

Paladins

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for playing Paladins under 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.

NEW CHARACTER CLASSES

The new class described in this supplement is considered a subclass of Fighter. As such, they have the same attack bonus and saving throws as Fighters of the same level. They should be treated as Fighters for all purposes, unless otherwise noted.

Paladin

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d8	-	-
2	2,500	2d8	-	-
3	5,000	3d8	-	-
4	10,000	4d8	-	-
5	20,000	5d8	-	-
6	40,000	6d8	-	-
7	80,000	7d8	-	-
8	150,000	8d8	-	-
9	300,000	9d8	-	-
10	450,000	9d8+2	1	-
11	600,000	9d8+4	2	-
12	750,000	9d8+6	2	1
13	900,000	9d8+8	2	2
14	1,050,000	9d8+10	3	2
15	1,200,000	9d8+12	3	3
16	1,350,000	9d8+14	4	3
17	1,500,000	9d8+16	4	4
18	1,650,000	9d8+18	5	4
19	1,800,000	9d8+20	5	5
20	1,950,000	9d8+22	6	5

Requirements: To become a Paladin, a character must have at least a Strength score of 9, a Wisdom score of 11, and a Charisma score of 11. Open to **any race**. They may use any weapon and may wear any armor or shield. If your GM is using the nine alignments, you must either be Lawful Good or Chaotic Evil.

Special Abilities:

Paladins emanate a protection from evil (or good, depending on their faith) aura in 10 feet radius, also they can detect evil (or good, as above) at will.

Furthermore they can Smite: once per day per level they can make their melee attack as if their weapon was magical, thus becoming able to hit creatures immune to non-magical attacks.

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.

Paladins may use magical items if they are blessed by their deity.

Paladins must give 10% of treasure as offering to his deity.

Paladins have the Turn Undead power -or a similar one- as Clerics of a level equal to half their own (round down, lowest is lvl.1).

They cast standard clerical spells but may not cast them in reverse form if they go against their alignment and code of conduct (GM decides if it does).

Starting from 5th level onwards, paladins can cast a spell specific to their faith once per week (usually a 3rd level spell taken from the Cleric spell list, but see below for exceptions).

They can cast Cure Disease once per week from 5th level onwards.

As stated before, the paladin must obey a code of honor, and will try to perform duties given by his/her deity or religious hierarchy. If he/her breaks the code, the paladin's powers/protection is taken away and must atone for his action as soon as possible before he is forced to stay a fighter forever (Atonement requirement determined by GM).

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