

Fighter Subclasses

A Basic Fantasy RPG Supplement

Version 2006.0

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Basic Fantasy Website: basicfantasy.newcenturycomputers.net

INTRODUCTION

The following classes are all customizations of the Fighter class. They are rooted in tradition, but are simplified to meet the ideals of 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.

NEW CHARACTER CLASSES

All of these classes use the fighter experience point progression, attack bonus, and saving throws. Hit dice are specified below. However, since these classes are highly specialized, and a character must be Human to belong to one of these classes, the usual 10% bonus to XP for being Human is not granted to characters of these listed classes.

Barbarian

Barbarians are the rough warriors that hail from the unsettled lands far from civilization. Their combat prowess comes from tenacity and instinct rather than the training and discipline of the regular fighter.

Requirements: In order to qualify to be a barbarian, one must have rolled a Strength of 13 or higher, a Dexterity of 9 or higher, and a Constitution of 13 or higher. Barbarians use d8 for hit dice, but double their CON bonus, as they possess almost inhuman fortitude. Barbarians cannot use armor heavier than chain mail, but may use shields. They may wield any weapons desired. The natural combat ability of this class shines when not wearing armor, however. When not burdened by armor, the Barbarian doubles his or her STR bonus to attack and damage with melee weapons. Barbarians also benefit from enhanced protection when unarmored, as follows:

Level	Armor Class
1	12
2	13
3	14
4	16
5	17
6	18
7+	20

Ranger

Rangers are specialized warriors who roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay, away from the civilized realms. They operate alone or in small groups, and rely on stealth and surprise to meet their objectives, as opposed to the straight-on warfare of the standard Fighter.

Requirements: To become a ranger, one must have rolled a Strength of 13 or higher, a Wisdom of 9 or higher, and a Dexterity of 13 or higher. While rangers use d8 for HD, they roll an extra die of hit points at first level, as they have been toughened by self-sufficiency and isolation from the supplies and comforts of civilized lands. They can wear any armor, but the Ranger's special talents and abilities are unavailable when wearing heavier than leather armor.

Ranger Abilities: The ranger can **move silently** and **hide** as a Thief of equal level when in a dungeon or city setting. However, in natural outdoor terrain, these two abilities are calculated at 3 levels higher (a 1st level Ranger hides as a 4th level Thief when in the wilderness.) Rangers double their DEX bonus "to hit" when using longbow, due to extensive training with that weapon. The ranger can also track movement in the wilderness, at a base chance of 40% with 5% additional per level over 2nd. Note the GM may also apply certain penalties or bonuses for conditions that might hinder or help the tracking attempt. If in the wilderness, the ranger can locate herbs and plants that could heal wounds; 1d12 turns must be spent gathering the necessary ingredients, and the poultice thus created heals 1d4 HP.

Regardless of the armor worn, a Ranger also adds his or her level in damage against humanoid opponents.

Paladin

The paladin is a warrior that has received special talents from faith and belief, in order to right injustices that may have befallen those that are not strong enough to stand up for themselves.

Requirements: Paladins are very rare, as one must roll STR 13, WIS 13, CHA 13. They use d8 for HD, and can wear any armor, or use any shields or weapons without hindrance to their abilities. Because of their passionate faith, they gain some talents of the cleric and some other supernatural related abilities. Once per day, per level, the paladin can "Lay on Hands" to any wounded character and heal 2 hit points +1 HP per point of CHA bonus. At

will, they may detect evil as the spell. They are able to turn undead at 4th level as a cleric of 3 levels lower, (a 4th level paladin turns undead as a 1st level cleric.) Paladins that show great piety and have advanced to 9th level are able to cast spells as a cleric of 7 levels lower, (a 9th level paladin casts spells as a 2nd level cleric.) The paladin must obey a code of honor, and will try to perform his duties to protect the innocent, and bring justice to the unjust as best as mortally possibly. Should they fall from grace, they will no longer gain experience points. They essentially remain a fighter forever more. The greatest drawback however is the loss of all the listed abilities, unless the fallen paladin atones for his transgression, (as determined by the GM.)

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