

# Scrapper (Fighter Sub-Class)

## A Basic Fantasy RPG Supplement

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### Release 1

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## INTRODUCTION

This supplement provides information for playing Scrappers, a Fighter “Sub-Class”, 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.

## NEW CHARACTER CLASS

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

### Scrapper

Level	Exp. Points	Hit Dice	Saving Throw Penalty
1	0	1d8	0
2	2,200	2d8	0
3	4,400	3d8	0
4	8,500	4d8	0
5	17,000	5d8	0
6	34,000	6d8	-1
7	68,000	7d8	-1
8	130,000	8d8	-1
9	260,000	9d8	-1
10	390,000	9d8+2	-1
11	520,000	9d8+4	-2
12	650,000	9d8+6	-2
13	780,000	9d8+8	-2
14	910,000	9d8+10	-2
15	1,000,000	9d8+12	-2
16	1,125,000	9d8+14	-3
17	1,250,000	9d8+16	-3
18	1,375,000	9d8+18	-3
19	1,500,000	9d8+20	-3
20	1,625,000	9d8+22	-3

Scrappers are master brawlers and wrestlers preferring to use their own bodies as weapons, in order to be a Scrapper a character needs both a Strength and Constitution of no less than 9.

Every race can be a Scrapper but humans, dwarves and half-orcs or similar (if using such optional races) are more typically inclined to this class.

Due to their physical training they use the same Hit Dice as Fighters, they are allowed to use up to leather armor, they lack any weapon or shield training but have increase effectivity of some accessories.

When faced against blunt unarmed attacks a Scrapper can use his body mass as an extra armor effectively adding his Constitution bonus to his AC and due to their sparring training they add an extra +2 to AC when confronted against unarmed humanoids.

A Scrapper learns how to use his body mass offensively so they can add his Constitution bonus to any brawl or wrestle attack and damage.

The amount of time that an opponent is Knocked Out when reached 0HP by a Scrapper's subdual damage is doubled.

They can make a brawl attack with a -2 penalty to hit a humanoid opponents head (while other character can do it with a -4 penalty) if the attack succeed ad the damage suffered by the opponent is equal or greater thar 1/2 of his current HP it will have to succeed on a Paralysis Saving Throw modified by its Constitution modifier and penalized by the Scrappers Strength or Constitution bonus, whichever is higher and the Saving Throw Penalty based on his level or being Stunned for one round.

If the damage caused is equal or greater than 1/4 of maximum hit points or if its stunned consecutive time it must save against Death Ray with same bonus and penalties as above or go unconscious as per normal Subdual Damage rules.

While Wrestling the Scrapper modifies any Saving Throw

or Attack Roll the victim needs or is able to make with the same penalties as for Stun/K.O. Furthermore he receives the following benefits:

**Moving the Opponent:** The attacker can move up to one-half speed freely, he can double this distance (moving his full speed) with a successful attack roll.

**Actions Allowed to the Defender:** The target of a successful Scrapper hold gets his AC reduced by an extra value equal to the Stun/K.O. penalty.

**Multiple Opponents:** A Scrapper can use his held opponent to shield himself from outside attacks, this grants a +1 to AC and if the Scrapper saves against Paralysis he can interpose his held target and use it as the attacks new victim.

**Wrestling With Monsters:** A Scrapper can wrestle humanoid opponents without penalties, when wrestling beast, animals monsters they suffer a -2 attack and damage penalty and the Stun/K.O. penalty is reduce by 2 points.

### Scrapper Accessories

Name	Cost*	Damage	Scrapper Special
Cestus**	1gp	1d3	1d6 damage
Gauntlet**	15sp	1d6s	1d8s
Himantes	1sp	1d4s	**
Oxys**	5sp	1d4s	1d4 damage, +1AC
Sphairai**	3sp	1d4s	1d6s damage

\* Cost are for individual pieces.

\*\* Allows the character to punch metal-armored opponents without suffering damage.

### Description

**Cestus:** The cestus is a glove of leather or thick cloth that covers the wielder from mid-finger to mid-forearm. The close combat weapon is reinforced with metal plates over the fingers and often lined with wicked spikes along the backs of the hands and wrists. When used by a Scrapper it does 1d6 lethal damage.

**Gauntlet:** A standard gauntlet made of steel or iron. When a Scrapper use one of these he can deal 1d8 subdual damage.

**Himantes:** Thongs of ox hide approximately 10 to 12 feet long that were wrapped around the hands and knuckles numerous times. When used by a Scrapper it allows him to punch opponents clad in metal armor.

**Oxys:** They consisted of several thick leather bands encircling the hand, wrist, and forearm. A band of fleece was placed on the forearm to wipe away sweat. Leather braces extended up the forearm to give greater support when punching and the knuckles were reinforced with leather as well. When used by a Scrapper it deals lethal damage and provides a +1 to AC against unarmed melee attacks.

**Sphairai:** The sphairai were very similar to himantes. The only notable difference was that they contained a padded interior when wrapped around the hands and the exterior of the thong was notably more rigid and hard. When used by a Scrapper it does 1d6 subdual damage.

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