attack that turn.

A mount is generally large enough compared to the rider to allow the rider to "set against charge" when using an appropriate weapon The rider/mount pair must remain stationary. Also size related, nearly all rider/mount combinations are considered large for purposes of fighting against small humanoids like Hobbits (generally granting those races a small defensive bonus).

Unless specific targets are called, all attacks are assumed to be directed against the rider. An attack that misses the rider by 1 or 2 are applied against the mount instead using the same attack roll against the mount's AC. A near miss against the rider often hits the mount instead.

An untrained mount that takes damage must roll morale immediately, and usually attempts to flee the vicinity after a failed check. A rider may regain control 2 rounds after the mount feels that it safe from immediate attacks.

Jousting: Attackers ride applying a Charge against each other. (+2 for double damage), however since all attacks are being done simultaneously the AC penalty does not apply except for any other attacks that may be applied to either side by third parties. When a jouster is hit by the other jouster he must make a save versus Death Ray (however CON does not modify this save) or else be un-horsed and land prone upon the ground. Each 5 points of damage dealt gives a -1 penalty to the save. If save is failed by 4 or more, then the un-horsed individual is also

stunned for 2 rounds (-2 penalty to AC as well as loss of DEX bonus if applicable and -2 penalty to attacks). If save is failed by 8 or more the individual is Knocked Out completely. Jousts may be done using subdual damage instead of lethal damage (which is often the case in tournaments), generally by using blunted lances.

Weapon Specialization (from Combat Options Supplement, slightly modified)

Under this rule, the player of a Fighter may choose a specific weapon in which the character is especially skilled. The character cannot choose a broad class of weapons such as pole-arms or swords; the choice must be specific such as Long Sword or Short Bow. At first level, the player applies one **rank** of specialization to the chosen specific weapon. Every third level after first (that is, 4th, 7th, 10th, etc.) the player receives another rank of specialization. Each new rank may be applied to an existing specialization, or to a new specialization. Other classes may have access to Weapon Specialization as detailed in their class description. Generally they receive their specialization ranks at differing levels than standard fighters (at later levels, at slower pace, and/or both later and slower).

For instance, at first level Darion's player assigns a rank to longsword. Darion gains a bonus of +1 on attack rolls when using a longsword. At 4th level, the player may assign the new rank to longsword, giving a bonus of +1 on attack rolls and +1 on damage; or, the rank may be applied to a new weapon, such as the longbow, in which case both weapons have +1 on attack rolls but no bonus to damage.

Rank	Combat Bonuses (Attack / Damage)	Attacks per Round
1	+1 / +0	1 / 1
2	+1 / +1	1 / 1
3	+2 / +1	3 / 2
4	+2 / +2	3 / 2
5	+3 / +2	2 / 1
6	+3 / +3	2 / 1

Additional attacks always come after all other attacks are resolved; that is, the Fighter attacks once on his or her Initiative number, then again after all "first" attacks are done. If more than one weapon specialist is involved in a battle, count Initiative down twice, once for "first" attacks and again for "second" attacks.

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