

# Mezzi Umani

## Un supplemento di Basic Fantasy RPG

### Release 3

Copyright © 2007, 2016 Chris Gonneman

Traduzione: Pieralberto Cavallo e Roberto

Bisceglie

Tutti i diritti riservati

Distribuito sotto i termini della Open Game

License version 1.0a

Sito web Basic Fantasy: [basicfantasy.org](http://basicfantasy.org)

---

## INTRODUZIONE

Questo supplemento fornisce informazioni per giocare mezzi umani, secondo il sistema di regole di Basic Fantasy Role-Playing Game. Se non si dispone già di una copia delle **regole base di Basic Fantasy RPG**, visita il sito Web e scaricane una copia.

## NUOVE RAZZE PERSONAGGIO

### Mezzelfi

**Descrizione:** I Mezzelfi sono il risultato degli incroci tra Elfi e Umani. Un Mezzelfo maschio è alto all'incirca un metro e sessanta, mentre le femmine sono alte una decina di centimetri in meno. Hanno le orecchie a punta ma i loro lineamenti tendono ad avvicinarsi più alla loro ascendenza umana che a quella elfica. I Mezzelfi sono perlopiù benaccetti tra gli Umani, ma spesso evitati (o alla meglio ignorati) dalla società Elfica.

**Restrizioni:** I Mezzelfi possono diventare Assassini, Bardi, Chierici, Druidi, Esploratori, Guerrieri, Ladri, Maghi o Raminghi. Devono avere un punteggio minimo di 9 in Intelligenza, e come gli elfi non possono avere un punteggio superiore a 17 in Costituzione. Non soffrono della penalità ai Dadi Vita degli Elfi.

**Abilità Speciali:** Tutti i Mezzelfi possiedono Scurovisione in un raggio di 9 metri. Sono in grado di individuare le porte segrete con un risultato di 1-2 su 1d6, ma non possono individuare una porta segreta con un'occhiata casuale come gli Elfi. I Mezzelfi ottengono un bonus di +5% a tutti i Punti Esperienza guadagnati, tranne nel caso che il Mezzelfo sia membro di una classe combinata.

**Tiri salvezza:** I Mezzelfi ottengono un bonus di +1 contro Incantesimi e Bacchette Magiche.

### Mezzorchi

**Descrizione:** I Mezzorchi sono il risultato degli incroci tra orchi e umani. Queste creature tendono a venire emarginati dalle comunità umane ma si trovano spesso a capo delle comunità di orchi e goblin. I Mezzorchi sono statuari, alti all'incirca due metri e dieci, longilinei e con spalle larghe. I loro lineamenti tendono a risaltare la loro parentela orchesca, con capelli scuri e ruvidi, pelle scura o marrone e occhi scuri.

**Restrizioni:** I Mezzorchi possono diventare solamente Chierici o Guerrieri. Devono avere un punteggio minimo di 13 in Costituzione e Forza e non possono superare un massimo di 15 in Intelligenza e Saggezza.

**Abilità Speciali:** I Mezzorchi tirano i dadi vita di una taglia più grande del normale; quindi un Guerriero Mezzorco tira d10 per i punti ferita, mentre un Chierico Mezzorco tira d8. I Mezzorchi ottengono un bonus del +5% su tutta l'esperienza guadagnata. A causa delle loro grandi dimensioni, ottengono un bonus di +1 al tiro quando aprono porte o eseguono altri compiti con Forza. Infine, hanno Scurovisione con un raggio di 10 metri.

**Tiri salvezza:** I Mezzorchi non ottengono alcun bonus ai loro tiri salvezza.

### Mezzorchetti

**Descrizione:** I Mezzorchetti sono il risultato degli incroci tra orchi e umani. Queste creature tendono a venire emarginati dalle comunità umane ma si trovano spesso a capo delle comunità di orchi. I Mezzorchetti sono leggermente più bassi degli umani ma i loro lineamenti tendono a risaltare la loro parentela orchesca.

**Restrizioni:** I Mezzorchetti possono diventare Assassini, Barbari, Chierici, Esploratori, Guerrieri o Ladri. Devono avere un punteggio minimo di 9 in Costituzione e massimo di 17 in Intelligenza.

**Abilità Speciali:** I Mezzorchetti ottengono un bonus del 5% ai Punti Esperienza guadagnati. Possiedono Scurovisione entro 18 metri. Quando trattano con creature umanoidi di taglia inferiore, i Mezzorchetti beneficiano di un bonus di +1 a tutti i Tiri di Reazione, oltre al bonus di Carisma.

**Tiri salvezza:** I Mezzorchetti ottengono un bonus di +1 contro Raggio della Morte o Veleno.

## Open Game License

### INTRODUCTION

**Mezzi Umani: Un supplemento di Basic Fantasy** (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

**Designation of Open Game Content:** The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

**Designation of Product Identity:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

### OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006 Chris Gonnerman.

Half Humans: A Basic Fantasy Supplement Copyright © 2007, 2016 Chris Gonnerman.

### END OF LICENSE