

Turning Table

A Basic Fantasy Role-Playing Supplement

Release 4

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Introduction

This supplement provides information for playing an expanded “Turning Table”, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Expanded Turning Table

The following table has been design using the Cleric vs. Undead table found on page 50 of the BFRPG rulebook.

It allows for the creation of new and stronger undead as the creation of new classes and subclasses that relies on a “turning” mechanic.

It also allows the use of such mechanic in order to affect other creature types or to have a different effect on them such as Druids influencing animals.

To use the table the player compares the character's level against he the HD or Level of the objective with the following observations:

To use the table the GM looks up the character's level on the Character vs. Opponent table, and cross-references it with the HD or Level of the objective with the following notations:

Variable HD: Against creatures with a HD range the GM must use the lesser of these values.

Stronger Targets: Those creatures having a special ability [marked as an asterisk (*) on their HD] are treated as having an extra HD.

Weaker Targets: Some creatures (specially those of non-aggressive/threatening nature) or non-magical if the special ability targets them principally are treated as one less HD.

If the table indicates "No" for that combination, the attempt is unsuccessful.

If the table gives a number, that is the minimum number needed on 1d20 to get the Basic effect upon the target.

If the table says "A" for that combination, the attempt is an automatic success (no roll needed).

If the result shown is an "S," then a Special result is achieved (such as the Damage for Cleric's vs. Undead).

Character vs. Opponent

Character Level	Opponent Level or HD											
	1	2	3-4	5-6	7-8	9-10	11-13	14-16	17-20	21-25	26-31	32+
1	13	17	19	No	No	No	No	No	No	No	No	No
2	11	15	18	20	No	No	No	No	No	No	No	No
3	9	13	17	19	No	No	No	No	No	No	No	No
4	7	11	15	18	20	No	No	No	No	No	No	No
5	5	9	13	17	19	No	No	No	No	No	No	No
6	3	7	11	15	18	20	No	No	No	No	No	No
7	2	5	9	13	17	19	No	No	No	No	No	No
8	A	3	7	11	15	18	20	No	No	No	No	No
9	A	2	5	9	13	17	19	No	No	No	No	No
10	A	A	3	7	11	15	18	20	No	No	No	No
11	S	A	2	5	9	13	17	19	No	No	No	No
12	S	A	A	3	7	11	15	18	20	No	No	No
13	S	S	A	2	5	9	13	17	19	No	No	No
14	S	S	A	A	3	7	11	15	18	20	No	No
15	S	S	S	A	2	5	9	13	17	19	No	No
16	S	S	S	A	A	3	7	11	15	18	20	No
17	S	S	S	S	A	2	5	9	13	17	19	No
18	S	S	S	S	A	A	3	7	11	15	18	20
19	S	S	S	S	S	A	2	5	9	13	17	19
20	S	S	S	S	S	A	A	3	7	11	15	18

Roll Over, Roll Under, & Roll and Add

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