

Felisians

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for the felisians, a new player race for 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.



History: Cat-like humanoids have graced the tales of many cultures over the millenia. They can be found in ancient tomb paintings, carved into temples, and in children's stories. They are seen by most as little more than legend or fancy.

In truth, felisians are members of an ancient and reclusive culture. Their towns and cities are located in the deep forests and jungles of the world. They do have some contact and trade with the other races, and their wood and stone carvings are highly valued. Over time, they have affected some of the customs of other races such as writing and the wearing of clothes. They worship the cat goddess Bastisor, though they acknowledge that Bastisor may have taken other forms and names when appearing to other races.

Most felisians will spend their lives with little to no contact with the other intelligent races. However, some felisians will strike out on their own, eager to learn all they can about the world. Their natural speed makes them

excellent fighters and thieves. Some felisians seek to serve Bastisor and choose the path of the cleric. They have difficulty getting along with caneins and other dog-like races.

Description: Felisians are a race of cat-like humanoids. Felisians stand around five feet tall and typically weigh around 110 pounds. Short fur covers their bodies and they have a non-prehensile tail. The color and pattern of their fur can be that of any domesticated or wild cat. Felisians wear clothing, though adventuring felisians prefer lighter armor. They are quick and graceful, and have excellent eyesight. They are fiercely curious and sometimes have trouble controlling that impulse. Their average lifespan is about 80 years.

Restrictions: Felisians may become clerics, fighters, or thieves. They are required to have a minimum Dexterity of 9. Due to their size, they may not have a Strength higher than 17. They may use any weapons and wear any type of armor. They never roll higher than a six-sided die (d6) for hit points.

Special Abilities: All felisians have Enhanced Vision: they may see up to 60' in low light settings. This is not a magical ability: there must be at least some light present. Their quick reflexes allow them to take only $\frac{1}{2}$ damage when they fall, even if they fail their saving throw. A successful saving throw means they take only $\frac{1}{4}$ damage. During unarmed combat, their claws allow them to deal 1d4 points of damage instead of the standard 1d3 points. They may climb trees and jump up to 20' on a roll of 1-2 on 1d6, adding their Dexterity bonus to extend this range. Felisian thieves will use their thief percentage for climbing.

Saving Throws: Due to their quick nature, felisians save at +2 vs. Magic Wands and Dragon Breath. They save at +3 against Death Ray and any other death saves.

Below are some pregenerated characters at 1st and 3rd level for your game. They can be used as either PC's or NPC's as needed.

FELISIAN CLERIC 1			HP (6) AC (15)		
STR	DEX	CON	INT	WIS	CHA
8	14	10	12	16	13

COMBAT

Mace **+0 (1d6)**

Unarmed **+0 (1d4)**

Sling **+2 (1d4)**

SAVING THROWS

Death Ray/Poison **8**

Magic Wands **10**

Paralysis/Petrify **14**

Dragon Breath **14**

Spells **15**

SPECIAL ABILITIES

Land On Their Feet ($\frac{1}{2}$ DMG on falls, $\frac{1}{4}$ if save)

Enhanced Vision (60' in low light settings)

Climb and Jump (1-4 on 1d6)

Claws (1d4 damage)

TURN UNDEAD

Skeleton **13**

Zombie **17**

Ghoul **19**

Wight **No**

Wraith **No**

Mummy **No**

Spectre **No**

GEAR

Leather armor, Mace, Sling, Slingstones (20)

Holy Symbol, Holy Water, Healing Potion (1d6+1)

FELISIAN FIGHTER 1			HP (9) AC (16)		
STR	DEX	CON	INT	WIS	CHA
16	14	13	12	8	10

COMBAT

Sword **+3 (1d8+2)**

Unarmed **+3 (1d4)**

Bow **+2 (1d6)**

SAVING THROWS

Death Ray/Poison **10**

Magic Wands **10**

1Paralysis/Petrify **14**

Dragon Breath **13**

Spells **17**

SPECIAL ABILITIES

Land On Their Feet ($\frac{1}{2}$ DMG on falls, $\frac{1}{4}$ if save)

Enhanced Vision (60' in low light settings)

Climb and Jump (1-4 on 1d6)

Claws (1d4 damage)

GEAR

Chainmail armor, Sword, Bow, Healing Potion (1d6+1)

FELISIAN THIEF 1 HP(5) AC(15)

STR	DEX	CON	INT	WIS	CHA
12	16	13	14	8	10

COMBAT

Dagger	+1 (1d4)
Dagger, thrown	+3 (1d4)
Unarmed	+1 (1d4)

SAVING THROWS

Death Ray/Poison	11
Magic Wands	12
Paralysis/Petrify	13
Dragon Breath	14
Spells	15

SPECIAL ABILITIES

Land On Their Feet (½ DMG on falls, ¼ if save)
Enhanced Vision (60' in low light settings)
Claws (1d4 damage)
Jump (1-4 on 1d6)

THIEVES' ABILITIES

Open Locks	25%
Remove Traps	20%
Pick Pockets	30%
Move Silently	25%
Climb Walls	80%
Hide	10%
Listen	30%

GEAR

Leather Armor. Bow, 2 daggers, Healing Potion (1d6+1)

FELISIAN CLERIC 3 HP (18) AC (15)

STR	DEX	CON	INT	WIS	CHA
8	14	10	12	16	13

COMBAT

Mace	+1 (1d6)
Unarmed	+1 (1d4)
Sling	+3 (1d4)

SAVING THROWS

Death Ray/Poison	7
Magic Wands	9
Paralysis/Petrify	13
Dragon Breath	13
Spells	14

SPECIAL ABILITIES

Land On Their Feet (½ DMG on falls, ¼ if save)
Enhanced Vision (60' in low light settings)
Climb and Jump (1-4 on 1d6)
Claws (1d4 damage)

TURN UNDEAD

Skeleton	9
Zombie	13
Ghoul	17
Wight	19
Wraith	No
Mummy	No
Spectre	No

FIRST LEVEL SPELLS (2/day)

Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Water
Remove Fear
Resist cold

GEAR

Leather armor, Mace, Sling, Slingstones (20)
Holy Symbol, Holy Water, Healing Potion (1d6+1)

FELISIAN FIGHTER 3 HP (21) AC (16)

STR	DEX	CON	INT	WIS	CHA
16	14	13	12	8	10

COMBAT

Sword +4 (1d8+2)

Unarmed +4 (1d4)

Bow +3 (1d6)

SAVING THROWSDeath Ray/Poison **8**Magic Wands **10**Paralysis/Petrify **14**Dragon Breath **13**Spells **16****SPECIAL ABILITIES**

Land On Their Feet (½ DMG on falls, ¼ if save)

Enhanced Vision (60' in low light settings)

Climb and Jump (1-4 on 1d6)

Claws (1d4 damage)

GEAR

Chainmail armor, Sword, Bow, Healing Potion (1d6+1)

FELISIAN THIEF 3 HP(15) AC(15)

STR	DEX	CON	INT	WIS	CHA
12	16	13	14	8	10

COMBAT

Dagger +2 (1d4)

Dagger, thrown +4 (1d4)

Unarmed +2 (1d4)

SAVING THROWSDeath Ray/Poison **11**Magic Wands **12**Paralysis/Petrify **13**Dragon Breath **13**Spells **14****SPECIAL ABILITIES**

Land On Their Feet (½ DMG on falls, ¼ if save)

Enhanced Vision (60' in low light settings)

Claws (1d4 damage)

Jump (1-4 on 1d6)

THIEVES' ABILITIESOpen Locks **35%**Remove Traps **30%**Pick Pockets **40%**Move Silently **35%**Climb Walls **82%**Hide **20%**Listen **38%****GEAR**

Leather Armor. Bow, 2 daggers, Healing Potion (1d6+1)

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