

Races with Levels

A Basic Fantasy RPG Supplement

Release 5

Copyright © 2015-2021 Martín Serena (Dimirag)

All Rights Reserved

Distributed under the terms of the Open Game

License version 1.0a

Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides alternative rules for the player character races, 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.

CHARACTER RACES

This supplement presents the core Races in a similar mechanic to the one used for the Como-classes, adding an extra Experience cost per Character Level.

As the Character gains new Levels he will gain Class and Races benefits.

Dwarves

Level	Exp. Points	Detection
1	0	20%
2	200	23%
3	400	26%
4	800	29%
5	1,600	31%
6	3,200	34%
7	6,400	37%
8	12,000	40%
9	24,000	43%
10	36,000	45%
11	48,000	47%
12	60,000	49%
13	72,000	51%
14	84,000	53%
15	96,000	55%
16	108,000	56%
17	120,000	57%
18	132,000	58%
19	144,000	59%
20	156,000	60%

Description: Dwarves are a short, stocky race; both male and female Dwarves stand around 4 feet tall and typically weigh around 120 pounds. Their long hair and thick beards are dark brown, gray or black. They take great pride in their beards, sometimes braiding or forking them. They have a fair to ruddy complexion. Dwarves have stout frames and a strong, muscular build. They are rugged and resilient, with the capacity to endure great hardships. Dwarves are typically practical, stubborn and courageous. They can also be introspective, suspicious and possessive. They have a lifespan of three to four centuries.

Restrictions: Dwarves may become Clerics, Fighters, or Thieves. They are required to have a minimum Constitution of 9. Due to their generally dour dispositions, they may not have a Charisma higher than 17. They may not employ Large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows).

Special Abilities: All Dwarves have Darkvision with a 60' range, and are able to detect slanting passages, traps, shifting walls and new construction on a roll; a search must be performed before this roll may be made. Starting at level 10 they get an extra Hit Point per level.

Saving Throw Bonuses: Dwarves have a bonus to Death Ray & Poison, Magic Wands, Paralyzation & Petrification, Spells, and Dragon Breath.

Level	Death Ray & Poison	Magic Wands	Paralyzation & Petrification	Spells	Dragon Breath
1-2	+2	+2	+1	+2	+1
3-6	+3	+2	+2	+2	+1
7-10	+3	+3	+3	+3	+2
11-14	+4	+4	+4	+3	+3
15-18	+4	+4	+5	+4	+3
19-20	+5	+5	+5	+4	+4

A BASIC FANTASY SUPPLEMENT

RACES WITH LEVELS

Elves

Level	Exp. Points	Detection	Surprise
1	0	20%	30%
2	2,000	23%	29%
3	4,000	26%	28%
4	8,000	29%	27%
5	16,000	31%	26%
6	32,000	34%	25%
7	64,000	37%	24%
8	120,000	40%	23%
9	240,000	43%	22%
10	360,000	45%	22%
11	480,000	47%	21%
12	600,000	49%	21%
13	720,000	51%	20%
14	840,000	53%	20%
15	960,000	55%	19%
16	1,080,000	56%	19%
17	1,200,000	57%	19%
18	1,320,000	58%	18%
19	1,440,000	59%	18%
20	1,560,000	60%	18%

Description: Elves are a slender race, with both genders standing around five feet tall and weighing around 130 pounds. Most have dark hair, with little or no body or facial hair. Their skin is pale, and they have pointed ears and delicate features. Elves are lithe and graceful. They have keen eyesight and hearing. Elves are typically inquisitive, passionate, self-assured, and sometimes haughty. Their typical lifespan is a dozen centuries or more.

Restrictions: Elves may become Clerics, Fighters, Magic-Users or Thieve. They are required to have a minimum Intelligence of 9. Due to their generally delicate nature, they may not have a Constitution higher than 17. Elves never roll larger than six-sided dice (d6) for Hit Points.

Special Abilities: All Elves have Darkvision with a 60' range. They are able to find secret doors more often than normal. An Elf is so observant that one has half the chances of finding a secret door with a cursory look.

Elves are immune to the paralyzing attack of ghouls. Also, they are less likely to be surprised in combat, reducing the chance of surprise.

Elves are innate spellcasters and are able to learn and prepare spells in the same manner as Magic Users. An Elf can cast spells while wearing any armor allowed by their Class.

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

Saving Throw Bonuses: Elves have a bonus to Magic Wands, Paralyzation & Petrification, and Spells.

Level	Magic Wands	Paralyzation & Petrification	Spells
1-6	+0	+1	+1
7-10	+1	+1	+2
11-14	+1	+2	+2
15-20	+2	+2	+3

RACES WITH LEVELS

Halflings

Level	Exp. Points	Attack Bonus	Armor Class	Initiative	Hide
1	0	+1	+1	1d6+1	10%
2	250	+1	+1	1d6+1	15%
3	500	+1	+1	1d6+1	20%
4	1,000	+1	+1	1d6+1	25%
5	2,000	+1	+1	1d6+1	30%
6	4,000	+1	+2	1d6+2	35%
7	8,000	+2	+2	1d6+2	40%
8	15,000	+2	+2	1d6+2	45%
9	30,000	+2	+2	1d6+2	50%
10	45,000	+2	+2	1d6+2	53%
11	60,000	+2	+3	1d4+4	56%
12	75,000	+2	+3	1d4+4	59%
13	90,000	+2	+3	1d4+4	62%
14	105,000	+3	+3	1d4+4	65%
15	120,000	+3	+3	1d4+4	58%
16	135,000	+3	+4	1d6+4	60%
17	150,000	+3	+4	1d6+4	62%
18	165,000	+3	+4	1d6+4	64%
19	180,000	+3	+4	1d6+4	66%
20	195,000	+3	+4	1d6+4	68%

Description: Halflings are small, slightly stocky folk who stand around three feet tall and weigh about 60 pounds. They have curly brown hair on their heads and feet, but rarely have facial hair. They are usually fair skinned, often with ruddy cheeks. Halflings are remarkably rugged for their small size. They are dexterous and nimble, capable of moving quietly and remaining very still. They usually go barefoot. Halflings are typically outgoing, unassuming and good-natured. They live about a hundred years.

Restrictions: Halflings may become Clerics, Fighters or Thieves. They are required to have a minimum Dexterity of 9. Due to their small stature, they may not have a Strength higher than 17. Halflings never roll larger than six-sided dice (d6) for hit points regardless of class. Halflings may not use Large weapons, and must wield Medium weapons with both hands.

Special Abilities: Halflings are unusually accurate with all sorts of ranged weapons, gaining an attack bonus

A BASIC FANTASY SUPPLEMENT

when employing them. When attacked in melee by creatures larger than man-sized, Halflings gain a bonus to their Armor Class. Halflings are quick-witted, thus improving their Initiative die rolls. They are able to hide effectively; so long as they remain still. In their preferred terrain they are able to hide with triple success chances. They are able to hide while wearing any armor allowed by his Class.

Saving Throw Bonuses: Halflings have a bonus to Death Ray & Poison, Magic Wands, Paralyzation & Petrification, Spells, and Dragon Breath.

Level	Death Ray & Poison	Magic Wands	Paralyzation & Petrification	Spells	Dragon Breath
1-2	+2	+1	+1	+2	+2
3-6	+2	+2	+2	+3	+2
7-10	+2	+3	+2	+3	+3
11-14	+3	+3	+3	+4	+3
15-18	+3	+4	+3	+5	+4
19-20	+3	+5	+4	+5	+4

Humans

Description: Humans come in a broad variety of shapes and sizes; the Game Master must decide what sorts of Humans live in the game world. An average Human male in good health stands around six feet tall and weighs about 175 pounds. Most Humans live around 75 years.

Restrictions: Humans may be any single class. They have no minimum or maximum ability score requirements.

Special Abilities: Humans have no requisite on their own and don't have nor gain racial special abilities thus having no extra Experience cost.

Saving Throw Bonuses: Humans have no bonuses to their saving throws.

A BASIC FANTASY SUPPLEMENT

RACES WITH LEVELS

Alternative Elves (less powerful)

Level	Exp. Points	Detection	Surprise
1	0	20%	30%
2	500	23%	29%
3	1,000	26%	28%
4	2,000	29%	27%
5	4,000	31%	26%
6	8,000	34%	25%
7	16,000	37%	24%
8	32,000	40%	23%
9	64,000	43%	22%
10	96,000	45%	22%
11	128,000	47%	21%
12	160,000	49%	21%
13	192,000	51%	20%
14	224,000	53%	20%
15	256,000	55%	19%
16	288,000	56%	19%
17	320,000	57%	19%
18	352,000	58%	18%
19	384,000	59%	18%
20	416,000	60%	18%

Description: Elves are a slender race, with both genders standing around five feet tall and weighing around 130 pounds. Most have dark hair, with little or no body or facial hair. Their skin is pale, and they have pointed ears and delicate features. Elves are lithe and graceful. They have keen eyesight and hearing. Elves are typically inquisitive, passionate, self-assured, and sometimes haughty. Their typical lifespan is a dozen centuries or more.

Restrictions: Elves may become Clerics, Fighters, Magic-Users or Thieve. They are required to have a minimum Intelligence of 9. Due to their generally delicate nature, they may not have a Constitution higher than 17. Elves never roll larger than six-sided dice (d6) for Hit Points.

Special Abilities: All Elves have Darkvision with a 60' range. They are able to find secret doors more often than normal. An Elf is so observant that one has half the chances of finding a secret door with a cursory look. Elves are immune to the paralyzing attack of ghouls. Also, they are less likely to be surprised in combat, reducing the chance of surprise.

Elves are innate spellcasters and are able to learn and prepare spells in the same manner as Magic Users. An Elf can cast spells while wearing any armor allowed by their Class.

Level	1	2	3
1-4	1	-	-
5-8	2	-	-
9-12	2	1	-
13-18	2	2	-
17-20	2	2	1

Saving Throw Bonuses: Elves have a bonus to Magic Wands, Paralyzation & Petrification, and Spells.

Level	Magic Wands	Paralyzation & Petrification	Spells
1-6	+0	+1	+1
7-10	+1	+1	+2
11-14	+1	+2	+2
15-20	+2	+2	+3

Open Game License

INTRODUCTION

Races with Levels: A Basic Fantasy Supplement (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

Designation of Open Game Content: The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any

Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006-2011 Chris Gonnerman.

Races with Levels: A Basic Fantasy Supplement Copyright © 2021 Martín Serena

END OF LICENSE