

Boosted Classes

A Basic Fantasy RPG Supplement

Release 2

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information of the four core character classes, under the Basic Fantasy Role-Playing Game rule system but with the “power dial” turned on some notches. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

INTRODUCTION

The classes presented in this document are a different take on the ones existing on the core rulebook. Each of them has been “Boosted” firstly by starting at first level as if they had earned 5,000 XP and, secondly, by adding new special abilities or changing how their existing special abilities work.

Please note that this supplement is not intended to be used with other supplements and that if such thing is done it should be under careful consideration.

Fighter

	Exp.	Hit	Attack	Weapon	HP
Level	Points	Dice	Bonus	Spec	Rec
1	0	3d8	+2	1	x1
2	3,000	4d8	+3	2	x1
3	6,000	5d8	+3	2	x1
4	12,000	6d8	+4	3	x1
5	24,000	7d8	+5	4	x1
6	48,000	8d8	+5	4	x1,5
7	96,000	9d8	+6	5	x1,5
8	190,000	10d8	+7	6	x1,5
9	380,000	11d8	+7	6	x1,5
10	570,000	11d8+2	+8	7	x1,5
11	760,000	11d8+4	+8	7	x2
12	950,000	11d8+6	+9	8	x2
13	1,140,000	11d8+8	+9	8	x2
14	1,330,000	11d8+10	+9	8	x2
15	1,520,000	11d8+12	+10	9	x2
16	1,710,000	11d8+14	+10	9	x2,5
17	1,900,000	11d8+16	+11	10	x2,5
18	2,090,000	11d8+18	+11	10	x2,5
19	2,280,000	11d8+20	+11	10	x2,5
20	2,470,000	11d8+22	+12	11	x2,5

Fighters include soldiers, guardsmen, barbarian warriors, and anyone else for whom fighting is a way

of life. They train in combat, and they generally approach problems head on, weapon drawn.

Not surprisingly, Fighters are best at fighting of all the classes. They are also the hardiest, able to take more punishment than any other class. Although they are not skilled in the ways of magic, Fighters can nonetheless use many magic items, including but not limited to magical weapons and armor.

The Prime Requisite for Fighters is Strength; a character must have a Strength score of 9 or higher to become a Fighter. Members of this class may wear any armor and use any weapon.

Thanks to their weapon training Fighters **increase the die rolled for damage by one category** (d4 becomes d6, d6 becomes d8 and so forth). At Level 7 they get a +2 bonus instead of increasing the damage die; and at level 14 they receive both benefits (a d6 weapon would do 1d8+2 damage).

At first level and whenever increases his base Attack Bonus the Fighter can choose to use 1 point of Attack Bonus for **weapon specialization** by choosing a specific weapon, from that point onward he will deduct that point from his Attack Bonus with other weapons and add it to his attack and damage rolls with the selected weapon. A Fighter can specialize in multiple weapons but at no moment he can use more than 5 points in a singular weapon.

Fighters learn not only how to tolerate more punishment, as they progresses in experience a **Fighter knows how to lessen the damage to their body in order to get a better recovery**. Starting at Level 6 they recover and extra half point per Hit Point healed, this increases by another half point every 5 levels.

Fighters can be **deadly even with nonlethal weapons**, they are able to do lethal damage although with a -4 attack bonus and doing only half damage when using non-lethal weapons.

A BASIC FANTASY SUPPLEMENT

	Death Ray	Magic	Paralysis	Dragon	
Level	Poison	Wands	Petrify	Breath	Spells
1	11	12	14	15	16
2-3	10	11	14	15	15
4-5	10	10	13	14	14
6-7	9	10	12	14	14
8-9	8	9	12	13	13
10-11	8	8	11	12	12
12-13	7	8	10	12	12
14-15	6	7	10	11	11
16-17	6	6	9	10	10
18-19	5	6	8	10	10
20	4	5	8	9	9

Cleric				
Level	Exp. Points	Hit Dice	Attack Bonus	Heal Pool
1	0	3d6	+2	2
2	1,000	4d6	+2	4
3	2,000	5d6	+3	6
4	4,000	6d6	+3	8
5	8,000	7d6	+4	10
6	16,000	8d6	+4	12
7	32,000	9d6	+5	14
8	60,000	10d6	+5	16
9	120,000	11d6	+6	18
10	180,000	11d6+1	+6	20
11	240,000	11d6+2	+6	21
12	300,000	11d6+3	+7	23
13	360,000	11d6+4	+7	24
14	420,000	11d6+5	+7	26
15	480,000	11d6+6	+8	27
16	540,000	11d6+7	+8	29
17	600,000	11d6+8	+8	30
18	660,000	11d6+9	+9	32
19	720,000	11d6+10	+9	33
20	780,000	11d6+11	+9	35

Clerics are those who have devoted themselves to the service of a deity, pantheon or other belief system. Most Clerics spend their time in mundane forms of service such as preaching and ministering in a temple; but there are those who are called to go abroad from the temple and serve their deity in a more direct way, smiting unholy monsters and aiding in the battle against evil and chaos. Player character Clerics are assumed to be among the latter group.

Clerics fight about as well as Thieves, but not as well as Fighters. Clerics can cast spells of divine nature, and they have the power to Turn the Unholy (undead, demons and such monsters), that is, to drive them away by means of faith alone.

BOOSTED CLASSES

The Prime Requisite for Clerics is Wisdom; a character must have a Wisdom score of 9 or higher to become a Cleric. They may wear any armor, but may only use blunt weapons (specifically including warhammer, mace, maul, club, quarterstaff, and sling).

Clerics can **heal the wounds** of others, they have a pool of healing points to use daily with which to heal his or other's Hit Points on a 1:1 ratio.

Clerics know how to **fight non-lethally**, whenever they strike for nonlethal damage with a lethal weapon they can choose to ignore either the attack penalty or damage reduction. Starting at Level 4 they halve the non-ignored penalty (-2 attack or 3/4 damage done). Once Level 9 is reached they ignore both penalties.

Spells						
Level	1	2	3	4	5	6
1	2	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	3	2	1	-	-	-
6	3	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	4	3	2	2	1	-
10	4	3	3	2	2	-
11	4	4	3	2	2	1
12	4	4	3	3	2	2
13	4	4	4	3	2	2
14	5	4	4	3	3	2
15	5	4	4	3	3	2
16	5	5	4	3	3	2
17	6	5	4	4	3	3
18	6	5	4	4	3	3
19	6	5	5	4	3	3
20	6	5	5	4	4	3

Clerics can **Turn the Unholy**, that is, drive away evil monsters by means of faith alone. The Cleric brandishes his or her holy symbol and calls upon the power of his or her divine patron. The player rolls 1d20 adding the Cleric's Wisdom bonus and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM will cross-reference the Cleric's Level with the monster's HD (for creatures with multiple HD use the lesser value). If the roll is equal or higher than the corresponding number the Turning is a success with 2d6 hit dice of monsters affected; surplus hit dice are lost, but a minimum of one creature will always be affected if the first roll succeeds.

BOOSTED CLASSES

If a mixed group of unholy creatures (say, a wight and a pair of zombies) is to be Turned, the player still rolls just once. The result is checked against the weakest sort first (the zombies), and if they are successfully Turned, the same result is checked against the next higher type of creature. Likewise, the 2d6 hit dice are rolled only once.

If a Cleric succeeds at Turning the Unholy, but not all unholy monsters present are affected, he or she may try again in the next round to affect those which remain. If any roll to Turn the unholy fails, that Cleric may attempt to Turn next turn but with a -2 penalty. A partial failure (possible against a mixed group) gives the penalty only against those not Turned.

Unholy monsters which are Turned flee from the Cleric and his or her party at maximum movement. If the party pursue and corner the Turned Unholy, they may resume attacking the party; but if left alone, the monsters will not return or attempt to attack the Cleric or those near him or her for at least 2d4 turns.

A BASIC FANTASY SUPPLEMENT

Unholy monsters subject to a Damaged result suffer 1d8 damage per level of the Cleric (roll once and apply the same damage to all unholy monsters affected); those reduced to zero hit points are utterly destroyed, being blasted into little more than dust. Those surviving this damage are still Turned as above.

Death Ray Magic Paralysis Dragon

Level	Poison	Wands	Petrify	Breath	Spells
1	10	11	13	15	14
2-3	9	10	12	14	13
4-5	8	9	12	14	13
6-7	8	9	11	13	12
8-9	7	8	11	13	12
10-11	7	8	10	12	11
12-13	6	7	10	12	11
14-15	6	7	9	11	10
16-17	5	6	9	11	10
18-19	5	6	8	10	9
20	4	5	8	10	9

Clerics vs. Unholy Table

Cleric Level	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9+ HD
	1 HD*	2 HD*	3 HD*	4 HD*	5 HD*	6 HD*	7 HD*	8 HD*	8 HD
1	9	13	17	19	No	No	No	No	No
2	7	11	15	18	20	No	No	No	No
3	5	9	13	17	19	No	No	No	No
4	3	7	11	15	18	20	No	No	No
5	2	5	9	13	17	19	No	No	No
6	T	3	7	11	15	18	20	No	No
7	T	2	5	9	13	17	19	No	No
8	T	T	3	7	11	15	18	20	No
9	D	T	2	5	9	13	17	19	No
10	D	T	T	3	7	11	15	18	20
11	D	D	T	2	5	9	13	17	19
12	D	D	T	T	3	7	11	15	18
13	D	D	D	T	2	5	9	13	17
14	D	D	D	T	T	3	7	11	15
15	D	D	D	D	T	2	5	9	13
16	D	D	D	D	T	T	3	7	11
17	D	D	D	D	D	T	2	5	9
18	D	D	D	D	D	T	T	3	7
19	D	D	D	D	D	D	T	2	5
20	D	D	D	D	D	D	T	T	3

Magic-User

Level	Exp. Points	Hit Dice	Attack Bonus	Read Spell	Spells						Rest	
					1	2	3	4	5	6	Times	Spell
1	0	3d4	+1	50	2	1	-	-	-	-	-	-
2	5,000	4d4	+1	54	2	2	-	-	-	-	-	-
3	10,000	5d4	+1	58	2	2	1	-	-	-	-	-
4	20,000	6d4	+2	62	3	2	2	-	-	-	1	1
5	40,000	7d4	+2	66	3	2	2	1	-	-	1	1
6	80,000	8d4	+3	69	3	3	2	2	-	-	1	1
7	160,000	9d4	+3	72	3	3	2	2	1	-	1	2
8	300,000	10d4	+3	75	4	3	3	2	2	-	1	2
9	600,000	11d4	+4	78	4	4	3	2	2	1	1	2
10	900,000	11d4+1	+4	71	4	4	3	3	2	2	2	3
11	1,200,000	11d4+2	+4	83	4	4	4	3	2	2	2	3
12	1,500,000	11d4+3	+4	85	4	4	4	3	3	2	2	3
13	1,800,000	11d4+4	+5	87	5	4	4	3	3	2	2	4
14	2,100,000	11d4+5	+5	89	5	5	4	3	3	2	2	4
15	2,400,000	11d4+6	+5	91	5	5	4	4	3	3	2	4
16	2,700,000	11d4+7	+6	92	6	5	4	4	3	3	3	5
17	3,000,000	11d4+8	+6	93	6	5	5	4	3	3	3	5
18	3,300,000	11d4+9	+6	94	6	5	5	4	4	3	3	5
19	3,600,000	11d4+10	+7	95	6	5	5	5	4	4	3	6
20	3,900,000	11d4+11	+7	96	6	6	5	5	5	4	3	6

Magic-Users are those who seek and use knowledge of the arcane. They do magic not as the Cleric does, by faith in a greater power, but rather through insight and understanding.

Magic-Users are the worst of all the classes at fighting and the least hardy; hours spent studying massive tomes of magic do not lead a character to become strong or adept with weapons nor resilient.

The Prime Requisite for Magic-Users is Intelligence; a character must have an Intelligence score of 9 or higher to become a Magic-User. The only weapons they become proficient with are the dagger and the walking staff (or cudgel). Magic-Users may not wear armor of any sort nor use a shield as such things interfere with spellcasting.

Magic-Users have a chance of successfully **read a spell** as if casting the spell **Read Magic**. To this chance, add the character's full Intelligence Score and deduct 10% per Spell Level of the spell to read. Failure means they must wait for the next day to try again or cast **Read Magic**.

A Magic-User begins play knowing three first and two second level spells. These spells are written in a spellbook provided by his or her master. See the **Spells** section on the core rulebook for more details.

As Magic-Users gain levels they become **masters of their spells**. They can dismiss a spell in order to

prepare another one of the same Level, this requires one Turn per Spell Level. Furthermore, at each even level the Magic-User selects one spell from his or her spellbook to be learned and memorized, these spells can be prepared without having to draw upon the spellbook. Preparing other spells from memory is doable but requires the same roll as per reading spells.

A Magic-User can take a rest in order to **recover a spell slot**. The time needed is one Turn per Spell Level recovered. A Magic-User's Level dictates how many times in a day he can recover slots and the maximum Spell Level recoverable.

Death Ray Magic Paralysis Dragon					
Level	Poison	Wands	Petrify	Breath	Spells
1	13	14	13	15	14
2-3	13	14	13	14	13
4-5	12	13	12	14	12
6-7	12	12	11	13	12
8-9	11	11	10	13	11
10-11	11	10	9	12	10
12-13	10	10	9	12	10
14-15	10	9	8	11	9
16-17	9	8	7	11	8
18-19	9	7	6	10	8
20	8	6	5	10	7

Thief

Level	Exp. Points	Hit Dice	AB	Skill Points	Sneak Attack Attack Bonus	Sneak Attack Damage
1	0	4d4	+2	30	+4	x2
2	5,000	5d4	+2	30	+4	x2
3	10,000	6d4	+3	30	+4	x2
4	20,000	7d4	+3	30	+4	x2
5	40,000	8d4	+4	30	+4	x2.5
6	80,000	9d4	+4	30	+5	x2.5
7	160,000	10d4	+5	30	+5	x2.5
8	300,000	11d4	+5	30	+5	x2.5
9	600,000	12d4	+6	30	+5	x3
10	900,000	12d4+2	+6	15	+5	x3
11	1,200,000	12d4+4	+6	15	+5	x3
12	1,500,000	12d4+6	+7	15	+5	x3
13	1,800,000	12d4+8	+7	15	+6	x3.5
14	2,100,000	12d4+10	+7	15	+6	x3.5
15	2,400,000	12d4+12	+8	15	+6	x3.5
16	2,700,000	12d4+14	+8	10	+7	x3.5
17	3,000,000	12d4+16	+8	10	+7	x4
18	3,300,000	12d4+18	+9	10	+7	x4
19	3,600,000	12d4+20	+9	10	+7	x4
20	3,900,000	12d4+22	+9	10	+7	x4

Thieves are those who take what they want or need by stealth, disarming traps and picking locks to get to the gold they crave; or “borrowing” money from pockets, belt pouches, etc. right under the nose of the “mark” without the victim ever knowing.

Thieves fight better than Magic-Users but not as well as Fighters. Avoidance of honest work leads Thieves to be less hardy than the other classes, though they do pull ahead of the Magic-Users.

The Prime Requisite for Thieves is Dexterity; a character must have a Dexterity score of 9 or higher to become a Thief. They may use any weapon, but may not wear metal armor as it interferes with stealthy activities, nor may they use shields of any sort. Leather armor is acceptable, however.

Thieves have a number of special abilities, described below. One Turn must generally be spent to use any of these abilities, though the GM may amend this as he or she sees fit. The GM may choose to make any of these rolls on behalf of the player to help maintain the proper state of uncertainty. Also note that the GM may apply situational adjustments (plus or minus percentage points) as he or she sees fit; for instance, it's obviously harder to climb a wall slick with slime than one that is dry, so the GM might apply a penalty of 20% for the slimy wall.

Thieving Skill	Starting Score
Open Locks	40%
Remove Traps	35%
Pick Pockets	45%
Move Silently	40%
Climb Walls	83%
Hide	25%
Listen	42%

Open Locks allows the Thief to unlock a lock without a proper key. It may only be tried once per lock. If the attempt fails, the Thief must wait until he or she has gained another level of experience before trying again.

Remove Traps is generally rolled twice: first to detect the trap, and second to disarm it. Disarm it may only be tried once per trap. If the attempt fails, the Thief must wait until he or she has gained another level of experience before trying again.

Pick Pockets allows the Thief to lift the wallet, cut the purse, etc. of a victim without the victim noticing. Obviously, if the roll is failed, the Thief didn't get what he or she wanted.

Move Silently is rolled by the GM. The Thief will usually believe he or she is moving silently regardless of the die roll, but those he or she is trying to avoid may hear the Thief if the roll is failed.

A BASIC FANTASY SUPPLEMENT

Climb Walls permits the Thief to climb sheer surfaces with few or no visible handholds. The GM may require multiple rolls if the distance climbed is more than 100 feet.

Hide permits the Thief to hide in any shadowed area large enough to contain his or her body. Like Move Silently, the Thief always believes he or she is being successful, so the GM makes the roll. A Thief hiding in shadows must remain still for this ability to work.

Listen is generally used to listen at a door, or for distant sounds. The GM should always make this roll for the player. Note that the use this ability requires a silent ambient and some concentration.

As Thieves gains levels they receive points with which improve their Thieving Skills.

Finally, Thieves can perform a **Sneak Attack** any time they attack in melee opponent unaware of the Thief's presence. The GM may require a Move Silently or Hide roll to determine this. The Sneak Attack is made with a +4 attack bonus and does improved damage if it is successful.

BOOSTED CLASSES

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

	Death Ray	Magic	Paralysis	Dragon	
Level	Poison	Wands	Petrify	Breath	Spells
1	11	13	12	14	13
2-3	10	13	11	13	12
4-5	9	12	11	12	11
6-7	9	12	10	11	11
8-9	8	11	10	10	10
10-11	7	11	9	9	9
12-13	7	9	9	8	9
14-15	6	9	8	7	8
16-17	5	8	8	6	7
18-19	5	8	7	5	7
20	4	7	7	4	6

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