Basic Fantasy Questing
A Simple D100 Conversion for the Basic Fantasy RPG

Basic Fantasy Website: basicfantasy.org

INTRODUCTION

In keeping with the classic game that inspired it, character progression in the **Basic Fantasy Role-Playing Game** (BFRPG) is implemented through the accumulation of experience points and levels. Upon attaining sufficient experience points for a new level, a character's hit points increase and their saving throws and attack bonus (AB) may improve (depending on the character's class and the level attained). Furthermore, spell casting classes become able to cast more (powerful) spells, and clerical and thieving abilities are enhanced.

However, certain other role-playing games of the same era as BFRPG's ancestors eschewed experience points and levels in favour of character progression through increases in percentile-based skills. This supplement presents a simple version of a percentile-based progression system for use with BFRPG.

It should be stressed that whilst this supplement removes two of the pillars of the BFRPG system, namely experience points/levels and saving throws, it is not intended to be an entirely new ruleset. It modifies primarily the aspects of the game that are related to *character progression*. All other aspects (i.e. those that are independent of character progression) remain unchanged. Optional rules are also presented for criticals/fumbles, a points-based magic system, and an approach to "classless" characters.

If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

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THE PERCENTILE SKILL MECHANIC

In **Basic Fantasy Questing** (BFQ), the success or otherwise of a character's (or monster's) action is determined by rolling 1d100 and comparing it against their relevant skill expressed as a percentage. If the roll is less than or equal to the character's skill in that discipline (plus or minus any modifiers), the action is deemed to have been performed successfully. This is essentially the same mechanic that is used to resolve thief abilities in standard BFRPG. However, in BFQ the percentile skill mechanic is extended to other areas of the game including "to-hit" rolls, saving throws and spell casting.

A successful skill roll provides an experience check, which can be used to increase the base skill at the end of an adventure (see the section **Improving Skills**). This is how character progression is implemented in BFQ, rather than through the acquisition of experience points and levels.

Using the Percentile Skill Mechanic

1. Select the skill most relevant to the action that the character wishes to perform.

2. Apply any **ability and/or situational modifiers** to the **base skill** to determine the **target percentage** for the action.

3. Roll 1d100.

4. If the roll is less than or equal to the target percentage then the action is successful.

5. If the roll is higher than the target percentage then the action failed.

6. A roll of 01-05 is always successful.

7. A roll of 96-00 is always a failure.

8. A successful roll earns an **experience check** for the skill concerned. This can be used at the end of the adventure to increase the skill. The BFQ character sheet included with this supplement provides a box alongside each skill for recording experience checks.

Experience checks should only be awarded for successful skill rolls in demanding circumstances. For example, a successful "to hit" roll versus a worthy opponent in combat, or a successfully cast Cure Light Wounds spell that heals a dying colleague in mid-battle, should earn experience checks. Conversely, a successful "to-hit" roll against a practice dummy, or a Cure Light Wounds cast upon a stabilised patient in a safe environment should not. Ultimately, the award of experience checks is entirely at the discretion of the GM.

Summary of the Core Mechanic

In the sections that follow, the application of the percentile skill mechanic to various aspects of play is described. However, in all cases, the same **core mechanic** is employed throughout:

$$\text{Target percentage} = \begin{array}{l} \textit{Base skill} \\ + \textit{relevant ability modifier} \\ + \textit{situational modifier(s)} \end{array}$$

- The **base skill** is the unmodified value of a character's particular skill, as written on their character sheet.

- The **ability modifier** relates directly to a character's relevant ability bonus (as described on page 4 of the BFRPG rulebook). Each +/-1 ability bonus/penalty translates to a +/-5% skill roll modifier.

- A **situational modifier** is an adjustment to a skill roll that reflects a particular situation. Examples include modifiers relating to the nature of an opponent's armour when rolling "to hit", the difficulty level of a spell being cast, or the type of undead that a Cleric wishes to turn. Other modifiers arise due to aspects such as attacking from behind, or cover and concealment.

"TO-HIT" PROGRESSION

In standard BFRPG, an attacker rolls 1d20 and adds their attack bonus (as well as any ability bonuses or situational modifiers). If the result is equal to or greater than their opponent's Armour Class (AC), the attack hits. So a first level character with average ability scores and a +1 attack bonus must roll 10 (+1) or more on 1d20 in order to hit an unarmoured (AC 11) opponent.

In BFQ, a character has a percentile **attack skill**. As a starting point, a beginning character's base attack skill is 55%. This means that in order to hit an unarmoured opponent, they must roll 55 or less on 1d100. An opponent's AC modifies an attack skill roll target percentage by 5% for each point of AC above 11 as per the table below. An attack skill roll of 01-05 is always a hit, whilst a 96-00 is always a miss.

Armour Class	Modifier to an Opponent's Attack Skill Roll
11 (No Armour)	-
12	-5%
13 (Leather Armour)	-10%
14	-15%
15 (Chain Mail)	-20%
16	-25%
17 (Plate Mail)	-30%
18	-35%
19	-40%
20	-45%
Etc.	Etc.

A successful hit results in a damage roll as normal. A successful hit also provides an experience check, which can be used to increase a character's base attack skill at the end of an adventure (see the section **Improving Skills**).

Other BFRPG "to hit" modifiers can be translated to BFQ according to +/-1 on 1d20 = +/-5% on 1d100. So a character with a Strength of 18 would receive a +15% bonus to their target percentage for their melee attack rolls (page 4 of the BFRPG rulebook). Similarly, combatants attacking from behind would receive a +10% bonus (page 46 of the BFRPG rulebook).

Base attack skills for monsters are given in the table to the right. They have exactly the same probability of hitting as in the standard BFRPG rules.

Monster Hit Dice	Base Attack Skill
less than 1	50%
1	55%
2	60%
3	65%
4	70%
5	75%
6	80%
7	85%
8-9	90%
10-11	95%
12-13	100%
14-15	105%
16-19	110%
20-23	115%
24-27	120%
28-31	125%
32 or more	130%

EXAMPLE – ROLLING "TO HIT"

Deep within Redmarsh Dungeon, Tannen, a Human Fighter with a Strength of 16, inadvertently disturbs a nest belonging to a hostile stirge. He prepares for battle. Tannen's base attack skill is 62%. This is modified by his +2 Strength ability bonus (+10%) and the stirge's Armour Class of 13 (-10%) to arrive at an overall target attack skill percentage of 62%. Tannen's player rolls 34% and the Fighter's longsword finds its mark.

SAVING THROWS

Player Characters

Standard BFRPG inherits the classic saving throws of its forebears – Death Ray or Poison, Magic Wands, Paralysis or Petrify, Dragon Breath and Spells. For a given character, the target values for these saves vary depending upon the character's race, class and level. Saves are resolved using a roll of 1d20. If the roll is equal to or higher than the character's target in the relevant category, then the save is successful and the effects of the incident (the poison, the spell, the trap, etc.) are mitigated.

However, whilst iconic, these classic saving throws are not always particularly intuitive in their application. Therefore, in BFQ saving throws are replaced by a set of skills that are more directly related to a character's abilities – Strength, Intelligence, Wisdom, etc. These six **ability skills** are described in the table below. It can be seen that a new character's starting base ability skill percentages will be equal to twice their relevant ability scores.

When making an ability skill roll, a character's base skill is modified by their relevant ability bonus, with each +/- 1 ability bonus translating to a +/-5% adjustment to the target percentage. Racial modifiers also apply as follows:

- Dwarves add 20% to the target percentage for all Toughness ability skill rolls. They also add 20% to the target percentage for any ability skill rolls related to resisting the effects of magic.

- Elves add 10% to any ability skill rolls related to resisting the effects of magic.

- Halflings add 20% to the target percentage for all Agility ability skill rolls. They also add 20% to the target percentage for any ability skill rolls relating to resisting the effects of magic.

Humans don't get any ability skill modifiers, although they do get a bonus to experiencer rolls when improving skills (see the section **Improving Skills**).

The GM may also apply further modifications to the target percentage depending upon the relative difficulty of the task concerned. A successful ability skill roll results in an experience check and a subsequent end-of-adventure improvement. No ability skill may be raised to a value higher than five times the character's relevant ability score.

In terms of their scope, ability skills are not dissimilar to the **Ability Rolls** optional rule of standard BFRPG (page 141 of the rulebook). Indeed, they may be used as the basis of a simple skill system for resolving a wide range of actions – some examples are shown in the ability skill table below. If the GM deems an action to be particularly difficult, they may decide to halve the target percentage. Similarly, if an action is particularly easy, the target percentage may be doubled. The GM always has the final ruling in such matters.

Ability Skill	Initial Base Skill	Example Application
Force	(Strength x 2)%	Holding-back a crushing trap. Lifting, pushing or pulling a heavy object. Arm wrestling.
Reasoning	(Intelligence x 2)%	Resisting the effect of an illusion. Working out the solution to a problem. Memorising and/or recalling something.
Perception	(Wisdom x 2)%	Resisting spells that affect will. Gauging the intent of someone Spotting fine detail.
Agility	(Dexterity x 2)%	Dodging a trap. Climbing or balancing. Jumping a gap.
Toughness	(Constitution x 2)%	Resisting the effect of a poison. Extended exercise. Holding breath under water.
Influence	(Charisma x 2)%	Haggling over the price of goods. Persuading someone to do something. Extracting information from someone.

Monsters and Non-Player Characters

Ability skills for monsters and non-player characters (NPCs) are given in the table below. For simplicity, no distinction is made between the various different ability skills; ordinary monsters and NPCs just have a general ability skill that is applied universally. For signature monsters and NPCs, the GM may want to define a full set of ability skills (e.g. to ensure that a knowledgeable wizard has a suitably high Reasoning skill, or that a notorious barbarian warlord has high Force and Toughness skills).

Monster / NPC Hit Dice	Ability Skill
0-1	25%
2-3	30%
4-5	35%
6-7	40%
8-9	45%
10-11	50%
12-13	55%
14-15	60%
16-17	65%
18-19	70%
20 or more	75%

Spell Level	Difficulty Modifier to Casting Skill Roll
1	-10%
2	-20%
3	-30%
4	-40%
5	-50%
6	-60%

If an attempt to cast a spell is unsuccessful, the spell is not lost and the caster may try again in a later round.

As always with BFQ, a successful casting results in an experience check and the opportunity to increase the base casting skill at the end of the adventure.

The number of spells of each level that a Magic-User or Cleric may cast successfully per day is detailed in the **Hit Point Progression** section of this supplement (pages 7 – 8). This aspect remains exactly the same as in standard BFRPG.

An alternative system for spell caster progression, based on the use of expendable magic points, is presented in the **Optional Rules** section of this supplement.

EXAMPLE – SAVING THROWS / ABILITY SKILLS

Advancing down a dimly-lit corridor in Redmarsh Dungeon, Tannen suddenly feels the floor give way beneath his feet – a pit trap! The GM rules that Tannen may make an Agility skill roll to avoid falling into the trap. Unfortunately, Tannen is not the most nimble of characters – his base Agility skill is only 20% and his Dexterity of 10 provides no ability bonus. Tannen's player rolls 88% and the Fighter plunges into the darkness below …

SPELL CASTING PROGRESSION

In BFQ a **casting skill** is introduced for both Clerics and Magic-Users. This determines whether a spell has been cast successfully or not. So, unlike standard BFPRG, spell casting is not automatic; there is a chance of spell failure. Starting Clerics and Magic-Users have a base casting skill of 55%.

When attempting to cast a spell, the base casting skill is modified by a character's relevant ability bonus (Wisdom for Clerics, Intelligence for Magic-Users), with each +1 ability bonus translating to a +5% bonus to the target percentage. However, for each level of the spell being cast, a penalty of 10% is applied to the target percentage.

EXAMPLE – SPELL CASTING

Mandross, a Human Magic-User with an Intelligence of 14, stands guard whilst the rest of Tannen's colleagues attempt to retrieve the Fighter from the pit trap. Mandross's vigilance pays off when a pack of six wolves rounds the corner of the corridor ahead of him. With his colleagues pre-occupied, Mandross attempts to cast a Sleep spell to subdue the wolves. His base casting skill is 58%. This is modified by his +1 Intelligence ability bonus (+5%) and the difficulty of the spell (first level, so -10%) to arrive at the overall target casting skill percentage of 53%. Mandross's player rolls 11% and the spell is cast successfully

As per the description of the Sleep spell, the wolves will each get a save (i.e. an ability skill roll) to resist the effects of the spell; as 2 hit dice monsters the target percentage for their save will be 30%.

CLERICS VS. UNDEAD PROGRESSION

Clerics start with a base **turn undead skill** of 55%. The target percentage is then modified depending upon the type of undead as follows:

Type of Undead	Modifier to "Turn Undead" Skill Roll
Skeleton	-5%
Zombie	-10%
Ghoul	-15%
Wight	-20%
Wraith	-25%
Mummy	-30%
Spectre	-35%
Vampire	-40%

In contrast to standard BFRPG, clerics in BFQ start with the ability to turn all types of undead. However, this is offset by the fact that the subsequent progression on their turning ability will be slower, with an ever-present chance of failure.

A successful turn undead skill roll earns an experience check that can be traded for an increase in the base skill at the end of the adventure.

If the optional **Criticals and Fumbles** rule is being used (page 8), then a critical turn undead skill roll results in the undead being Damaged rather than Turned (as described on pages 50-51 of the BFRPG rulebook).

Although a deviation from the standard BFRPG rules, it is suggested that GMs should permit Clerics to apply their Wisdom ability bonus to turn undead skill rolls. This then provides consistency with the BFQ core mechanic.
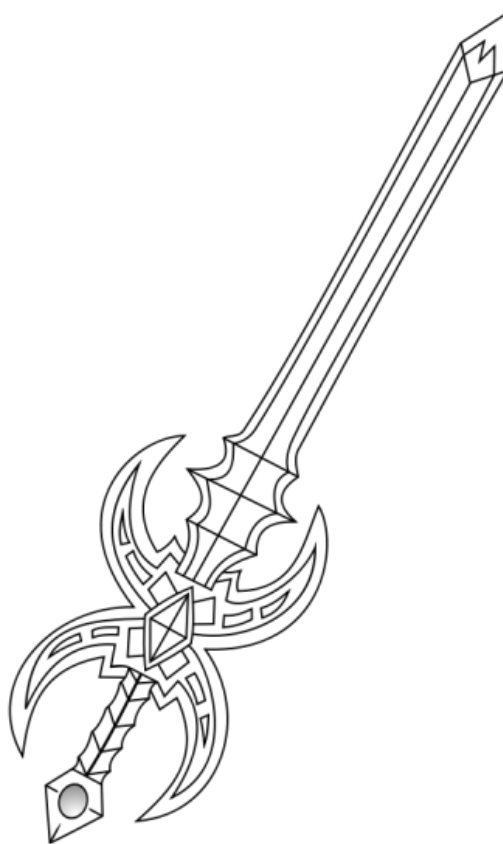

EXAMPLE – TURNING UNDEAD

Continuing their exploration of Redmarsh Dungeon, Tannen and his friends open a sarcophagus and a skeleton springs forth. Doughbert, a Halfling Cleric/Thief with a Wisdom of 12, is the first to react and he attempts to turn it. Doughbert's turn undead skill is 61%. He has no wisdom ability bonus and the turn undead modifier for a skeleton is -5%. Therefore the overall target percentage for Doughbert to successfully turn the skeleton is 56%. Doughbert's player rolls 72% and the attempt fails. Tannen draws his longsword …

THIEF ABILITY PROGRESSION

Thief ability progression is straightforward. A Thief in BFQ starts with the same set of skills as a Thief in standard BFRPG (open locks, remove traps, pick pockets, etc.). The BFQ starting level for each of these thief abilities is 55%. For many of the thief abilities, this is somewhat higher than the starting levels in standard BFRPG, but these higher percentiles are necessary to facilitate hit point progression (see the section **Hit Point Progression**). If the GM is uncomfortable with these unconventional starting percentages for thief abilities then they can always apply appropriate situational modifiers to bring the target percentage into line with standard BFRPG. Successful use of a thieving skill earns an ability check and an end-of-adventure increase.

Again, for consistency with the wider BFQ core mechanic, it is suggested that GMs should allow Thieves to apply their Dexterity ability bonus to thief skill rolls.

SUMMARY OF SKILL ROLL TARGET PERCENTAGES

Skill Roll	Base Skill	+	Target Percentage (page 2) Relevant Ability Modifier[1]	+	Situational Modifier(s)
Attack					
Melee Attack	Base Attack Skill	+	Strength Ability Bonus	+	Opponent's AC Modifier (page 3)[2,3]
Missile Attack	Base Attack Skill	+	Dexterity Ability Bonus	+	Opponent's AC Modifier (page 3)[2,4]
Ability					
Force	Base Force Ability Skill	+	Strength Ability Bonus	+	Racial Modifier (page 4)[2]
Reasoning	Base Reasoning Ability Skill	+	Intelligence Ability Bonus	+	Racial Modifier (page 4)[2]
Perception	Base Perception Ability Skill	+	Wisdom Ability Bonus	+	Racial Modifier (page 4)[2]
Agility	Base Agility Ability Skill	+	Dexterity Ability Bonus	+	Racial Modifier (page 4)[2]
Toughness	Base Toughness Ability Skill	+	Constitution Ability Bonus	+	Racial Modifier (page 4)[2]
Influence	Base Influence Ability Skill	+	Charisma Ability Bonus	+	Racial Modifier (page 4)[2]
Casting					
Cleric	Base Casting Skill	+	Wisdom Ability Bonus	+	Spell Difficulty Modifier (page 5)[2]
Magic-User	Base Casting Skill	+	Intelligence Ability Bonus	+	Spell Difficulty Modifier (page 5)[2]
Turn Undead	Base Turn Undead Skill	+	Wisdom Ability Bonus	+	Type of Undead Modifier (page 6)[2]
Thief					
Open Locks	Base Open Locks Skill	+	Dexterity Ability Bonus	+	[2]
Remove Traps	Base Remove Traps Skill	+	Dexterity Ability Bonus	+	[2]
Pick Pockets	Base Pick Pockets Skill	+	Dexterity Ability Bonus	+	[2]
Move Silently	Base Move Silently Skill	+	Dexterity Ability Bonus	+	[2]
Climb Walls	Base Climb Walls Skill	+	Dexterity Ability Bonus	+	[2]
Hide	Base Hide Skill	+	Dexterity Ability Bonus	+	[2]
Listen	Base Listen Skill	+	Dexterity Ability Bonus	+	[2]

[1]*Where each +/-1 ability bonus/penalty translates to a +/-5% skill roll modifier.*

[2]*Plus any other relevant situational modifiers that the GM should choose to apply.*

[3]*Other melee attack situational modifiers will include those relating to magical weapons, spells (e.g. Shield), charging, parting shots, attacking from behind, cover/concealment and blindness. These are all applied exactly as described in the BFRPG rulebook with each +/-1 BFRPG modifier applied as a +/-5% BFQ modifier.*

[4]*Other missile attack situational modifiers will include magical weapons, spells (e.g. Shield), short/long range, attacking from behind, cover/concealment, blindness and the Halfling racial bonus. These are all applied exactly as described in the BFRPG rulebook with each +/-1 BFRPG modifier applied as a +/-5% BFQ modifier.*

IMPROVING SKILLS

At the end of an adventure, or at any other time at a GM's discretion, characters have the opportunity to increase the base level of any skills for which they have an experience check. The procedure is as follows:

1. For each skill for which a character has an experience check, the player rolls 1d100.

2. If the roll is higher than the current base skill, then the character gains 1d3+1 percentage points in that skill. This is also the case for any roll of 96-00.

3. If the roll is equal to or lower than the current base skill, the character gains 1 percentage point in that skill.

4. The experience check is cleared ready for the next adventure.

Human characters may deduct 10 percentage points from the target percentage when performing skill improvement rolls.

It should be noted that a character may only receive one experience check per skill per adventure, no matter how many times it is successfully used.

EXAMPLE – IMPROVING SKILLS.

After escaping Redmarsh Dungeon and returning to the relative safety of the city of Westport, Tannen's player checks to see if the Fighter's attack skill has increased. Tannen's current attack skill is 62%. As a Human, Tannen may deduct 10% from the target percentage for the skill improvement roll, so Tannen's player needs to roll over 52% for an improvement in his attack skill of 1d3+1 percentage points. If the improvement roll is less than or equal to 62%, Tannen will gain just one percentage point.
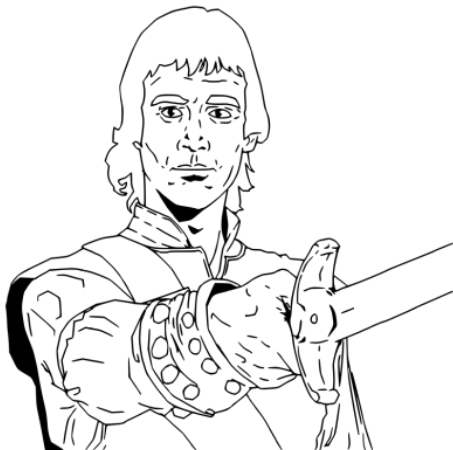
HIT POINT PROGRESSION

Fighter

Fighter hit points progress alongside increases in their base attack skill. The progression is detailed in the table below. The table maintains broadly the same correlation between "to-hit" capability and hit dice as in the standard BFRPG rulebook.

Base Attack Skill	Hit Dice
55%	1d8
58%	2d8
62%	3d8
65%	4d8
68%	5d8
72%	6d8
75%	7d8
77%	8d8
79%	9d8
81%	9d8+2
83%	9d8+4
85%	9d8+6
87%	9d8+8
89%	9d8+10
91%	9d8+12
93%	9d8+14
95%	9d8+16
97%	9d8+18
98%	9d8+20
100%	9d8+22

EXAMPLE – HIT POINT PROGRESSION

Tannen's player rolls 77% for Tannen's attack skill improvement roll, succeeding. They then roll 1d3+1 to determine the percentage point increase and get a 3. So Tannen's attack skill rises from 65% to 68% and the Fighter gains an additional hit die.

Magic-User

Magic-User hit dice progress at exactly the same rate as Fighter hit dice, except the progression is dictated by their base casting skill. The number of spells of each level that a Magic-User may cast per day also increases with their base casting skill.

Base Casting Skill	Hit Dice	Spells					
		1	2	3	4	5	6
55%	1d4	1	-	-	-	-	-
58%	2d4	2	-	-	-	-	-
62%	3d4	2	1	-	-	-	-
65%	4d4	2	2	-	-	-	-
68%	5d4	2	2	1	-	-	-
72%	6d4	3	2	2	-	-	-
75%	7d4	3	2	2	1	-	-
77%	8d4	3	3	2	2	-	-
79%	9d4	3	3	2	2	1	-
81%	9d4+1	4	3	3	2	2	-
83%	9d4+2	4	4	3	2	2	1
85%	9d4+3	4	4	3	3	2	2
87%	9d4+4	4	4	4	3	2	2
89%	9d4+5	4	4	4	3	3	2
91%	9d4+6	5	4	4	3	3	2
93%	9d4+7	5	5	4	3	3	2
95%	9d4+8	5	5	4	4	3	3
97%	9d4+9	6	5	4	4	3	3
98%	9d4+10	6	5	5	4	3	3
100%	9d4+11	6	5	5	4	4	3

Thief

The hit points of a Thief increase according to their highest base thieving skill.

| Highest Base Thieving Skill	Hit Dice
55%	1d4
58%	2d4
62%	3d4
65%	4d4
68%	5d4
72%	6d4
75%	7d4
77%	8d4
79%	9d4
81%	9d4+2
83%	9d4+4
85%	9d4+6
87%	9d4+8
89%	9d4+10
91%	9d4+12
93%	9d4+14
95%	9d4+16
97%	9d4+18
98%	9d4+20
100%	9d4+22

Cleric

Cleric hit dice and spells increase with the highest value of their base attack skill, their base casting skill, and their base "turn undead" skill.

Base Skill*	Hit Dice	Spells					
		1	2	3	4	5	6
55%	1d6	-	-	-	-	-	-
58%	2d6	1	-	-	-	-	-
62%	3d6	2	-	-	-	-	-
65%	4d6	2	1	-	-	-	-
68%	5d6	2	2	-	-	-	-
72%	6d6	2	2	1	-	-	-
75%	7d6	3	2	2	-	-	-
77%	8d6	3	2	2	1	-	-
79%	9d6	3	3	2	2	-	-
81%	9d6+1	3	3	2	2	1	-
83%	9d6+2	4	3	3	2	2	-
85%	9d6+3	4	4	3	2	2	1
87%	9d6+4	4	4	3	3	2	1
89%	9d6+5	4	4	4	3	2	1
91%	9d6+6	4	4	4	3	3	1
93%	9d6+7	5	4	4	3	3	1
95%	9d6+8	5	5	4	3	3	1
97%	9d6+8	5	5	4	4	3	3
98%	9d6+10	6	5	4	4	3	3
100%	9d6+11	6	5	5	4	3	3

*Base attack skill or base casting skill or base turn undead skill (whichever is highest).

Combination Classes

Combination classes must satisfy the progression requirements of both their classes. For example, a starter Fighter / Magic User with 1 hit die must achieve 58% in both their base attack skill and base casting skill in order to gain an additional hit die.
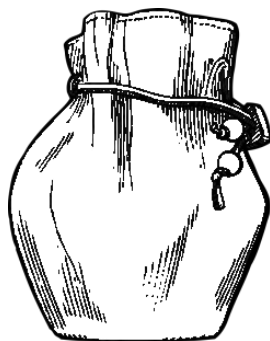
OPTIONAL RULES

In this section a series of optional rules are presented. They operate independently of one another and can be mixed and matched as required.

In general, games that use none of these optional rules will play closer to the regular Basic Fantasy RPG experience. Those that use all of the optional rules will have a stronger flavour of the classic fantasy d100 game.

Criticals and Fumbles

If a character's skill roll is less than or equal to $1/20^{th}$ or 5% (rounded to the nearest whole number) of their base skill, then a **critical** is scored. A critical means that a character performs the skill exceptionally well. In the case of "to-hit" rolls, a character automatically deals maximum damage for the weapon concerned. For critical casting rolls, the spells effect is maximised (e.g. maximum hit points healed, maximum damage inflicted, etc.). A critical turning roll damages the undead monsters. For other skills, the GM should decide upon a suitable fortuitous outcome relevant to the skill concerned – a character might perform the skill especially quickly, especially quietly, or with unexpectedly good results.

For example, a fighter with an unmodified longsword skill of 68% would score a critical with a 1d100 "to-hit" roll of 01-03. In the case of a critical, the longsword would do a maximum 8 points of damage (+ any strength bonus the character might have).

EXAMPLE – CRITICALS

Tannen, whose attack skill is now 68%, will score a critical with a 1d100 "to-hit" roll of 01-03 (1/20th of 68% being 3.4%). In the case of a critical, his longsword will do a maximum 10 points of damage (8 points for the sword, 2 points for his Strength ability bonus).

Conversely a skill roll of 99-00 is deemed a **fumble**. At the GM's discretion, a fumble results in some additional penalty. An attacker might drop their sword, snap their bow string, or accidentally strike themselves or a colleague instead of the adversary targeted. A fumbled spell is lost as if cast. In general, a GM should decide upon the consequence of a fumble based upon the particular situation.

Opposed Skill Rolls

Situations will arise when two adversaries are pitting their respective skills against one another. For example, a guard may have a chance of spotting (perception ability skill) a sneaking thief (hide or move silently skill). Or two arm wrestlers would compete with their respective force ability skills. In such instances **opposed skill rolls** may be used.

To perform an opposed skill roll, both parties roll against their relevant skill. Whoever gets the best result wins. If the **Criticals and Fumbles** optional rule is being used then a critical success beats a normal success, a normal success beats a fail, and a fail beats a fumble. In the case of a tie (e.g. two normal successes, or two criticals), the highest roll wins (favouring the character with the higher skill).

EXAMPLE – OPPOSED SKILL ROLLS

On a special mission in Westport for his temple, Doughbert is attempting to break into a rival cult's headquarters. Suddenly he hears a guard approaching and decides to slip back into the shadows and attempt to hide. Will the guard spot him?

As a Halfling, Doughbert's chance of hiding is 70%. The perception skill of the approaching guard is 25%. The GM calls for opposed skill rolls …

Doughbert rolls 44%, the guard rolls 09%. Both achieve normal successes, but because Doughbert's roll was higher the guard fails to notice him.

If the guard had achieved a critical success (i.e. in this case rolled 01%), then that would have beaten Doughbert's normal success and the alarm would have been raised.

Specific Weapon Skills

In the earlier section on **"To-Hit" Progression** it was stated that each character has a single **attack skill**. This attack skill covers all types of weapon, so that a given character's base attack skill will be the same regardless of whether they are swinging a sword, stabbing with a dagger or firing a crossbow.

Under this optional rule, different weapons or types of weapons can be treated as having separate attack skills. The level of distinction between weapons is at the discretion of the GM, but some suggestions are as follows.

- At the simplest level, there might be a separate **melee weapon skill** and a **missile weapon skill**.

- At the next level of detail, skills might be grouped according to families of weapons, e.g. axes, bows, daggers, swords, etc. In other words, the weapon *categories* listed on page 11 of the BFRPG rulebook.

- At the most refined level. each individual weapon listed on page 11 of the BFRPG rulebook could be treated separately in this respect, i.e. hand axe, battle axe, great axe, shortbow, etc. (with perhaps "dagger" and "silver dagger" being an obvious exception for which a common "dagger" skill can be used for both).

For the latter two options, where a given weapon can be used in either melee or as a missile (e.g. dagger, hand axe), these should also be treated separately.

The starting percentage for all weapon skills is 55%, with subsequent increases realised through experience checks.

Points-Based Magic System

As an alternative to the standard method of spell progression (i.e. a fixed number of spells per day depending on the hit dice / level of the caster), GMs may choose to use of a points-based magic system. Under this system, Magic-Users and Clerics are allocated a pool of **magic points** (MPs). These increase with their base casting skill in a similar way to hit points as in the table opposite. Magic-Users roll a d4 for MPs (modified by their Intelligence ability bonus). Clerics roll a d3 for MPs (modified by their Wisdom ability bonus).

A successfully cast spell cost the spell's level in MPs. So a successfully cast 1st level spell costs 1 MP, a successfully cast 2nd level spell costs 2 MPs, etc. An unsuccessfully cast spell costs half the spell's level in MPs (rounded up). So an unsuccessful 1st or 2nd level spell costs 1 MP, an unsuccessful 3rd or 4th level spell costs 2 MPs, etc.

If the optional critical and fumble rules are being used, then a criticalled spell costs half the spell's level in MPs (rounded up), whilst a fumbled spell cost the spell's full level (rather than half).

When a caster's pool of MPs is depleted, they can cast no more spells that day. Six hours of complete rest fully restores a caster's pool of MPs.

Base Casting Skill	Magic-User Magic Points	Cleric Magic Points
55%	1d4	1d3
58%	2d4	2d3
62%	3d4	3d3
65%	4d4	4d3
68%	5d4	5d3
72%	6d4	6d3
75%	7d4	7d3
77%	8d4	8d3
79%	9d4	9d3
81%	10d4	10d3
83%	11d4	11d3
85%	12d4	12d3
87%	13d4	13d3
89%	14d4	14d3
91%	15d4	15d3
93%	16d4	16d3
95%	17d4	17d3
97%	18d4	18d3
98%	19d4	19d3
100%	20d4	20d3

There are a couple of obvious implications of the points-based magic system in comparison to standard BFRPG:

- It greatly increases the casting opportunities of low level characters, albeit with a significant possibility of a given spell failing.

- It allows characters to attempt to cast spells of a level that would be beyond their normal capability under standard BFRPG (provided of course, in the case of magic-users, that they know the spell). However, the chance of failure increases with spell level, so the caster must weigh-up the risks accordingly.

Classless Characters

Aside from the percentile-based skill system, the other feature of the classic d100 fantasy game that distinguished it from its d20 peers was its absence of any character classes. Characters were defined by their skill profiles rather than pigeon-holed into a class system. All characters could fight, cast spells, pick locks, etc. It's just that each had their own relative strengths and weaknesses.

Similarly, under this optional rule, the concept of a character's class is removed from play. Instead, all skills, including the casting skill, the thief skills and the turn undead skill, are available to all characters. Character

creation is then based upon deciding where a given character's relative strengths and weaknesses lie.

It should be noted that the use of the classless characters optional rule will normally result in a game that departs more significantly from standard BFRPG, most notably with respect to the potential for starting characters with polarised skill sets and significantly higher hit points (and magic points).

New classless characters start with their skills at the following base levels:

Skill	Classless Character Starting Base Percentage
Attack	(Strength + Dexterity)%
Melee Attack[1]	(Strength x 2)%
Missile Attack[1]	(Dexterity x 2)%
Ability	
Force	(Strength x 2)%
Reasoning	(Intelligence x 2)%
Intuition	(Wisdom x 2)%
Agility	(Dexterity x 2)%
Toughness	(Constitution x 2)%
Influence	(Charisma x 2)%
Casting	
Arcane Casting[2]	(Intelligence x 2)%
Divine Casting[3]	(Wisdom x 2)%
Turn Undead	(Wisdom x 2)%
Thief	
Mechanisms[4]	(Intelligence + Dexterity)%
Pick Pockets	(Dexterity + Charisma)%
Stealth[5]	(Wisdom + Dexterity)%.
Climb Walls	(Strength + Dexterity)%
Listen[6]	17%

[1]If the optional **Specific Weapon Skills** rules are being used, then the starting base skill for melee weapons should be (Strength x 2)% and that for missile weapons should be (Dexterity x 2)%.

[2]Classless character skill for casting Magic-User spells.

[3]Classless character sill for casting Cleric spells.

[4]For classless characters, "Open Locks" and "Remove Traps" are combined as a single "Mechanisms" skill.

[5]For classless characters, "Move Silently" and "Hide", are combined as a single "Stealth" skill

[6]i.e. the standard 1 in 6 chance of standard BFRPG.

New characters may then distribute a further 50 percentage points amongst their skills as they see fit. One base skill must be at least 55%, and no base skill may be raised above 70%.

With respect to hit points, all classless characters use a d6 hit die. The number of hit dice is dictated by their highest base skill according to the table below. Clearly, the use of this optional rule permits starting characters with more than one hit die

Classless Character Highest Base Skill	Hit Dice
55%	1d6
58%	2d6
62%	3d6
65%	4d6
68%	5d6
72%	6d6
75%	7d6
77%	8d6
79%	9d6
81%	9d6+2
83%	9d6+4
85%	9d6+6
87%	9d6+8
89%	9d6+10
91%	9d6+12
93%	9d6+14
95%	9d6+16
97%	9d6+18
98%	9d6+20
100%	9d6+22

It is suggested that the **Points-Based Magic System** optional rule should be used in conjunction with classless characters as follows.

- Classless characters have two casting skills – **arcane casting** for Magic-User spells and **divine casting** for Cleric spells.

- A given character's magic points (and all classless characters will have some magic points) are determined by their highest base casting skill as per the table opposite. Each magic die is modified by:
  - the character's Intelligence ability bonus if their highest casting skill is "arcane", or
  - the character's Wisdom ability bonus if their highest casting skill is "divine".

Highest Base Casting Skill	Classless Character Magic Points
≤ 55%	1d3
58%	2d3
62%	3d3
65%	4d3
68%	5d3
72%	6d3
75%	7d3
77%	8d3
79%	9d3
81%	10d3
83%	11d3
85%	12d3
87%	13d3
91%	15d3
93%	16d3
95%	17d3
97%	18d3
98%	19d3
100%	20d3

- New characters start knowing one level's worth of spells per magic die. So, for example, if a starting character had a highest base casting skill of 62%, they would roll 3d3 for magic points and would know 3 levels worth of spells (i.e. three 1st level spells, or one 1st level spell and one 2nd level spell, or one 3rd level spell). They may also pick an additional level's worth of starting spells for each point of Intelligence _or_ Wisdom ability bonus, depending on whether their highest base casting skill is arcane or divine.

- Magic-User spells and Cleric spells may be freely mixed and matched. A character does not have to stick to one family of spells.

- A character's Intelligence ability modifier is used when casting arcane (Magic-User) spells, and their Wisdom ability modifier when casting divine (Cleric) spells.

- Characters cast spells at the caster level equivalent to their magic die. So, for example, a character with a base arcane casting skill of 75% would have 7 magic dice (as per the table below). They would therefore cast spells as a 7th level Magic-User. So in the case of Magic Missile, they would produce three missiles with each casting. Or, in the case of Cure Serious Wounds and a divine casting skill of 75%, they would heal 2d6+7 points of damage.

- There are no armour or weapon restrictions associated with spell casting when using classless characters.

GLOSSARY

Ability Modifier
A skill roll modifier based on a character's relevant ability bonus. Each +/-1 ability bonus translates to a +/-5% skill roll modifier.

Ability Skill
One of six skills (Force, Reasoning, Perception, Agility, Toughness and Influence) derived from a character's ability scores (Strength, Intelligence, Wisdom, etc.). They are used in BFQ in place of saving throws. They can also be used for resolving a wide range of actions.

Attack Skill
The measure of a character's combat prowess.

Base Skill
The value of a given skill before the application of any ability or situational modifiers.

Casting Skill
The measure of a character's spell casting capabilities.

Critical
A skill roll that is less than or equal to $1/20^{th}$ (rounded to the nearest whole number) of the associated base skill. It means that the skill has been performed exceptionally well, usually with additional benefits.

Core Mechanic
Target percentage = base skill + relevant ability modifier + situational modifier(s).

Experience Check
A successfully-used skill in a demanding circumstance earns an experience check. Post adventure, each skill with an experience check will increase.

Fumble
A skill roll of 99-00. It means that the attempt at the skill has gone badly wrong, usually with negative consequences.

Magic Points
Under the optional points-based magic system, magic points determine the spell casting capacity of Magic-Users and Clerics. They are acquired in a similar way to hit points.

Opposed skill rolls
A special kind of skill resolution that occurs when adversaries pit relevant skills against each other, e.g. perception vs. hide.

Situational Modifier
A skill roll modifier due to a particular situation, e.g. attacking from behind or cover/concealment.

Target Percentage
The net total of a character's base skill and any applicable modifiers. For a skill to be performed successfully a 1d100 roll must be less than or equal to the target percentage.

Turn Undead Skill
The measure of a character's proficiency at turning undead.

ACKNOWLEDGEMENTS

Basic Fantasy Questing

CHARACTER SHEET

NAME _____

RACE _____

CLASS _____

HEIGHT _____

WEIGHT _____

ABILITY	SCORE	BONUS
STRENGTH	_____	_____
INTELLIGENCE	_____	_____
WISDOM	_____	_____
DEXTERITY	_____	_____
CONSTITUTION	_____	_____
CHARISMA	_____	_____

ARMOUR CLASS (AC)
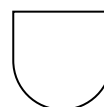
HIT POINTS (HP)

MAGIC POINTS (MP)

NEXT HIT DIE WHEN ATTACK / CASTING / THIEF / TURN UNDEAD SKILL* = _____ %
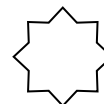
*DELETE AS APPROPRIATE

BASE SKILLS

ABILITY SKILLS	%	☑	THIEF SKILLS	%	☑	OTHER SKILLS	%	☑
FORCE	____	☐	OPEN LOCKS	____	☐	CASTING	____	☐
REASONING	____	☐	REMOVE TRAPS	____	☐	*- ARCANE*	____	☐
PERCEPTION	____	☐	PICK POCKETS	____	☐	*- DIVINE*	____	☐
AGILITY	____	☐	MOVE SILENTLY	____	☐	TURN UNDEAD	____	☐
TOUGHNESS	____	☐	HIDE	____	☐	_____	____	☐
INFLUENCE	____	☐	CLIMB WALLS	____	☐	_____	____	☐
			LISTEN	____	☐	_____	____	☐

ATTACK SKILLS	BASE (%)	☑	ABILITY MODIFIER (%)	DAMAGE	RANGE (S/M/L)
_____	_____	☐	_____	_____	_____
_____	_____	☐	_____	_____	_____
_____	_____	☐	_____	_____	_____
_____	_____	☐	_____	_____	_____

Inventory

Armour	Cost	Weight

Weapons	Cost	Weight

Equipment	Cost	Weight

Money	Amount	Weight
Platinum Pieces		
Gold Pieces		
Electrum Pieces		
Silver Pieces		
Copper Pieces		
Total Weight:		

Languages

_____

_____

_____

_____

_____

Special Abilities

_____

_____

_____

_____

Spells

Spells	C/MU*	Level

* Cleric / Magic-User

Carrying & Movement

Loading Level	☒	Carrying Capacity	Movement
Light	☐		
Heavy	☐		

Basic Fantasy Questing

Name — Aldir

Race — Human

Class — Cleric

Height — 5' 9"

Weight — 154 lbs

Ability	Score	Bonus
Strength	10	0
Intelligence	13	+1 (+5%)
Wisdom	14	+1 (+5%)
Dexterity	7	-1 (-5%)
Constitution	13	+1 (+5%)
Charisma	12	0

Armour Class (AC) — 14 (-15%)

Hit Points (HP) — 6

Magic Points (MP) — 4

Next Hit Die when Attack / Casting / ~~Thief~~ / Turn Undead Skill* = 58%

*Delete as Appropriate

Skills

Ability Skills	%	☑
Force	20	☐
Reasoning	26	☐
Perception	28	☐
Agility	14	☐
Toughness	26	☐
Influence	24	☐

Thief Skills	%	☑
Open Locks		☐
Remove traps		☐
Pick Pockets		☐
Move Silently		☐
Hide		☐
Climb Walls		☐
Listen		☐

Other Skills	%	☑
Casting	55	☐
- *Arcane*		☐
- *Divine*		☐
Turn Undead	55	☐
		☐
		☐
		☐

Attack Skills	Base (%)	☑	Ability Modifier (%)	Damage	Range (S/M/L)
Melee Attack	55	☐	0	1d6 (Warhammer)	-
Missile Attack	55	☐	-5%	1d4 (Sling)	30' / 60' / 90'
		☐			
		☐			

COLLATED TABLES

Armour Class "To-Hit" Modifiers

Armour Class	Modifier to an Opponent's "To-Hit" Roll
11 (No Armour)	-
12	-5%
13 (Leather Armour)	-10%
14	-15%
15 (Chain Mail)	-20%
16	-25%
17 (Plate Mail)	-30%
18	-35%
19	-40%
20	-45%
Etc.	Etc.

Spell Level Casting Modifiers

Spell Level	Modifier to Casting Skill Roll
1	-10%
2	-20%
3	-30%
4	-40%
5	-50%
6	-60%

Turn Undead Modifiers

Type of Undead	Modifier to "Turn Undead" Skill Roll
Skeleton	-5%
Zombie	-10%
Ghoul	-15%
Wight	-20%
Wraith	-25%
Mummy	-30%
Spectre	-35%
Vampire	-40%

Ability Skills

Ability Skill	Initial Base Skill	Example Application
Force	(Strength x 2)%	Holding-back a crushing trap. Lifting, pushing or pulling a heavy object. Arm wrestling.
Reasoning	(Intelligence x 2)%	Resisting the effect of an illusion. Working out the solution to a problem. Memorising and/or recalling something.
Perception	(Wisdom x 2)%	Resisting spells that affect will. Religious insight. Perception of fine detail and/or danger.
Agility	(Dexterity x 2)%	Dodging a trap. Climbing or balancing. Jumping a gap.
Toughness	(Constitution x 2)%	Resisting the effect of a poison. Extended exercise. Holding breath under water.
Influence	(Charisma x 2)%	Haggling over the price of goods. Persuading someone to do something. Extracting information from someone.

Summary of Skill Roll Target Percentages

Skill Roll	Base Skill	+	Target Percentage (page 2) Relevant Ability Modifier[1]	+	Situational Modifier(s)
Attack					
Melee Attack	Base Attack Skill	+	Strength Ability Bonus	+	Opponent's AC Modifier (page 3)[2,3]
Missile Attack	Base Attack Skill	+	Dexterity Ability Bonus	+	Opponent's AC Modifier (page 3)[2,4]
Ability					
Force	Base Force Ability Skill	+	Strength Ability Bonus	+	Racial Modifier (page 4)[2]
Reasoning	Base Reasoning Ability Skill	+	Intelligence Ability Bonus	+	Racial Modifier (page 4)[2]
Perception	Base Perception Ability Skill	+	Wisdom Ability Bonus	+	Racial Modifier (page 4)[2]
Agility	Base Agility Ability Skill	+	Dexterity Ability Bonus	+	Racial Modifier (page 4)[2]
Toughness	Base Toughness Ability Skill	+	Constitution Ability Bonus	+	Racial Modifier (page 4)[2]
Influence	Base Influence Ability Skill	+	Charisma Ability Bonus	+	Racial Modifier (page 4)[2]
Casting					
Cleric	Base Casting Skill	+	Wisdom Ability Bonus	+	Spell Difficulty Modifier (page 5)[2]
Magic-User	Base Casting Skill	+	Intelligence Ability Bonus	+	Spell Difficulty Modifier (page 5)[2]
Turn Undead	Base Turn Undead Skill	+	Wisdom Ability Bonus	+	Type of Undead Modifier (page 6)[2]
Thief					
Open Locks	Base Open Locks Skill	+	Dexterity Ability Bonus	+	[2]
Remove Traps	Base Remove Traps Skill	+	Dexterity Ability Bonus	+	[2]
Pick Pockets	Base Pick Pockets Skill	+	Dexterity Ability Bonus	+	[2]
Move Silently	Base Move Silently Skill	+	Dexterity Ability Bonus	+	[2]
Climb Walls	Base Climb Walls Skill	+	Dexterity Ability Bonus	+	[2]
Hide	Base Hide Skill	+	Dexterity Ability Bonus	+	[2]
Listen	Base Listen Skill	+	Dexterity Ability Bonus	+	[2]

[1]*Where each +/-1 ability bonus/penalty translates to a +/-5% skill roll modifier.*

[2]*Plus any other relevant situational modifiers that the GM should choose to apply.*

[3]*Other melee attack situational modifiers will include those relating to magical weapons, spells (e.g. Shield), charging, parting shots, attacking from behind, cover/concealment and blindness. These are all applied exactly as described in the BFRPG rulebook with each +/-1 BFRPG modifier applied as a +/-5% BFQ modifier.*

[4]*Other missile attack situational modifiers will include magical weapons, spells (e.g. Shield), short/long range, attacking from behind, cover/concealment, blindness and the Halfling racial bonus. These are all applied exactly as described in the BFRPG rulebook with each +/-1 BFRPG modifier applied as a +/-5% BFQ modifier.*

Monster Attack and Ability Skills

Monster Hit Dice	Base Attack Skill	Ability Skill
less than 1	50%	25%
1	55%	25%
2	60%	30%
3	65%	30%
4	70%	35%
5	75%	35%
6	80%	40%
7	85%	40%
8-9	90%	45%
10-11	95%	50%
12-13	100%	55%
14-15	105%	60%
16-17	110%	65%
18-19	110%	70%
20-23	115%	75%
24-27	120%	75%
28-31	125%	75%
32 or more	130%	75%

Player Character Hit Point Progression

Attack / Thief / Casting / Turn Undead Skill	Fighter Hit Dice	Magic-User Hit Dice	Thief Hit Dice	Cleric Hit Dice	Classless Character Hit Dice
55%	1d8	1d4	1d4	1d6	1d6
58%	2d8	2d4	2d4	2d6	2d6
62%	3d8	3d4	3d4	3d6	3d6
65%	4d8	4d4	4d4	4d6	4d6
68%	5d8	5d4	5d4	5d6	5d6
72%	6d8	6d4	6d4	6d6	6d6
75%	7d8	7d4	7d4	7d6	7d6
77%	8d8	8d4	8d4	8d6	8d6
79%	9d8	9d4	9d4	9d6	9d6
81%	9d8+2	9d4+1	9d4+2	9d6+1	9d6+2
83%	9d8+4	9d4+2	9d4+4	9d6+2	9d6+4
85%	9d8+6	9d4+3	9d4+6	9d6+3	9d6+6
87%	9d8+8	9d4+4	9d4+8	9d6+4	9d6+8
89%	9d8+10	9d4+5	9d4+10	9d6+5	9d6+10
91%	9d8+12	9d4+6	9d4+12	9d6+6	9d6+12
93%	9d8+14	9d4+7	9d4+14	9d6+7	9d6+14
95%	9d8+16	9d4+8	9d4+16	9d6+8	9d6+16
97%	9d8+18	9d4+9	9d4+18	9d6+8	9d6+18
98%	9d8+20	9d4+10	9d4+20	9d6+10	9d6+20
100%	9d8+22	9d4+11	9d4+22	9d6+11	9d6+22

Magic-User Spell Casting Progression

Base Casting Skill	Either ... Magic-User Spells per Level						Or ... Magic-User Magic Points
	1	2	3	4	5	6	
55%	1	-	-	-	-	-	1d4
58%	2	-	-	-	-	-	2d4
62%	2	1	-	-	-	-	3d4
65%	2	2	-	-	-	-	4d4
68%	2	2	1	-	-	-	5d4
72%	3	2	2	-	-	-	6d4
75%	3	2	2	1	-	-	7d4
77%	3	3	2	2	-	-	8d4
79%	3	3	2	2	1	-	9d4
81%	4	3	3	2	2	-	10d4
83%	4	4	3	2	2	1	11d4
85%	4	4	3	3	2	2	12d4
87%	4	4	4	3	2	2	13d4
89%	4	4	4	3	3	2	14d4
91%	5	4	4	3	3	2	15d4
93%	5	5	4	3	3	2	16d4
95%	5	5	4	4	3	3	17d4
97%	6	5	4	4	3	3	18d4
98%	6	5	5	4	3	3	19d4
100%	6	5	5	4	4	3	20d4

Cleric Spell Casting Progression

Base Attack / Casting / Turn Undead Skill	Either ... Cleric Spells per Level						Or... Cleric Magic Points
	1	2	3	4	5	6	
55%	-	-	-	-	-	-	1d3
58%	1	-	-	-	-	-	2d3
62%	2	-	-	-	-	-	3d3
65%	2	1	-	-	-	-	4d3
68%	2	2	-	-	-	-	5d3
72%	2	2	1	-	-	-	6d3
75%	3	2	2	-	-	-	7d3
77%	3	2	2	1	-	-	8d3
79%	3	3	2	2	-	-	9d3
81%	3	3	2	2	1	-	10d3
83%	4	3	3	2	2	-	11d3
85%	4	4	3	2	2	1	12d3
87%	4	4	3	3	2	1	13d3
89%	4	4	4	3	2	1	14d3
91%	4	4	4	3	3	1	15d3
93%	5	4	4	3	3	1	16d3
95%	5	5	4	3	3	1	17d3
97%	5	5	4	4	3	3	18d3
98%	6	5	4	4	3	3	19d3
100%	6	5	5	4	3	3	20d3

Classless Character Starting Skills

Skill	Classless Character Starting Base Percentage
Attack	(Strength + Dexterity)%
Melee Attack[1]	(Strength x 2)%
Missile Attack[1]	(Dexterity x 2)%
Ability	
Force	(Strength x 2)%
Reasoning	(Intelligence x 2)%
Intuition	(Wisdom x 2)%
Agility	(Dexterity x 2)%
Toughness	(Constitution x 2)%
Influence	(Charisma x 2)%
Casting	
Arcane Casting2	(Intelligence x 2)%
Divine Casting3	(Wisdom x 2)%
Turn Undead	(Wisdom x 2)%
Thief	
Mechanisms[4]	(Intelligence + Dexterity)%
Pick Pockets	(Dexterity + Charisma)%
Stealth[5]	(Wisdom + Dexterity)%.
Climb Walls	(Strength + Dexterity)%
Listen[6]	17%

[1]*If the optional **Specific Weapon Skills** rules are being used, then the starting base skill for melee weapons should be (Strength x 2)% and that for missile weapons should be (Dexterity x 2)%.*

[2]*Classless character skill for casting Magic-User spells.*

[3]*Classless character sill for casting Cleric spells.*

[4]*For classless characters, "Open Locks" and "Remove Traps" are combined as a single "Mechanisms" skill.*

[5]*For classless characters, "Move Silently" and "Hide", are combined as a single "Stealth" skill*

[6]*i.e. the standard 1 in 6 chance of standard BFRPG.*

Classless Character Magic Points

Classless Character Highest Base Casting Skill	Classless Character Magic Points
≤55%	1d3
58%	2d3
62%	3d3
65%	4d3
68%	5d3
72%	6d3
75%	7d3
77%	8d3
79%	9d3
81%	10d3
83%	11d3
85%	12d3
87%	13d3
91%	15d3
93%	16d3
95%	17d3
97%	18d3
98%	19d3
100%	20d3

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