

# Quasi-Classes 2

## A Basic Fantasy RPG Supplement

### Release 3

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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 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 his or her 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 characters 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 subclass), 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.

**Acrobat**

Level	XP	Roll	Tumble	Balance	High Jump	Long Jump
1	0	10	25	15	x1.5	x2
2	500	15	30	20	x1.5	x2
3	1,000	20	35	25	x1.5	x2
4	2,000	25	40	30	x1.5	x2
5	4,000	30	45	35	x1.5	x2.5
6	8,000	35	50	40	x2	x2.5
7	16,000	40	55	45	x2	x2.5
8	32,000	45	60	50	x2	x2.5
9	64,000	50	65	55	x2	x3
10	96,000	53	68	58	x2	x3
11	125,000	56	71	61	x2.5	x3
12	155,000	59	74	64	x2.5	x3
13	185,000	62	77	67	x2.5	x3.5
14	215,000	65	80	70	x2.5	x3.5
15	250,000	68	83	73	x2.5	x3.5
16	285,000	70	84	75	x3	x3.5
17	320,000	72	85	77	x3	x4
18	355,000	74	86	79	x3	x4
19	390,000	76	87	81	x3	x4
20	425,000	78	88	83	x3	x4

Acrobats are characters trained in the arts of acrobatics, balance and other similar activities.

Any class wishing to be able to do flips, enhanced jumps and the like can choose to be an Acrobat.

In addition to requirements of their main class, an Acrobat must have a Strength and Dexterity scores of 13 or higher.

An Acrobat can use all the weapons allowed by his main class. On the other side, an Acrobat wishing to use his special abilities unimpaired must limit his allowed armor to Leather Armor, he also must forfeit the use of shields.

All Acrobats are able to do **Rolls** in order to:

-Reduce to half the damage suffered from a melee attack. This counts as the Acrobat's action for the round.

-Falling from great heights without suffering damage or reducing the amount suffered.

--When falling from heights up to 5' per character level the Acrobat suffers no damage automatically.

--When falling from heights up to 10' per character level a successful check means no damage.

--When falling from heights up to 20' per character level a successful check means half damage.

They are also able to make **Tumble** rolls to reduce to half the damage suffered from an attack that allows for a saving throw or to prevent parting shots by opponents while retreating.

Acrobats are also trained to increase their **Balance** allowing them to walk over very narrow surfaces (like tightropes) with a successful check.

Finally, they are capable of doing incredible jumps, both high and long, receiving a distance multiplier when jumping.

**Assassin**

Level	XP	Move				
		Hide	Silently	Listen	Disguise	Poison
1	0	20	30	25	80	10
2	500	25	35	30	81	15
3	1,000	30	40	35	82	20
4	2,000	35	45	40	83	25
5	4,000	40	50	45	84	30
6	8,000	45	55	50	85	35
7	16,000	50	60	55	86	40
8	32,000	55	65	60	87	45
9	64,000	60	70	65	88	50
10	96,000	63	74	68	89	53
11	125,000	66	78	71	90	56
12	155,000	69	82	74	91	59
13	185,000	72	86	77	92	62
14	215,000	75	90	80	93	65
15	250,000	78	94	83	94	68
16	285,000	79	95	85	95	69
17	320,000	80	96	87	96	70
18	355,000	81	97	89	97	71
19	390,000	82	98	91	98	72
20	425,000	83	99	93	99	73

Assassin Characters typically works for hire and under some guild or organization patronage. They are trained in killing people swiftly.

Characters wishing to follow this quasi-class must have both a Dexterity and an Intelligence equal or superior to 13.

Assassin retain their allowed weapons and armors, but their special abilities are only available when wearing up to leather armor.

Assassins are trained in **Hiding**, **Moving Silently** and **Listening** similar to thieves.

They are masters of **Disguise** allowing them to pass as another person. Anyone knowing the Assassin or the person he is disguised forces the Assassin to make a check to maintain his disguise. The GM is encourage to

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give modifiers based on the complexity of the disguise and to force extra checks (with possible modifiers) based on the time shared with the disguised Assassin.

Assassins are expert poisoners and are able to identify a poisoned creature or object with a successful check.

NOTE: In cases where the main class also has one of the Assassin's special abilities use the higher value with a +10 bonus.

**Death Attack:** This is what makes an assassin an Assassin; the special ability to kill an opponent in a single strike. This is performed in much the same way as a Thief's Sneak Attack ability. The attack is rolled at a +4 attack bonus; if the Assassin hits, the victim must make a Saving Throw vs. Death Ray or lose all its HP and suffer immediate death. If the Saving Throw roll is made, the victim still suffers damage.

### Medic

Level	XP	Diagnose	Analyze	Treat	Heal	Patients
1	0	65	10	+2	x2	4
2	600	67	15	+2	x2	5
3	1,200	69	20	+2	x2	6
4	2,400	71	25	+2	x2	6
5	4,800	73	30	+2	x2	7
6	9,600	75	35	+3	x3	8
7	19,200	77	40	+3	x3	8
8	38,400	79	45	+3	x3	9
9	76,800	81	50	+3	x3	10
10	153,600	82	54	+3	x3	10
11	230,400	83	58	+4	x4	11
12	307,200	84	62	+4	x4	12
13	384,000	85	66	+4	x4	13
14	460,800	86	70	+4	x4	14
15	537,600	87	74	+4	x4	15
16	614,400	88	76	+5	x5	16
17	691,200	89	78	+5	x5	17
18	768,000	90	80	+5	x5	18
19	844,800	91	82	+5	x5	19
20	921,600	92	84	+5	x5	20

Medics are Characters with the knowledge to treat the injured, the wounded and the diseased.

To learn the field of medicine the character must have at least an Intelligence and Wisdom scores of 13.

Medics don't suffer any modification towards their weapon and armor training as this don't affect their special abilities.

A Medic has a chance to **Diagnose** what injury source is affecting a particular patient, this range from knowing the probably wounding source (fangs, weapon, fire) to determining what poison or disease is acting on the

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patient. He can also **Analyze** a creature's physical remains (or part of them with a penalty) to get information about the creature.

Medics can **Treat** patients suffering from illness. After a day of treatment the patient can make a new Saving Throw with a bonus given on the above table. If the Saving Throw is successful the illness is removed from the patient.

Finally Medics can **Heal** wounded individuals, be it by applying first aids or by improving their natural recovery. Whenever the Medic heals another person by normal methods the HP regained are increased by his level multiplier.

A Medic requires time, attention and concentration while treating people so he is limited to a maximum level of patient per day of treatment.

### Savage

Level	XP	Climb	Swim	Imitate	Fighting
1	0	70	70	10	A
2	500	71	70	15	A
3	1,000	72	71	20	A
4	2,000	73	71	25	A
5	4,000	74	72	30	B
6	8,000	75	72	35	B
7	16,000	76	73	40	B
8	32,000	77	73	45	B
9	64,000	78	74	50	C
10	96,000	79	74	54	C
11	125,000	80	75	58	C
12	155,000	81	75	62	C
13	185,000	82	76	66	D
14	215,000	83	76	70	D
15	250,000	84	77	74	D
16	285,000	85	77	76	D
17	320,000	86	78	78	E
18	355,000	87	78	80	E
19	390,000	88	79	82	E
20	425,000	89	79	88	E

Savage Characters have grown on the wilderness, away from any civilization, sometimes raised by themselves, by other savages or even by animals.

Savage characters requires both a Constitution and Wisdom of no less than 13 representing both their toughness and instinct necessary to survive in the open.

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All Savages lose their armor access and are limited to simple weapons like daggers, hand-axes, lances and bows.

Savages are adept at moving on natural terrain suffering no movement penalties.

They are able to **Climb Natural Surfaces** like trees and cliffs and to **Swim** with great skill.

They can accurately **Imitate** the sounds of animals with entertaining purposes or force their voice (by making a roll) to generate a specific effect.

The imitation can be maintain for up to 4 rounds and has an effect radius of 30' per character level.

-Growl: Obligates opponents to make a Morale Check.

-Bird's Song: Opponents must Save vs. Rod or get focused on listening the bird's song.

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-Roar: Makes the opponents Save vs. Paralysis or freeze for the roar's duration.

Savage characters are renowned for their animal-like moves while **Fighting**: they growl, crouch, leap, etc. This fighting style gives them some benefits:

-They get attack, damage and saving throw bonuses.

-They are treated as having a greater base AC and an increased Dexterity adjustment for it.

-They generate a Morale penalty on the opponents.

<b>Fighting</b>	<b>AB</b>	<b>Damage</b>	<b>ST</b>	<b>AC</b>	<b>Dex Adj</b>	<b>Morale</b>
A	+1	+1	+2	11	+1	-0
B	+1	+2	+2	12	+1	-1
C	+2	+3	+2	13	+2	-2
D	+2	+4	+3	13	+3	-3
E	+3	+5	+3	14	+3	-5

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