

Tiny Non-Level Character Companion

A Basic Fantasy RPG Supplement

Release 2

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement offers additional game options 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

Tiny Non-Level Character Companion

an easy-to-use companion expansion for Basic Fantasy, and other old school role playing games.

Bare Bones

The **Basic Fantasy** core rules include a bare bone system for 0-level characters. The **Tiny Non-Level Character Companion** enhances this system, and introduces ways for 0-level characters to gain experience levels, and become initiated into a character class.

Although 0-level, and non-level characters have no character class, they can be experts, and masters in their line of work; they may be influential merchants, kings, skilled artisans, or witty workers.

0-Level Characters in the Core Rules

Stat block: Name (0), 1d4 hp, equipment; notes.

E.g. Prothr (0) 3 hp, traveler's backpack; scout, middle-aged human.

Normal men, or 0-level characters have no character class such as fighter, or magic-user.

No **ability scores** are generated for non-level characters.

A 0-level character (0) has an **attack bonus** of +0. They are not trained to use weapons unless stated by their profession.

A 0-level character has **1d4 hit points**. Those whose career is that of a warrior start with 1d6 hit points.

A 0-level character has an **ability roll target** of 17. (1d20+MOD target 17)

Saving throws for 0-level characters are not explicitly mentioned in the core rules, although some monsters are described to save as normal men; the saving throw table for fighters has a row for 0 – 1st level fighters, which might suggest that 0-level characters save as 1st level fighters.

0-Level, and Non-Level Characters Companion Rules

This companion introduces non-level characters in addition to expanded rules for 0-level characters. Non-level characters are usually created, and played by the GM, while 0-level characters may be created, and played by players.

The following rules apply in addition to the core rules.

Note: Game masters should practice writing up 0-level, and non-level characters, and make it a habit to collect lists of characters for later use.

0-Level Characters

0-level characters, their saving throws, and their attack bonus are defined by their experience level.

Stat block: Name (0), 1d4 hp, profession, and/or secondary skills, equipment, notes.

E.g. Prothr (0) 3 hp, scout, fisherman, dancer, traveler's backpack; middle-aged human, talkative, enduring, resilient, fond of wood carvings.

Non-level characters **save as** 1st level fighters.

Non-level characters have a **secondary skill target** of 17 (1d20+MOD target 17.) The modifier is based on the character's secondary skill level as described in the **Tiny Skill Companion**: beginner +3, advanced +5, expert +8, master +13, grand master +21.

E.g. Prothr (0) 3 hp, scout (expert), fisherman (advanced), dancer (advanced). If a skill check for any scout-related skill was necessary, it would be 1d20+8 target 17.

0-Level Character Creation

0-level characters are created by naming them, and providing brief background information.

Hit points are generated only if necessary (roll 1d4).

It is important to draw connections between the newly created character, and other characters of the game world: Where do the characters live? What do they do for a living? Who do they know? Who are their relatives? What are the characters known for? Is there any gossip, and are there any anecdotes about them?

Profession, and/or secondary skills are chosen. Characters start the game with a set of **secondary skills**. The number of secondary skills a character starts with, and the **skill levels** that are assigned to them, is up to the GM. **Equipment** is chosen, or bought (3d6 x 10 gp.)

Gaining the 1st Level

A 0-level character needs **250 experience points** to attain 1st level, and some kind of **initiation** to gain access to one of the character classes.

After the character attained 1st level 250 XP are deducted from the XP total, any excess XP are kept.

E.g. Prothr (fighter 0) has gained 286 XP, and attained 1st level. 250 XP are deducted, so his new total is 36 XP at 1st level.

When the characters attain 1st level, and if they have been initiated into a character class all standard rules for the class apply. They re-roll their hit points with their new hit dice; if the die roll result is equal to, or less than the previous hit point total the latter one is kept.

Since Prothr has already been initiated into the fighter class, he now has full access to all class abilities. He rolls 1d8+2 for hit points with a result of 6. His stat block is now: Prothr (fighter 1) 6 hp.

Initiation into a Character Class

Initiation into a character class may begin, and occur before a character has reached 1st level. There are cases of self-initiation, too, and many clerics get initiated by their deity after fulfilling a minor quest.

Training with Mentors

In general, the characters need a mentor who trains them, and gives advice over a period of time, defined by the GM. Payment may be necessary, as well.

E.g. Prothr (0) has two mentors, one elven ranger who lives as a hermit in the forests, and one captain of the guard in regional town. He is initiated into the class of the fighter, training with both his mentors. So, he becomes Prothr (fighter 0.)

Self-Initiation

Characters who attain 1st level and then gain half of the XP necessary to attain the 2nd level of their chosen class are self-initiated into the class, and then proceed normally.

Self-initiation requires the characters to research, study, train, and gain experience in the areas of expertise of their chosen class.

E.g. If Prothr had attained 1st level without being initiated into the fighter class, and then had collected 1023 XP he would have performed self-initiation. He'd be a 1st level fighter with 1023 XP.

Self-Initiation	
Character Class	XP needed
Cleric	750
Fighter	1,000
Magic-User	1,250
Thief	625

Initiation by a Deity

Characters may have to fulfill a minor quest bestowed upon them by a deity, or other entity. Clerics are usually initiated in this fashion. Once they fulfill the quest they become initiated.

E.g. Klyth (0) wants to become a cleric. She met her deity in a vision after journeying for 3 weeks alone. She was asked to climb a certain mountain every night, and watch, and record the movement of five constellations of stars for eight months. She would then deliver the records to a priestess of her deity at the temple near the eastern havens.

A quest bestowed upon the characters by another follower of the deity (e.g. a high-priestess) is different. It might, or might not be sanctioned by the deity. However, the deity may decide to test the faith of the characters nonetheless, and grant them initiation, if they succeed in the eyes of the deity.

Sometimes characters will set out on quest on their own, trying to win the favor of their deity. These are cases of self-initiation, and the rules for self-initiation apply.

In all cases deities may intervene, support the characters, or put obstacles in their way. This is especially true for quests that the characters laid upon themselves, or were laid upon them by others, and if the quests conflict with the interests of the deity.

Ability Scores

Ability scores are usually not generated during character creation. The characters are described as *witty*, *strong*, *nimble*, etc. and the GM may assign **ability roll target modifiers** based on the description.

E.g. Prothr (0) is described as enduring, and resilient. When asked to roll a constitution check, the player rolls 1d20 target 17, with a +1 modifier assigned by the GM because of the character's description. (1d20+1 target 17)

The GM should take notes of such modifiers, as they indicate the character's ability scores. A +1 modifier indicates a CON score of 13 to 15.

During play the GM may let the players generate one, or more ability scores, or set a base score that is modified by the description given earlier.

If ability scores need to be generated quickly, just roll 3d6 in order.

Since the GM already recorded a CON modifier of +1, indicating a score of 13 to 15, he assigns a base score of 12 for constitution, and asks Prothr's player to roll 12+1d3 for the final CON score.

Prothr (0) is a talkative scout who spends most of his days, and nights outside in the wilderness muttering to himself, and the stars. The GM sets a base of 6 for his Charisma score, and lets the player roll 1d6. He scores a 2 resulting in CHA 8. Prothr is a nice enough guy who can get annoying with his babbling, and unsolicited comments.

Non-Level Characters

Non-level characters are defined by **hit dice** (d4), just like monsters. Their **attack bonuses** are derived from their hit dice, as well. They usually **save as** fighters with experience levels equal to the non-level character's hit dice.

E.g. Tenton (4d4), AB +4, saves as fighter 4; archer (expert), tracker (master); half-elf.

Professions, or **secondary skills** can be added. The same rules as for 0-level characters apply.

Special abilities, even those that mimic class abilities can be defined by the GM. However, non-level characters never gain experience levels. The GM may choose to raise their hit dice, and change their abilities over time.

Optional: &Pain

If the **&Pain** companion expansion is used, 0-level characters have the same **pain thresholds** as 1st level characters (5/8/13). Modifiers may apply as the GM sees fit.

E.g. Prothr (0) with 3 hp had an accident in the wilderness. He received 6 damage hit points after falling into a pit. He transferred all of the damage to pain. Now, he still has 3 hp, but his pain status is 6, so most of his dice rolls are modified by -6, he moves slower, and his initiative roll is reduced by -2, as well.

Since he suffered more than 5 hit points in one 'blow', he must save vs. pain or become incapacitated for 1 round. He fails, and lies in the pit, unable to move. When he gets up later, he will feel the pain, and start a slow climb out of the pit. If he can make it before the giant black forest lion finds him...

Optional: Tiny Hit Point Companion

Restricted Weapon Use: If the **Tiny Hit Point Companion** is used, 0-level, and non-level characters attack with their normal attack bonus, but weapon damage is halved for restricted weapons, because they lack the skill to use the weapons efficiently.

If the characters use weapons, or certain tools that can be used as weapons because of their profession, or **secondary skill** then normal damage is rolled when using these weapons.

E.g. Prothr (0) uses knife, axe, spear, and bow in the wilderness. Using these weapons he causes normal damage. He is not used to fight with long blades, though, so damage would be halved.

Optional: Tiny Magic Companion

If the **Tiny Magic Companion** is used, 0-level characters who are initiated into either the magic-user, or cleric class may cast 0-level spells.

Depending on the game world, and their mentors the characters are either initiated into the **standard magic** system, or the **hit point magic** system; a few learn to use both.

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