

Tiny Skill Companion

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 3

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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 Skill Companion

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

Learning and Doing

The *Tiny Skill Companion* introduces a very simple system for secondary skills, and skill checks based on ability rolls.

Basic Fantasy is not a skill-based system, and the *Tiny Skill Companion* keeps it that way. It simply adds easy-to-use options for characters that give them more depth while keeping character creation quick and easy.

Standard System

In most situations skill checks are negligible. If a character has the necessary skill, success is likely, given that the required resources are available, such as tools, materials, time, and helping hands.

Dice rolls are mainly used for combat situations. Most skills are role-played, if possible, so that dice rolling is kept to a minimum.

What Secondary Skills are

A **Basic Fantasy** player character is defined mainly by level, and class; both have an impact on character abilities, and modifiers within the game system.

The level determines the character's number of hit dice, and some class abilities (e.g. the attack bonus, spells).

Most non-player characters (NPC) are only defined by hit dice, and some notes on their abilities, and *secondary skills* that make up a short stat block.

Rethwin, 1HD, seamstress (ad), shepherd (ad)

Secondary skills give a brief glimpse of the character's background. They are intentionally broad. *Scribe* includes all skills necessary to professionally work as a scribe, while *shipwright* includes carpentry skills, boating, sailing, and probably swimming.

Secondary Skill Levels

Secondary skills are neither based on hit dice, class, ability scores, nor experience level. This makes them useful for describing 0-level, and non-level characters, retainers, and some monsters.

There are five skill levels: beginner (b), advanced (ad), expert (e), master (m), grand master (g).

Most professionals will know their relevant secondary skills at *expert* level. While *grand masters* are rare, and may belong to myth.

There is a difference between title, and skill level.

Kjen may be titled Grand Master of the Dance, but his skill level is only expert.

Age, Wisdom, and Secondary Skills

The more time they spent practicing, and performing their skills the more proficient the characters will become. In many cases, older characters will be better at some skills.

It should be considered that while grand masters have a lot of experience they may suffer from old age, and thus may receive penalties on some skill checks.

In general, dwarves, and elves start with more, and/or better secondary skills than humans. That is because they start the game at an older age, and so had more time practicing and performing their skills.

Skill Checks Based on Basic Fantasy Ability Rolls

The GM may use skill checks based on **ability rolls** as described in the Basic Fantasy core rules.

Players roll skill checks with a **single d20** and add any modifiers the GM sees fit (such as an applicable ability modifier), as well as the **skill level modifier** based on the relevant *secondary skill* (see the table below.)

Skill Check d20+MOD Target 17. So, the player rolls a d20, adds any relevant modifiers, and needs a result of 17 or better to succeed.

The **Target** is applicable for tasks of **standard difficulty**. Easier, or more difficult tasks will have a skill check modifier as the GM sees fit, but the **target** does not change. Difficulty is influenced by the available resources. Inadequate tools, or materials may make a task impossible, while even beginners may succeed given good tools, and enough time.

Secondary Skill Roll Target	
Level	Target
0-1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

The following table shows the skill roll modifiers that apply for the five different secondary skill levels.

Secondary Skills	
Skill Level	Modifier
Beginner	+3
Advanced	+5
Expert	+8
Master	+13
Grand Master	+21

*Klyth, a 3rd level cleric, supports the inhabitants of a small village community by scouting the local woods, and gathering herbs, and plants. She's got **Plant Lore (e)** as a secondary skill. If a skill check becomes necessary, her target would be 16, and the roll would be modified with a +8 bonus (Skill check d20+8, Target 16). If after a while she gathered most of the plants, and herbs in the area, the task would become more difficult; the GM decides a -3 penalty is adequate with a resulting modifier (+8,-3) of +5 (Skill check d20+5, Target 16.)*

Character Creation & Secondary Skills

Player characters start the game with a set of secondary skills. The number of secondary skills, and the skill levels that are assigned to them is up to the GM.

The following sets are only a suggestion:

Dwarves: 1 master level, 1 advanced level.

Elves: 1 master level, 1 expert level.

Halflings: 1 expert level, 1 advanced level.

Humans: 1 expert level, 1 advanced level.

Secondary skills are not class-based. So, a magic-user might be a master weaponsmith; quite helpful if he wants to forge and enchant magic weapons.

The players should come up with their own secondary skills, and although the GM will have to approve them, anything is possible.

Payer characters may be master engineers, builders, connoisseurs, farmers, cartographers, poets, rope-makers, fletchers, ritual dancers etc.

Any of these skills help the players to make meaningful decisions in the game.

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