

Roll Over, Roll Under & Roll and Add

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for some alternative rolling mechanics 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.

ROLL OVER, ROLL UNDER & ROLL AND ADD

This supplement presents three alternative ways of rolling some PC and NPC's

Roll Over

Under this variant the Thieves Skills table is modified to be used in the same manner as the Turning Undead and Saving Throw mechanics, that is, rolling a d20 and obtaining the number shown on the table or above to succeed.

Thief Level	Open Locks	Rem. Traps	Pick Pock	Move Silent.	Climb Walls	Hide	Listen
1	16	17	15	16	5	19	15
2	15	16	14	15	5	18	14
3	14	15	13	14	5	17	13
4	13	14	12	13	4	16	13
5	12	13	11	12	4	15	12
6	11	12	10	11	4	14	11
7	10	11	9	10	4	13	10
8	9	10	8	9	4	12	9
9	8	9	7	8	3	11	9
10	8	8	6	8	3	10	8
11	7	7	6	7	3	9	8
12	7	7	5	6	3	8	7
13	6	7	4	5	3	8	6
14	5	6	3	5	3	7	6
15	4	5	3	4	3	7	5
16	4	5	2	4	2	7	5
17	4	5	2	3	2	7	4
18	3	5	2	3	2	7	3
19	3	5	2	2	1	7	3
20	3	4	2	2	1	7	2

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Under this alternative the player or GM must roll the d20

trying to obtain a number equal or lower than the one given by the table. With this alternative the Thieves Skills, Cleric vs Undead and Saving Throw tables have all being modified.

Thieves Skills

Thief Level	Open Locks	Rem. Traps	Pick Pock	Move Silent.	Climb Walls	Hide	Listen
1	5	4	6	5	16	2	6
2	6	5	7	6	16	3	7
3	7	6	8	7	16	4	8
4	8	7	9	8	17	5	8
5	9	8	10	9	17	6	9
6	10	9	11	10	17	7	10
7	11	10	12	11	17	8	11
8	12	11	13	12	17	9	12
9	13	12	14	13	18	10	12
10	13	13	15	13	18	11	13
11	14	14	15	14	18	12	13
12	14	14	16	15	18	13	14
13	15	14	17	16	18	13	15
14	16	15	18	16	18	14	15
15	17	16	18	17	18	14	16
16	17	16	19	17	19	14	16
17	17	16	19	18	19	14	17
18	18	16	19	18	19	14	18
19	18	16	19	19	20	14	18
20	18	17	19	19	20	14	19

Cleric

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	10	9	7	5	6
2-3	11	10	8	6	7
4-5	12	11	8	6	7
6-7	12	11	9	7	8
8-9	13	12	9	7	8
10-11	13	12	10	8	9
12-13	14	13	10	8	9
14-15	14	13	11	9	10
16-17	15	14	11	9	10
18-19	15	14	12	10	11
20	16	15	12	10	11

Fighter

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	9	8	7	6	4
2-3	10	9	7	6	5
4-5	10	10	8	7	6
6-7	11	10	9	7	6
8-9	12	11	9	8	7
10-11	12	12	10	9	8
12-13	13	12	11	9	8
14-15	14	13	11	10	9
16-17	14	14	12	11	10
18-19	15	14	13	11	10
20	16	15	13	12	11

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Magic User

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	8	7	8	5	6
2-3	8	7	8	6	7
4-5	9	8	9	6	8
6-7	9	9	10	7	8
8-9	10	10	11	7	9
10-11	10	11	12	8	10
12-13	11	11	12	8	10
14-15	11	12	13	9	11
16-17	12	13	14	9	12
18-19	12	14	15	10	12
20	13	15	16	10	13

Thief

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	8	7	8	5	6
2-3	9	7	9	6	7
4-5	10	8	9	7	8
6-7	10	8	10	8	8
8-9	11	9	10	9	9
10-11	12	9	11	10	10
12-13	12	11	11	11	10
14-15	13	11	12	12	11
16-17	14	12	12	13	12
18-19	14	12	13	14	12
20	15	13	13	15	13

Cleric vs. Undead Table

Cleric Level	1 Hit Die	2 Hit Dice	3 Hit Dice	4 Hit Dice	5 Hit Dice	6 Hit Dice	7 Hit Dice	8 Hit Dice	9+ Hit Dice
1	8	4	2	No	No	No	No	No	No
2	10	6	3	1	No	No	No	No	No
3	12	8	4	2	No	No	No	No	No
4	14	10	6	3	1	No	No	No	No
5	16	12	8	4	2	No	No	No	No
6	18	14	10	6	3	1	No	No	No
7	19	16	12	8	4	2	No	No	No
8	T	18	14	10	6	3	1	No	No
9	T	19	16	12	8	4	2	No	No
10	T	T	18	14	10	6	3	1	No
11	D	T	19	16	12	8	4	2	No
12	D	T	T	18	14	10	6	3	1
13	D	D	T	19	16	12	8	4	2
14	D	D	T	T	18	14	10	6	3
15	D	D	D	T	19	16	12	8	4
16	D	D	D	T	T	18	14	10	6
17	D	D	D	D	T	19	16	12	8
18	D	D	D	D	T	T	18	14	10
19	D	D	D	D	D	T	19	16	12
20	D	D	D	D	D	T	T	18	14

Roll And Add

This third and final alternative functions with the same

values as the Roll Under one, but in a similar way to the Attack Rolls: the player or GM rolls a d20 and adds the value from the table, if the total is equal or greater than 21 then the roll is a success.

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