

# Advanced Edition Conversion

## A Basic Fantasy RPG Supplement

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

### Release 3

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## INTRODUCTION

This supplement contains additional rules for player and non-player characters for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

### Using These Rules

These rules are intended to show how to bring Basic Fantasy Role-Playing Game (hereafter BFRPG) more in line with material designed for the advanced edition of the world's most popular role playing game.

### Advanced Hit Dice

Advanced games used larger hit dice for some classes. The GM may wish to use these dice in place of the hit die in the core BFRPG rules in order to maintain the better chances of character mortality.

| Class      | BFRPG HD | Advanced HD |
|------------|----------|-------------|
| Cleric     | d6       | d8          |
| Fighter    | d8       | d10         |
| Magic-User | d4       | d4          |
| Thief      | d4       | d6          |

Alternatively, instead of actually using different dice, one can simply add 1 hp per level for certain classes, as indicated below.

| Class      | BFRPG | Advanced  |
|------------|-------|-----------|
| Cleric     | d6    | d6+1      |
| Fighter    | d8    | d8+1      |
| Magic-User | d4    | No change |
| Thief      | d4    | d4+1      |

### Converting Armor Class

The table below translates advanced armor to BFRPG. Advanced games used a **descending AC** system. If no armor name is given for look-up, a quick way to convert advanced AC to **ascending AC** (BFRPG) is to **simply subtract the descending AC from 20**. For example,

chain mail would be 20 minus 5, resulting in 15 for BFRPG. Note, however, that no-armor is 11 in BFRPG and 10 in advanced, and leather armor officially one point better in BFRPG than that formula indicates.

| BFRPG Armor       | BFRPG AC | Advanced AC |
|-------------------|----------|-------------|
| No Armor          | 11       | 10          |
| Leather Armor     | 13       | 8           |
| Chain Mail        | 15       | 5           |
| Banded Mail       | 16       | 4           |
| Plate Mail        | 17       | 3           |
| Suit (Full plate) | 19       | 0           |
| Shield            | +1       | -1          |

Also note, the armor class values for studded leather, scale mail, ring mail, and field plate vary depending on the source material used. It is advisable that the GM refer to a single source for those. One such source is the Basic Fantasy supplement **Equipment Emporium**.

### Movement Rates

The advanced game presented movement distance as a number of scale inches, where one inch is ten feet. To convert advanced distance in inches to BFRPG, simply multiple the number of inches by 10 for number of feet, (per turn in BFRPG), and divide the result by 3 (for the per combat round rate in BFRPG.)

| BFRPG | Advanced |
|-------|----------|
| ~3'   | 10'      |
| 10'   | 30'      |
| 20'   | 60'      |
| 30'   | 90'      |
| 40'   | 120'     |
| 50'   | 150'     |

**Bonus Attacks**

In the advanced game, fighters are able to make multiple melee attacks (not missile) at higher levels. The GM, again, may wish to implement this in order to help maintain proper chances of player character mortality in the game world.

A partial additional melee attack (e.g. 3/2 attacks) means that the extra attack is taken on odd-numbered rounds in the combat sequence, hence two attacks on the first round, one on the second, two on the third and one on the fourth, etc.

| Character Level | Attacks per Round |
|-----------------|-------------------|
| 1-6             | 1/1               |
| 7-12            | 3/2               |
| 13+             | 2/1               |

Optionally, in addition to the bonus attacks above, fighters may be entitled an additional attack per round for each of his or her experience levels against foes of 1 or less HD,

**Alternatively**, instead of using the table above, the Weapon Specialization option in Basic Fantasy **Combat Options** supplement may be used.

**Bonus Spell Slots**

In the advanced game, clerics and magic users sometimes get more spell slots. For example, in the advanced game, clerics get a spell at first level.

Bonus spells could be resolved a couple different ways.

One option, is to allow clerics to simply play at a spell level one above their BFRPG spell level. So a level 1 cleric gets a spell slot (as if at character level 2), and a level 5 cleric gets spell slots as if the character was at level 6.

For magic-users bonus spells could be awarded for high intelligence, or simply if the GM allows it. See the Bonus Spells option in the Basic Fantasy supplement **Magic-user Options** for details.

**Additional Spells in the Game World**

The advanced edition of the world's most popular role play game had more spells listed. Details on these spells are documented in the advanced game or a compatible index. Spells may also be listed in the Basic Fantasy **New Spells** supplement.

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