

# Quasi-Classes

## A Basic Fantasy RPG Supplement

### Release 8

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## INTRODUCTION

This supplement describes the use of “Quasi-Classes” with 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.

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 their 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. When an option is desired in one's game, the GM is **strongly encouraged to choose one distinct incarnation of the topic in question and stick to it**, rather than allowing multiple varieties of the same subject.

## QUASI-CLASSES

A Quasi-Class is a set of class-like options that can be layered upon another base-class in order to create additional character archetypes or types of characters that cannot be easily achieved by use of the typical or core class offerings. Each quasi-class has its own set of requirements and offers unique benefits in exchange for an additional experience point requirement. Many quasi-classes are designed to emulate certain standard fantasy gaming concepts such as Barbarians, Paladins, or Rangers when applied to the applicable base-class. For instance, the Holy quasi-class applied to the Fighter base-class essentially creates a Paladin. Other quasi-classes are altogether new character concepts that have not been represented in these sorts of games.

Unlike standard sub-classes, a quasi-class allows many of the standard fantasy concepts to be applied in interesting new ways. For instance one might take the mentioned Paladin idea above (using Holy quasi-class) and apply it to a Magic-User or Thief instead, creating character archetypes not found in other games/editions.

Overall, the idea is to create a multitude of character concepts with just a few additional options added. If one uses just the four core classes, each added quasi-class adds another four variations for a character types... many, many more combinations if some of the optional standard sub-classes are utilized as well. That all said, the Game Master should not feel obligated to use every quasi-class presented here, nor allow every conceivable combination.

## THE QUASI-CLASS MECHANIC

Adding a quasi-class works in a similar fashion to combination-class or multi-class characters found in other game editions. One main difference is that the quasi-class does not alter or expand the standard base-class features such as hit die, saves, or attacking bonus directly, except in certain situations that are detailed in the individual quasi-class description.

Typically a quasi-class is chosen when the character is created. The sum of experience points for both the base and quasi-class is necessary to achieve the new character level in a manner just like combo-classes. While not generally recommended, a character might decide to take on a quasi-class after adventuring for a time (and acquiring levels). In this case, it is suggested that the character must devote all earned experience toward the quasi-class until the quasi-class level matches the base-class level. After achieving that equilibrium, normal progression (at the combined XP requirement) resumes.

While the Game Master may make special individual exceptions, it is generally recommended that a quasi-class cannot be added to a character that is already combination-classed, as the character must split their attention between two such professions. Likewise, it is not recommended that more than one quasi-class be applied to a single character. However, it is permissible that a character might mix a particular sub-class (if such are available) with an appropriate quasi-class. For instance, if the Game Master utilizes Druids (clerical sub-class), the character might be allowed to become a Barbaric-Druid with the GM's approval. Certain combinations may be inappropriate regardless. The GM is suggested to exercise care with non-standard combinations with an eye for overall balance or campaign consistency.

**Archer (quasi-class)**

Lvl	Experience Points	Range	Bonus Damage
1	0	+25%	-
2	500	+25%	-
3	1,000	+25%	+1
4	2,000	+25%	+1
5	4,000	+25%	+1
6	8,000	+50%	+1
7	16,000	+50%	+2
8	32,000	+50%	+2
9	64,000	+50%	+2
10	96,000	+50%	+2
11	125,000	+75%	+3
12	155,000	+75%	+3
13	185,000	+75%	+3
14	215,000	+75%	+3
15	250,000	+75%	+4
16	285,000	+100%	+4
17	320,000	+100%	+4
18	355,000	+100%	+4
19	390,000	+100%	+5
20	425,000	+100%	+5

The term Archer is used to describe characters who specialize in ranged-weapons. An individual may refer to themselves by a more specific name such as Crossbowman, Longbow-man, Slinger, and the like depending on their specific chosen weapon specialization. Regardless of weapon choice, all Archers use similar techniques and abilities.

The pursuit of ranged weapon mastery can be utilized by any base class, however the Archer is limited to weapon choices of that base class. In addition to requirements of their base class, an Archer must have a Dexterity score of 13 or higher.

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

Archers must select a single ranged weapon type as a **Chosen Weapon**. With this chosen weapon, the Archer's effective range increases (see table above) and they receive a bonus to damage rolls to targets at short range

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

Archers can take **Careful Aim** with any ranged weapon. By standing very still and taking aim they can increase their effective Dexterity bonus "to hit" by +2 or equivalent to their Archer Damage Bonus if higher (at 11th-level or higher). Because one stands still and concentrates intently on a target, the Archer loses any Dexterity bonus to their Armor Class, and they may not move at all during the round.

In addition to the combat related bonuses, an Archer is skilled in the craft of their particular weapon choice, whether as a Fletcher or the equivalent for other weapons. They are able to craft their own ammunition or even replacement weapons given reasonable resources and time, as determined by the Game Master, though they may require the assistance of dedicated weapon smiths or at least those facilities; otherwise having to craft portions of arrows, spear-heads, etc. out of bone, stone, or other suitable material depending on the particular weapon needs.



**Barbarian (quasi-class)**

Lvl	Experience Points	Barbaric Toughness
1	0	+1
2	500	+1
3	1,000	+1
4	2,000	+1
5	4,000	+2
6	8,000	+2
7	16,000	+2
8	32,000	+2
9	64,000	+2
10	96,000	+3
11	125,000	+3
12	155,000	+3
13	185,000	+3
14	215,000	+3
15	250,000	+4
16	285,000	+4
17	320,000	+4
18	355,000	+4
19	390,000	+4
20	425,000	+5

Barbaric characters typically come from remote regions, the fringes of society, or sometimes regions where combat is at the center of society. A Barbarian is a consummate survivalist and is a very hearty individual. The defining feature of a barbarian is resilience.

A character of barbaric upbringing might belong to any of the standard classes, though they generally have a primitive, foreign, or warrior culture point of view. Each Barbaric character must abide by all the normal prerequisites and requirements of their base class, and in addition must have a Constitution score of 15 or higher. A Barbarian is often very superstitious, and the Game Master may require one or more substantial personal taboos that the character must follow.

These barbarian cultures produce a tough bunch, and those who actually meet the conditions of the quasi-class have a quality called **Barbaric Toughness**. This Barbaric Toughness rating (see table) grants certain benefits:

- ◆ When wearing light armor (leather) or unarmored, it reduces damage from each physical attack that the character suffers by that amount, down to a minimum of one point of damage from each attack. Non-physical attacks, namely magical effects, are not affected by this damage reduction, explaining much of the barbarian's aversion to magic.
- ◆ The Barbaric Toughness rating is applied as a bonus to saves vs. Poison, Disease, or Environmental Conditions (such as cold exposure or heat exhaustion).
- ◆ The Barbaric Toughness rating is applied as a bonus to healing effects, whether from rest periods or healing spells (applied only once per spell, effect, or rest period).
- ◆ A Barbarian is skilled at outdoors tasks or various bush-craft endeavors, and should be able to accomplish most mundane tasks associated with "roughing it" or physical activities in natural settings (climbing, swimming, jumping, etc.). When necessary, apply the Barbaric Toughness rating to such ability checks as a bonus.



## QUASI-CLASSES

When considering taboos for the Barbaric character, the taboo should be substantially limiting or otherwise come into play for the character while gaming. The odd behaviors of barbarians often demonstrates why most civilized regions have such skeptical views of them. The player is encouraged to be creative in designing taboos for the character in question. Often the Game Master may require several taboos over the course of a characters career, one taboo for every five character levels is suggested, but it could be more or less depending on the GM and their campaign. Some example taboos follow:

- ◆ May not clean or bathe (often resulting in negative reactions).
- ◆ Cannot have any possessions that they cannot personally carry (check encumbrance).
- ◆ Will not utilize metal items (including weapons or armor), always using stone, wood, or bone alternatives.
- ◆ May not cut one's hair.
- ◆ May not touch a dead body, person of opposite gender, or certain castes.
- ◆ May not possess items of a certain color.
- ◆ Makes daily offerings to spirits or totem.
- ◆ May not imbibe alcohol or intoxicants.
- ◆ May never ride upon an animal.
- ◆ Has unnatural fear of a common animal.
- ◆ May not eat a common food type.
- ◆ Must take the time to bury or otherwise conduct appropriate rites on slain foes.

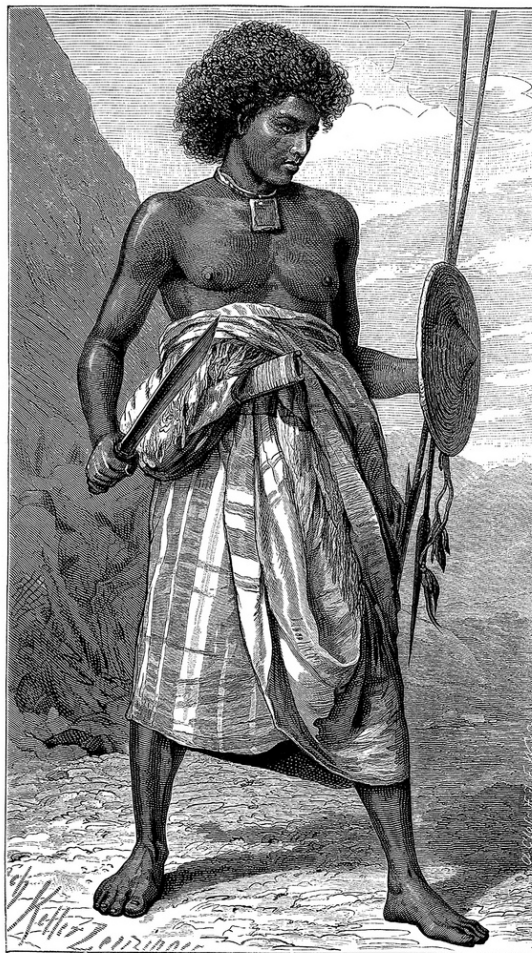


## A BASIC FANTASY SUPPLEMENT

Some other odd behaviors to consider:

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

**Note:** The Game Master may restrict Barbarians to certain races, according to their campaign and concept of Barbarians. In games that are attempting to nearly duplicate the play style of certain old-school games, Barbarians are limited to humans, however some (usually optional) races may also be rather inclined to such savagery such as half-orcs, half-ogres, or others as appropriate to the GM's campaign.



**Bard (quasi-class)**

Experience		Decipher				Song Slots (max. bonus)
Lvl	Points	her	Listen	Lore	Tumble	
1	0	10	30	1	10	2 (+1)
2	1,000	14	34	5	15	3 (+1)
3	2,000	18	38	9	20	3 (+1)
4	4,000	22	42	13	25	4 (+2)
5	8,000	26	46	17	30	4 (+2)
6	16,000	30	50	21	35	5 (+2)
7	32,000	34	54	25	40	5 (+2)
8	64,000	38	58	29	45	6 (+3)
9	128,000	42	62	33	50	6 (+3)
10	192,000	45	65	36	53	7 (+3)
11	250,000	48	68	39	56	7 (+3)
12	310,000	51	71	42	59	8 (+4)
13	370,000	54	74	45	62	8 (+4)
14	430,000	57	77	48	65	9 (+4)
15	500,000	60	80	51	68	9 (+4)
16	570,000	63	83	54	69	10 (+4)
17	640,000	66	86	57	70	10 (+4)
18	710,000	69	89	60	71	11 (+5)
19	780,000	72	92	63	72	11 (+5)
20	850,000	75	95	66	73	12 (+5)

Bardic characters are those who have learned history, oral tradition, music, and performance. They travel widely, looking for inspiration for the next great ballad or epic poem. Regardless of their base class, such Bards are welcome additions to most adventuring crews, as they have several useful skills to assist other characters.

In addition to any requirements of their base class, a Bardic character must have a minimum Charisma score of 13, a Dexterity score of 11, and an Intelligence score of 11. In addition, the experience point requirements are generally greater for a Bard (more than other quasi-classes), as one receives many benefits.

Bardic characters receive a +2 bonus on any saves associated with music, dance, performance, song, or singing, whether by spell or by a creature's special ability (other bards' songs, siren's song, pipes of pan, or similar effects).

A Bard is limited to one-handed melee weapons of those available to their base-class, and they may use short bows, light crossbows, or slings according to what their base-class allows. A Bard may use armor and shields if their base-class allows, but is limited to light or medium armor types (leather or chain). A Bard can utilize magical

items according to their base-class and may use musical magical items at increased proficiency (as determined by the Game Master).

Having strong musical background, a Bard's ear for music grants them the Thief ability to Listen at an equivalent level. The ability is generally used to listen at a door, or to try to listen for distant sounds in a dungeon. The Game Master must decide what noises the character might be able to hear; a successful roll does not mean that a noise has been heard, but rather that a noise might have been heard. The GM should always make this roll for the player. Also note that the Bard and their party must try to be quiet in order for the character to use this ability. If the Bardic character already has Listen from their base class (for instance, Bardic-Thief), then they receive an additional +10% bonus to reflect their extra skill.

Bards are also very inclined to acrobatic performance and dance, allowing Bards to Tumble and Evade quite well. When subjected to an area-affecting spell or similar situations, the Bard takes 1/2 damage if successful with their tumble check; 1/4 damage if the relevant save is also successful. The tumble ability may also spare the Bard from situations such as parting shots by opponents when retreating. The Game Master may reference this ability for other such situations as they see fit.

A Bard may learn two additional languages beyond what their race and intelligence score normally allows, however these additional languages are not part of the beginning set and must be learned during the course of game play.

Because a Bard travels widely collecting historical details, legends, and various bits of locale lore, they have the ability to come up with useful information. Often this Lore ability allows a Bard to intuitively put together details regarding locales, notable persons, or even details about magical items. In any event, the Game Master is warned not to give out full or detailed information, but rather vague bits of lore that may or may not be entirely accurate. Information outside the milieu or other meta-game information is never made available to characters.

This collecting of information from various sources also predisposes a Bard to be able to translate or read various writings (regardless of language used) through comparison, deductive reasoning, and sometimes a bit of guesswork. It takes about 10 minutes to Decipher text consisting of a page of normal sized handwriting, whether successful or not in translating the script. The Game Master may adjust the chance of success and time requirements for various factors such as size of texts, obscurity of language, or even penmanship.

The Decipher text ability can also be used by the Bard to cast spells from scrolls, regardless of the scroll's associated class. The reading takes the entire round, and the Bard can do nothing else during that time, not even defend themselves (-4 penalty to AC and no Shield or Dexterity bonus). Any such spell scroll is consumed by the attempt, and the chance of success is modified by -5% per level of the spell. For instance, a 9th-level Bard (50% basic chance) consuming a **fireball** spell (-15% for 3rd level spell) has a 35% chance of success. Such spells are always cast at the minimum level that such a spell can be cast by its associated class. The mentioned **fireball** spell would be at 5th-level caster, the minimum that a Magic-User could otherwise produce the spell. Of course, this ability is irrelevant for a spell using bard with the spells appropriate to their base class.

When in a non-violent situation or at least a situation where active combat has not yet been initiated, a Bard may attempt to Influence the reactions of nearby individuals or groups. The targets must be intelligent or otherwise capable of appreciating the music or performance (as determined by the Game Master); mindless undead, constructs, animated objects, slimes, or other similar beings are always immune. Using the Bard's preferred performance style (see Chosen Instrument below), the subjects must make a save vs. Spells to resist the influence. The target's save is adjusted by its Wisdom modifier (if any), but is penalized by the Bard's Charisma modifier and a further 1 point for each 5 levels of the Bard (5th +1, 10th +2, 15th +3, 20th +4). Those that fail their save have their reactions shifted in the direction the Bard desires, while those that succeed recognize the attempt and their reactions are shifted in the opposite direction. Each subsequent attempt to further modify reactions gives the targets a cumulative +2 bonus on their save, with any failure erasing all gains by the Bard at once. See the Monster Reactions in The Encounter section of the **Basic Fantasy RPG Core Rules** for more.

Bards can produce effects collectively called Bard Songs that enhance other characters in various ways, usually by playing of instruments and/or singing (detailed below).

Bardic characters have musical talent enough to play most common instruments at least marginally well, but at

1st-level must declare a chosen instrument to master (stringed, bow & stringed, reed horns, brass horns, drums, or rarely keyboards, to name several but not necessarily all). The Bard requires one of their chosen instruments to produce various effects collectively called Bard Songs (detailed below). At each 5th level (5th, 10th, 15th, etc) they may choose another class of instrument to master. Given time and reasonable resources, a Bard has the skills to maintain, repair, or even produce instruments they have mastery in.

Occasionally one might find Bardic characters who specialize in other forms of performance such as epic poetry, witty comedy, acrobatics, dance, or other more rare displays. The Game Master may have to improvise any particulars of such characters to determine how abilities work in conjunction with these chosen specialties. It is recommended that Bards begin play utilizing the standard types of instruments and learn these other performance techniques later during the course of the campaign.

Bards that have spell casting abilities (such as Bardic Magic-Users or Bardic Clerics) have the unique ability to "play" or perform their spellcasting. The magical words are incorporated into lyrics or into the music itself and the somatic gestures are incorporated into the playing of instruments. This allows the Bard to choose to play Bard Songs or Cast Spells as necessary without dropping their instrument. They must still do one or the other, as casting a spell (while performing) will cease any Bard Song they might have in effect. The "playing of magic" is just as easily recognizable as any other sort of spell casting; a Bard has no special talent for hiding spell casting through their playing. It simply allows the Bard to adventure without unnecessary switching of gear round to round.

**Note:** The Game Master may restrict Bards to certain races, according to their campaign and their concept of Bards. In games that are attempting to nearly duplicate the play style of certain old-school games, Bards are limited to humans and half-elves. Bards seldom use a consistent nomenclature to describe themselves, rather utilizing flowery verbose titles as would befit famous entertainers. However, many terms apply to those with bardic ability such as minstrel, troubadour, ovate (Druid), cantor (Cleric), skald, and many more.



**BARD SONG MECHANIC**

Bards begin play knowing two different Bard Songs plus one additional song for each point of Intelligence Bonus. At 2nd level and each even level afterwards, the Bard receives additional song proficiency which they can use to learn additional Bard Songs or to improve their proficiency with songs they already know. Song Proficiency may not be increased beyond the "maximum bonus" listed according to their level.

Listed below are the basic Bardic Songs available to Bard characters with an explanation of each song's benefit. The player should be encouraged to come up with their own unique song names and perhaps even come up with some sample lyrics or melody for each. Of course, this is not necessary for actual play but may enhance the role-playing aspect of the campaign.

Songs that are played during the course of combat must be played continuously. Regardless of the Bard's particular playing style, they may not utilize a weapon nor

use a shield while playing. The Bard may move about defensively, but may not attack during a round that they are playing. If the Bard is struck in combat, the effect is immediately canceled until the Bard's turn when they can resume playing; however, a Bard can choose to end a song (with flourish) so that the effect lingers one additional round. This allows the Bard to take advantage of the song effect themselves on their next turn. When Bards are playing on opposing sides of a battlefield, all bonuses and penalties apply, sometimes creating a situation of a "net" bonus/penalty.

Sometimes Bards play together as a duet, quartet, etc. Each Bard must know the same songs to participate in such collective Bardic Song playing. The highest proficiency Bard forms the base bonus and adds one for each participating Bard, up to a maximum of +5 (added to the highest level Bard's ability). However, any one Bard that is interrupted or fails to continue play will spoil the entire performance for all the Bards.



## The Songs

The songs listed below are the most common sort of Bard Songs. Other more rare or unique songs may be developed over the course of play by the Game Master or intrepid players. Any new abilities should mirror the power levels shown by those listed here.

**Alertness Song (rondo):** While playing this quiet tune, all allies within 10 feet are less likely to be surprised, reducing the die roll range by 1 (from 1-2 on d6 to a roll of 1 on d6). A second rank of proficiency reduces the chance further to a roll of 1 on d8, and a third rank modifies the roll to 1 on d10. Proficiency in this particular Bard Song may not be increased beyond 3 such ranks.

**Battle Song, offense (march):** While playing, all allies within 60 feet receive the benefit of +1 on their attack rolls.

**Battle Song, defense (strophic):** While playing, all allies within 60 feet receive the benefit of +1 on their Armor Class.

**Charms Song (lullaby):** By playing a lullaby, a Bard lulls those listening into a drowsy day-dreamy state. Allies are unaffected, but others have a -1 penalty on saves versus sleep, charms, illusions, suggestions and similar effects.

**Funeral Song (requiem):** While playing this song, undead creatures (or vile beings from netherworld regions) are more easily turned by clerics or those with similar powers. The Cleric receives a +1 to their Turning attempt.

**Healing Rest Song (nocturne):** By playing periodically during the periods of rest, each allied character including the Bard, receives the benefit of an additional point of healing (see Healing and Rest in the **Encounter** section of the **Basic Fantasy RPG Core Rules**). A major disruption of the rest period will spoil the effect.

**Laying of Hands Song (hymn):** While playing a song of divine inspiration, any divine spell casters within 60 feet receive an additional +1 point per die of healing spells.

**Lock Picking Song (measures):** By this carefully-timed piece, a Bard can assist in the concentration of roguish characters during attempts to Open Locks and in the Removal of Traps (but not location of such traps). The Thief gets a +5% bonus on such attempts for each rank of proficiency of the Bard. Any character with such abilities can benefit from the song's effect.

**Magic Dampening Song (elegy):** When playing this tune, magical effects are easier to shrug off, granting a +1

to any saving throw versus a magical effect (typically Wands and Spells). However, this song affects both allies and enemies equally. Only the highest proficiency Bard effect applies when multiple bards might play this song at same time.

**Magic Destruction Song (crescendo):** When playing this tune, magical effects are much more destructive, granting a +1 to the effective caster level of damaging spells originating within 60 feet of the Bard, modifying spell effects such as range, damage, and/or duration. This song affects both allies and enemies equally. Only the highest proficiency Bard effect applies when multiple bards might play this song at the same time. The empowered caster does not receive additional memorized spells or other level-derived benefits, only increased effectiveness with their current allotment of damaging spells.

**Morale Boost Song (polonaise):** While the Bard plays, allies within 60 feet have the benefit of +1 on morale or saves against fear effects.

**Morale Killing Song (caprice):** While the Bard plays, any enemies within 60 feet have a penalty of -1 on morale or saves against fear effects.

**Pied Piper Song (allegro):** While playing this song, natural animals (including giant varieties) are more easily befriended or calmed by Druids or those with similar powers. The Druid receives a +1 to their Animal Affinity (Turning) attempt. While the song is playing, any animal specific charm or control type spell (as determined by Game Master) has a -1 penalty to the animal's saves.

**Recall Song (lament):** This calming tune aids concentration and contemplation, allowing a spellcaster (including the playing Bard if applicable) to recall a previously-cast 1st-level spell after a period of 1 hour of meditation while the Bard plays. Neither the Bard nor the spell caster may be interrupted during this time. No one spell caster may benefit from this effect more than once per day, but multiple spell casters may benefit from the effect. Increased proficiency allows spells of higher level to be recalled (up to level 5 spells), but the spell caster may choose lower level spells if desired. Regardless, only one spell can be recalled.

**Travel Song (barcarolle):** By playing a rhythmic tune during the majority of a day's traveling time, the allied group receives the benefit of +10% additional distance after all other factors are figured. Each additional level of proficiency increases this bonus by an additional +10% (up to +50% maximum).



**Confessor (quasi-class)**

Lvl	Experience Points	Confessor Ability
1	0	lie detection, save bonus, compulsion
2	500	
3	1,000	
4	2,000	confession affects near-human types
5	4,000	
6	8,000	
7	16,000	
8	32,000	confession affects any living creature
9	64,000	
10	96,000	strong confession (humanoids only)
11	125,000	
12	155,000	
13	185,000	
14	215,000	
15	250,000	strong confession (near-humans)
16	285,000	
17	320,000	
18	355,000	
19	390,000	
20	425,000	strong confession (any living creature)

Confessors are a special sort of individual with a power to exert influence over another being. This ability works in a similar manner to a **charm** spell. In most campaigns utilizing Confessors, they are female and belong to some sort of closed society, organization, or monastic order, but this can vary with the Game Master's campaign (see Sample Confessor Organization below).

**Note:** The Confessor quasi-class is a unique sort of quasi-class offering strongly inspired by certain literary works. It may not be appropriate for all campaigns and certainly the Game Master may not desire it in their game. The concept is meant as homage to the original sources and no presumption of ownership is implied by this offering.

Characters with Confessor abilities might belong to any of the standard classes. Each Confessor character must abide by all the normal prerequisites and requirements of her base class, and in addition must have a Charisma score of 15 or higher. Depending on the Game Master's campaign, each Confessor will likely have other requirements dictated by her specific society or order. These are usually codes of conduct, weapon choice limitations, or even special dress codes which might limit armor choice.

A Confessor has an uncanny ability to detect spoken lies, and when the Game Master desires some sort of ability check for such, a Confessor gets an additional +2 bonus on such detection attempts. Confessors are also quite resistant to effects of charms or other forms of mind control, getting a +2 bonus to any relevant saving throws.

The ability to “confess” a creature is quite similar to a charm effect (see the **charm person** spell in the **Basic Fantasy RPG Core Rules**). Initially the ability is only usable upon intelligent near-human creatures such as humans, demi-humans, orcs, goblins, etc.(regardless of hit dice), and the creature gets a save versus spells to resist the effect. At higher levels, the ability can be applied to other creatures as well. Unlike a **charm** spell, there is no bonus to save when the creature is being threatened (they usually are “confessed” in combat). The confessed individual will instantly realize that the Confessor character is someone to be obeyed and protected, although they don't become an automaton under complete control. Rather, it perceives the Confessor's words and actions in the most favorable way. The confessed individual will turn and attack their comrades if they think they will harm their new friend.

The ability does not provide any special communication ability, but if a common language exists (or magical means), the Confessor can try to issue orders, but the affected will not do anything it would not ordinarily do. Orders or instructions that completely defy the individual's sense of believability will negate the confess condition. For instance, telling them that a ring of fire is really a cool pool of water will not work and will negate the effect. The basic confession ability lasts only one hour, and the individual will generally be hostile again, even more so, because it knows it was compelled, coerced, and fooled by the Confessor. Of course, the individual may be confessed again normally.

In order to “confess” a person requires the Confessor to be within melee range (about 5 to 10 feet) and meet the gaze of the individual to be affected. In general, any creature within melee range that is surprised by the Confessor will meet her gaze and be subject to her influence (assuming the Confessor intends to exert this power). If the two are not in melee range, then the Confessor must move to close the distance during the surprise round. Those who attempt to fight the Confessor while averting their eyes suffer penalties of -4 on attack rolls and -2 to AC. Using a mirror to fight incurs only a -2 penalty on attack rolls and no penalty to AC, but a Confessor has nothing to fear from her reflection.

When the ability is used, the Confessor temporarily loses 1d4 points of Constitution (along with resulting losses of HP if applicable) and becomes fatigued, resulting in -2 penalty to attacks, damage, or ability checks. Fatigued characters cannot run and move at half their normal speed. "Confessing" another individual will result in additional Constitution loss and cumulative fatigue penalties. Fatigue penalties persist until the character can rest for a full 10 minutes, removing 2 points of penalty; multiple 10-minute periods are necessary to fully recover from using the ability multiple times. Constitution losses are recovered at a rate of 1 point per hour of rest.

When a Confessor reaches 4th-level, the ability may be applied to creatures that are not true humanoids, such as centaurs, giants, lizard people, faeries, or others that have some human-like aspects but otherwise are immune to the standard effect. At 8th-level the Confessor may apply the effect to any creature, similar to what the **charm monster** spell allows.

At 10th-level, a Confessor can utilize a stronger and longer-lasting version of the ability against normal humanoids (those affected by the base ability at first level). Like the standard **charm person** spell, the affected creature gets new saves according to its Intelligence score: a new save daily if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if it is 8 or less. Again, the creature's senses are not modified, only their perception of the Confessor character as someone who should be implicitly obeyed, and in this case, will be more inclined to place themselves into danger or even sacrifice themselves to protect the Confessor. At 15th-level, the stronger ability may be used against those creatures that are not true humanoids (those mentioned as being affected by 4th-level Confessors), and at 20th-level the stronger ability is usable against any intelligent creature (again, similar to the **charm monster** spell).

Using the stronger confession causes the standard 1d4 points of Constitution loss, however the fatigue penalty is double (-4 penalty to attacks, damage, or ability checks). Losses are recovered at the standard rates given above.

**Note:** If Druids are utilized by the Game Master (an optional sub-class of cleric), then normal animals (including dire or giant varieties) may be confessed by such a Druid-Confessor, but as the normal effect states, no special communication is granted. More fantastic sorts of animals such as griffins, owlbears, and the like may be affected by 4th-level Druid-Confessors.

**Sample Confessor Organization:** Being a Confessor is usually a hereditary trait, found almost exclusively in humans. Confessors belong to a matriarchal order (all female), and the ideals of the order are followed in a rather religious fashion. Each member is usually called a "sister", and some higher ranking members are noted as "mothers", but these are organizational titles that do not have any indication of the power or level of each individual. The highest in rank is the Mother-Confessor and her will is usually obeyed without question.

Confessors almost always wear a dress of a particular style which is immediately recognizable as Confessor Garb. For base-classes that utilize armor, there are leather armor versions and a metal reinforced version that provides protection equivalent to chain armor. There is no plate equivalent variety. These uniforms can only be purchased from Confessor Convents, and they do not sell to non-members.

A Confessor may utilize one-handed melee weapons allowed by her base-class. As the confession ability is only usable in close quarters, one simply does not train to use larger or ranged weapons. She may use a shield normally if her base-class allows for such.

Because male children of Confessors have only been known to become vile and ruthless, they are put to death immediately after birth. Confessors will not allow anyone to stop the ritual killing, with the entire might of the organization being called to complete the task. Male Confessors that somehow survive are universally hunted by the female Confessors. That said, occasionally one might be found among humanoids such as orcs, goblins, or worse, commanding them as an overlord.



**Holy Characters (quasi-class) [aka Paladin]**

Level	Experience Points	Divine Protection	Lay Hands	Holy Burst
1	0	+2	1/day	1/day
2	500	+2	1/day	1/day
3	1,000	+2	1/day	1/day
4	2,000	+2	2/day	2/day
5	4,000	+2	2/day	2/day
6	8,000	+2	2/day	2/day
7	16,000	+2	2/day	2/day
8	32,000	+2	3/day	3/day
9	64,000	+2	3/day	3/day
10	96,000	+3	3/day	3/day
11	125,000	+3	3/day	3/day
12	155,000	+3	4/day	4/day
13	185,000	+3	4/day	4/day
14	215,000	+3	4/day	4/day
15	250,000	+3	4/day	4/day
16	285,000	+3	5/day	5/day
17	320,000	+3	5/day	5/day
18	355,000	+3	5/day	5/day
19	390,000	+3	5/day	5/day
20	425,000	+4	6/day	6/day

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

Holy characters must always act in a manner that exemplifies goodness, follow the directives of their religion, and must tithe at least 10% of their earnings toward charitable giving (but never to other player characters). A Holy character may only keep one suit of magical armor (or clothing), one shield, two magical weapons, and a total of five other permanent magical items (charged items such as wands included). The Game Master may assign other stipulations to suit any campaign, cultural, or regional differences. In exchange, the Holy character gains some measure of divine power so that they may defend the weak and battle against the forces of darkness. Some magical items are only usable to full effect in the hands of a holy character.

Any failure to follow the path of goodness will result in the loss of the given powers. Even an inadvertent act of questionable nature must be atoned for at first opportunity, lest the Holy character be stripped of title and ability, becoming an ordinary member of their base-

class in all respects (all experience points from the holy quasi-class are forever lost).

A Holy character may heal wounds by calling upon divine powers and laying hands upon the injured individual (or themselves). Each application of **Lay Hands** will restore Hit Points equal to the Holy character's level, up to the individual's normal full Hit Point total. The Holy character may use the power a number of times per day according to their level (see chart) plus their Charisma bonus. For instance, a 3rd-level Holy Character with a 15 Charisma (+1 bonus) can Lay Hands twice per day.

A Holy character may channel divine power in order to combat the forces of darkness. This **Holy Burst** causes damage equal to the Holy character's current level to any creatures of the netherworld or undead, affecting all such creatures within a 10-foot radius. The Holy character may use this apotropaic power a number of times per day according to their level (see chart) plus their Charisma bonus. For instance, a 3rd-level Holy Character with a 15 Charisma (+1 bonus) can produce a Holy Burst twice per day. A Holy Cleric may combine this effect with their normal Turn Undead ability, but is otherwise usable only once per round.

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

**Note:** The Game Master may restrict Holy Characters to certain races, according to their campaign and concept of such paladin types. In games that are attempting to nearly duplicate the play style of certain old-school games, Holy Characters are limited to humans only. Holy characters are known by several terms, often tied to specific campaigns, cultures, or according to specific class combinations. Such terms are optional but may include Paladin (typically Fighters), Theurge (Magic-user), Templar (Cleric), Avenger (Thief), Crusaders, or other such related titles.

**Hunter (quasi-class) [aka Ranger]**

Level	Experience	Move		Track
	Points	Silently	Hide	
1	0	25	10	40
2	500	30	15	45
3	1,000	35	20	50
4	2,000	40	25	55
5	4,000	45	30	60
6	8,000	50	35	65
7	16,000	55	40	70
8	32,000	60	45	75
9	64,000	65	50	80
10	96,000	68	53	82
11	125,000	71	56	84
12	155,000	74	59	86
13	185,000	77	62	88
14	215,000	80	65	90
15	250,000	83	68	92
16	285,000	85	69	93
17	320,000	87	70	94
18	355,000	89	71	95
19	390,000	91	72	96
20	425,000	93	73	97

Hunters live by tracking, hunting, acting as scouts, or as guides through dangerous regions. Often living on the fringes of society, they are often civilization's first line of defense against the horrors of the borderlands and the wilderness beyond. Hunters often protect against (or actively hunt) their chosen foes with stealth and cunning.

In addition to any requirements of their base-class, Hunter characters must have a minimum Wisdom score of 13, and a Dexterity score of 11.

While unarmored or wearing light armor (leather), Hunters 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, one suffers a -20% penalty to their chance to succeed. If the Hunter's base-class already has such abilities (such as a Hunter-Thief), they receive a +20% bonus to those abilities while in wilderness settings and using standard percentages per their base class indoors, underground, or urban areas as would be normal. Hunters **Track** quite effectively with a base chance of 40%, but the Game Master must

generally modify the chance of success based upon conditions such as weather, terrain, age of tracks, or similar factors.

Hunters are skilled outdoors-men and should be able to accomplish most mundane tasks associated with "roughing it". When necessary, the Game Master may apply a bonus to such skill or ability checks as the situation dictates. When using the standard Ability Roll mechanic found in the **Basic Fantasy RPG Core Rules**, a bonus of +2 is suggested, while if one utilizes a d6 system (such as 1-2 on d6 for success), then the suggested bonus is to increase the chance of success by 1 on 1d6.

A Hunter must declare a **Chosen Enemy**. Against this chosen enemy, the Hunter adds their level as a bonus to attempts to track and any stealth rolls (moving silently or hiding amongst the enemy). A Hunter adds half their level (rounded down) to damage rolls against their chosen enemy; for destructive spells this damage bonus is applied per die of damage. The Game Master may need to decide such spell damage bonus on a case by case basis to maintain balance. This enemy should be a specific race or somewhat narrow category of creature such as giants or dragons. With the GM's permission, the list might include rival organizations, religions, 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. A Hunter from a humanoid race such as a goblin or orc will often choose from humans, elves, dwarves, and the like for their chosen enemy.

**Note:** The Game Master may restrict Hunters to certain races, according to their campaign and their concept of such ranger-esque types. In games that are attempting to nearly duplicate the play style of certain old-school games, Hunters are limited to humans and half-elves, though the concept can be appropriate for many races. Hunter characters are known by several terms often tied to specific campaigns, cultures, or according to specific class combinations. Such terms are optional but may include Ranger (typically Fighters), Wildermage (Magic-user), Inquisitor (Cleric), Scout/Bandit (Thief, depending on their larcenous inclination), Paramandyr (Druid), or other such related titles.

**Monk (quasi-class)**

Lvl	Experience Points	Tumble	Martial Arts Bonus	Martial Arts AC Bonus
1	0	10	+1 damage	
2	1,000	15		+1
3	2,000	20	+1d2 damage	
4	4,000	25		+2
5	8,000	30	+1d4 damage	
6	16,000	35	Extra Attack	+3
7	32,000	40	+1d6 damage	
8	64,000	45		+4
9	128,000	50	+2d4 damage	
10	192,000	53		+5
11	250,000	56	+2d4 damage	
12	310,000	59	2 <sup>nd</sup> Extra Attack	
13	370,000	62	+2d4 damage	+6
14	430,000	65		
15	500,000	68	+2d4 damage	
16	570,000	69		+7
17	640,000	70	+2d4 damage	
18	710,000	71	3 <sup>rd</sup> Extra Attack	
19	780,000	72	+2d4 damage	+8
20	850,000	73		

Monks are “monastic” aesthetics who practice rigorous physical training and mental discipline in their efforts to become superior individuals in both mind and body. While a Monk follows a strict regimen dictated by their order, they may also be found living as a hermit or traveling the world seeking wisdom of the varied experiences. A Monk (as a quasi-class) combines their rigorous training with another class, so one might find monastic warriors (the most common), but also Monks that study magic or divine powers, or even clans with a focus on stealth and assassination (ninja-like Monk-Thief). Certain clans or orders may or may not have individuals of differing base-classes, depending on the nature of the organization.

In addition to any requirements of their base class, a monastic character must have a minimum Strength score of 11, Wisdom score of 15, Dexterity score of 13, and a Constitution score of 11. In addition, the experience point requirements are generally greater for a Monk (more than other quasi-classes), as they receive many benefits.

Monastic characters receive a +2 bonus on any saves associated with mental influence, whether by spell or by a creature's special ability (charms, suggestions, ESP, bard songs, siren's song, mental attacks, or similar effects). At

10th-level this resistance increases to +4, and at 20th-level a Monk is effectively immune to such attempts.

A Monk is limited to weapons of those available to their base-class, although one will often prefer exotic weaponry peculiar to the order they belong to. While they may technically use the ranged weapons of their base class, a Monk often forgoes these choices as one may not combine martial arts bonuses with such weaponry. Likewise, a Monk may use armor and shields if their base-class allows, but loses their martial arts bonuses while so equipped. There are a few sorts of special “martial arts oriented” protective items that a Monk may be able to utilize normally or even with specific bonuses. A Monk can utilize magical items according to their base-class and may use certain magical items with a martial arts focus or special relevance to their style or order at increased proficiency (as determined by the Game Master). Note that many specific Monastic Orders insist on strict adherence to weapon and armor restrictions; disobedience often means expulsion from the order (and inability to further gain Monk experience levels), but may even mean being targeted as a traitor.

All Monk attacks become **Martial Arts** attacks whether unarmed, with weapon, or even with melee or touch spells, and the attacks are infused with their chi. The attacks are done with power and flourish, all very particular to that Monk's fighting style. Their damage is increased according to their level, up to +2d4 damage (see table). Most monastic orders prefer utilizing Unarmed Attacks (Brawling), and the Monk may deal fully lethal damage or subduing damage as desired. Unlike most other individuals, the Monk may attack an armored foe normally without fear of damaging themselves. A Monk character gets a bonus of +2 for any rolls or checks involving Wrestling. When a Monk achieves 6th-level, they acquire an additional brawling attack. A 12th-level Monk acquires a second bonus brawling attack and a final 3rd such brawling attack at 18th-level.

Subduing damage, brawling (unarmed attacks), and wrestling are otherwise described in the **Encounter** section of the **Basic Fantasy RPG Core Rules**, and Monk characters are likely to utilize additional advanced combat techniques like Defensive Movement (**Basic Fantasy RPG Core Rules**) or other *optional* rules such as those found in the **Combat Options Supplement** or elsewhere (Light Weapons, Defending, Specialization, Two-Weapon use, among others). If specialization rules are used (such as those found in the **Combat Options Supplement**), each appropriate attack has this Martial Arts bonus added. Brawling (unarmed combat) can

likewise be chosen as if a "weapon choice" in such specialization, when available (and generally only for Fighter-Monks).

A large part of Martial Arts training is defensive and movement-oriented. A Monk gets a Martial Arts Armor Class bonus according to their level (see chart). An unencumbered or lightly encumbered Monk character adds their level to their movement rate. A Monk that has been hasted (or slowed) adds this movement bonus after calculating the adjusted movement rate (the bonus amount is not doubled along with the normal rate).

Monks train extensively in acrobatic maneuvers associated with their martial arts style, allowing one to Tumble and Evade quite well. When subjected to falling damage, area-affecting spells, or similar situations, the Monk takes 1/2 damage if successful with their Tumble check; 1/4 damage if the relevant Save is also successful. The Tumble ability may also spare the Monk from situations such as parting shots by opponents when retreating. A Monk character may Tumble through an opponents space or reach with a successful check so long as the character has enough movement left in their turn to travel the distance. The Game Master may reference this ability for other such situations as they see fit.

Note that an armored Monk character loses all Martial Arts bonuses (extra damage, extra attacks, movement bonus, tumbling, and AC bonus). However, there are a few rare items providing protection that a Monk may utilize with their abilities. These include rings, bracers, robes/clothes, and a few exotic weapons that have dual use as defensive items or specifically martial arts oriented.

A Monk's control over their body allows them to heal naturally at a faster rate; 2 points per day with normal rest or 4 points with full bed rest. With regards to sleep requirements (under Healing and Rest in the **Encounter** section of **Basic Fantasy RPG Core Rules**), the Monk needs only half the indicated amount of sleep and is generally alert during this time period as well because they spend that time in meditative trances. At 5th-level

the Monk becomes immune to disease, whether natural or magical. At 10th-level a Monk may ignore effects of poisons as well.

A Monk that has spell casting abilities (such as Monastic Magic-Users or Monastic Clerics) has the unique ability to incorporate their martial arts into their spell casting. The magical words are incorporated into ki-shouts and the somatic gestures are incorporated into their martial movements, even while still equipped with a martial arts weapon. This allows such a Monk to choose to cast spells as necessary without dropping their weapon. Such casting is just as easily recognizable as any other sort of spell casting; a Monk has no special talent for hiding spell casting through their martial arts. The Monk-caster does, however, have the extraordinary ability to add their martial arts bonus damage to spells delivered by melee or touch means (ranged spell attacks may still be cast while holding weapon but do not receive this martial arts bonus damage).

**Note:** The Game Master may restrict Monastic characters to certain races, according to their campaign and their concept of Monks. In games that are attempting to nearly duplicate the play style of certain old-school games, Monks are limited to humans only. Monks often use a specific nomenclature to describe rank within a monastic order, but it is also common that some orders forgo any such titles or ranks or simply use colored belts or other garb to signify prowess.

Game Masters may also create organizations whereas the Monastic Character may have additional requirements or criteria to meet, rules and other role-playing conditions. These organizations may have rivalries, alliances, or have adversarial relations with governing bodies.

Game Masters preferring a more high-fantasy setting, such as seen in some wire-fu martial arts movies, may want to sprinkle in some additional martial arts related abilities, especially at the higher levels, but this is left to the GM to provide as appropriate to the setting. Ideas might include stunning hits, miraculous moving and leaping, killing blows, and the like.



**Sage (quasi-class)**

Level	Experience Points	In Spec. Category	In Major Field	Lay Field	Outside Field
1	0	60 %	50 %	30 %	-
2	500	64 %	54 %	34 %	4 %
3	1,000	68 %	58 %	38 %	8 %
4	2,000	72 %	62 %	42 %	12 %
5	4,000	76 %	66 %	46 %	16 %
6	8,000	80 %	70 %	50 %	20 %
7	16,000	82 %	72 %	52 %	22 %
8	32,000	84 %	74 %	54 %	24 %
9	64,000	86 %	76 %	56 %	26 %
10	96,000	88 %	78 %	58 %	28 %
11	125,000	90 %	80 %	60 %	30 %
12	155,000	91 %	81 %	61 %	31 %
13	185,000	92 %	82 %	62 %	32 %
14	215,000	93 %	83 %	63 %	33 %
15	250,000	94 %	84 %	64 %	34 %
16	285,000	95 %	85 %	65 %	35 %
17	320,000	96 %	86 %	66 %	36 %
18	355,000	97 %	87 %	67 %	37 %
19	390,000	98 %	88 %	68 %	38 %
20	425,000	99 %	89 %	69 %	39 %

Sages are scholars and collectors of esoteric information, often sequestering themselves in libraries containing obscure information. Regardless of their base class, a Sage is a valuable resource for most adventuring parties. Sage characters must have a minimum Intelligence score of 13.

Fields of specialty must be chosen. A Sage has one Major field of study with two Special Categories within that major field. In addition, the Sage has two Minor Fields of study, but they don't choose special categories within these minor fields. Because of their general academic background, a Sage has been exposed to a variety of topics that go beyond their chosen fields. When a Sage reaches 5th-level, they choose another Special Category within their major field. At 10th-level they choose another Minor Field of study (but still does not add sub-categories). At 15th-level and again at 20th-level, the Sage adds yet another Special Category within their major field, bringing their number of Special Categories to 4 and 5 respectively.

The basic chance to know the answer to a general question is listed in the table above. The chance of success is modified by the character's Intelligence bonus. Simply roll d% and if the result is less than the listed chance (modified by Intelligence bonus), then the character knows some relevant information with regards to the query. When the question is more specific, apply a -20% penalty. A question that is very exacting in its nature has a -40% penalty. The Game Master may further modify the chance of success (either up or down) to reflect specific prior experience, previous research in the same subject matter, or other considerations. For instance, if the situation requires the Sage to utilize a library located in a foreign land, with texts often utilizing language or dialects unfamiliar to the Sage, then the Game Master may penalize the character substantially.

Examples of the different types of questions:

General: Do any large tribes of humanoids inhabit the regions around the Great Mountains?

Specific (-20%): Do hobgoblins of the Three Skulls tribe live north of the Great Mountains?

Exacting (-40%): Do the hobgoblins of the Three Skulls tribe (living in the region just north of the Great Mountain) possess the dread artifact known as "The Great Spear of Kaliban"?

While a successful Sage knowledge check should provide some relevant information, the Game Master should be careful not to provide information that does not exist in the campaign. For instance, in the typical pseudo-medieval based campaign there will be no scientific knowledge of electronics, nuclear engineering, carbon-composite materials, or other modern advances. Even a rudimentary firearm is just not possible in a setting where, at the very best, rough black powder is a recent invention. Any attempts to divine topics outside of the milieu will fail utterly, regardless of the player's best rationale or argument for such meta-game information.

All Sages are exceptionally adept at most scholarly pursuits such as scribe work, research, or experimentation, regardless of the specific topic (including such things as spell research or magic item creation). When necessary, the Game Master may apply a bonus to such skill or ability checks as appropriate to the situation.

**Sage Fields of Study**

Each Field of Study is followed by example Special Categories that may be chosen. The list of fields and the subsequent special categories are not exhaustive. Some Fields of Study may overlap into other fields of study. Fields are in **bold type**, while sub-categories are normal type.

The Sage Character must choose one Major Field of Study with 3 sub-categories within that field. In addition, the sage selects two Minor Fields, but does not select any sub-categories within these fields.

**Humankind (by country/region),****Demi-Humans, Humanoids, & Giant-kind  
(by specific race, each as a separate field of study)**

Anatomy & Physiology  
Art & Music  
History  
Heraldry & Symbolism  
Languages  
Legends & Folklore  
Law & Customs  
Medicines & Herbalism (non-magical)  
Philosophy & Ethics  
Politics & Genealogy  
Populations & Demography  
Psychology & Sociology  
Social Structure  
Theology & Myth  
Warfare (history/tactics)

**Physical Universe**

Architecture & Engineering  
Astronomy  
Chemistry  
Geography  
Geology & Mineralogy  
Mathematics  
Meteorology & Climatology  
Oceanography  
Physics  
Topography & Cartography

**Planar Environs (by plane/dimension)**

Accessing and Departing Plane (travel to/from)  
Denizens & Societies  
Ecological Regions & Environmental Concerns  
Fauna of Plane  
Flora of Plane  
Geography of Planes (topography & cartography)  
Monstrosities of Plane  
Physical Sciences & Differences from Prime  
(chemistry, physics, geology, etc.)

**Fauna (natural)**

Aquatic (including fish, crustaceans & mollusk)  
Amphibians  
Arachnids  
Avians  
Cephalopods & Echinoderms  
Insects  
Mammals & Marsupials  
Reptiles

**Fauna (monstrous)**

Aquatic (including fish-like, crustaceans & mollusk)  
Arachnoid & Insectoid  
Avians & Skydwelling  
Cephalopods & Echinoderms  
Draconian Studies (dragons and draconic beings)  
Mammals & Marsupials  
Reptiles (non-draconic)

**Flora**

Aquatic (fresh water) or Aquatic (salt water)  
Bushes & Shrubs  
Flowers  
Fungi, Molds, & Slimes  
Grasses & Grains  
Herbs & Weeds  
Mosses & Ferns  
Trees  
Unnatural, Strange, Magical, & Monstrous Flora

**Supernatural & Unusual**

Astrology, Numerology, and Portents  
Afterlife, Ghosts, and other Spirits  
Cryptography & Codes  
Dweomercraft (item crafting)  
Faerie, Fey, Sidhe and related topics  
Heraldry, Signs & Sigils  
Magical Studies – Divination  
Magical Studies – Transmutation  
Magical Studies – Necromancy  
Magical Studies – Evocations  
Magical Studies – Conjurations  
Magical Studies – Enchantments  
Metaphysics & Planar Interactions

## Quasi-Classes

### A Basic Fantasy Supplement

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#### Release 8

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