

Half Humans

A Basic Fantasy RPG Supplement

Release 5

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INTRODUCTION

This supplement provides information for playing half human characters under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the **Basic Fantasy RPG Core Rules**, please visit the website and download a copy.

NEW CHARACTER RACES

Half-Elf

Description: Half-elves are the result of crossbreeding between elves and humans. An average half-elf male stands around 5 ft. 6 in. in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the human parent a bit more than the elf. Half-elves are well tolerated by humans in most cases, but are often shunned (or at best, ignored) by elven society.

Restrictions: Half-elves may become members of any class or combination allowed to elves. They are required to have a minimum Intelligence of 9, and like elves they may not have Constitution scores higher than 17. They do not suffer from the elven hit dice limit.

Special Abilities: Half-elves have Darkvision with a 30 foot range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as elves do. Half-elves gain a bonus of +5% on all earned experience, except if the half-elf is a member of a combination class.

Saving Throws: Half-elves save at +1 vs. Magic Wands and Spells.

Half-Ogre

Description: Half-ogres are the result of crossbreeding between humans and ogres. Such creatures tend to be outcasts within both human and ogrish communities, but they may often be found as leaders in communities of orcs or goblins. Half-ogres are big, averaging around 7 feet in height, broad-shouldered, and rangy. Their features tend to favor the ogrish parent, with dark coarse hair, tan or brown skin, and dark eyes.

Restrictions: Half-ogres may become Clerics or Fighters only. A half-ogre must have a minimum of 13 in both Strength and Constitution, and may not have either Intelligence or Wisdom higher than 15.

Special Abilities: Half-ogres roll hit dice one size larger than normal; so a half-ogre Fighter rolls d10's for hit points, while a half-ogre Cleric rolls d8's. Half-ogres gain a bonus of +5% on all earned experience. Due to their great size, they gain a bonus of +1 on the roll when opening doors or performing other feats of Strength. Finally, they have Darkvision with a 30 foot range.

Saving Throws: Half-ogres gain no special bonuses to their saving throw rolls.

Half-Orc



Description: Half-orcs are the result of crossbreeding between humans and orcs. Such creatures tend to be outcasts within Human communities, but sometimes rise

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to positions of leadership within orcish communities. Half-orcs are a bit shorter than humans. Their features tend to favor the orcish parent.

Restrictions: Half-orcs may become members of any class. A half-orc must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

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Special Abilities: Half-orcs gain a bonus of +5% on all earned experience. They have Darkvision with a 60 foot range. When dealing with humanoids of human-size or smaller, a half-orc gains an additional +1 on any reaction die roll, in addition to their Charisma bonus.

Saving Throws: Half-orcs save at +1 vs. Death Ray or Poison.

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