

The Carven

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for the Carven, a new player race for the Basic Fantasy Role-Playing Game rule system. Several pre-generated Carven characters are presented for you to use as PC's or NPC's in your game. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.



History: Legends tell of the ancient wizard-king Urezan, whose knowledge and kindness surpassed all rulers who went before, and all who have come since. Some claim that he carved many wooden figures, and gave them intelligent life. They assisted him in his magical research, tended the sick, and some took up arms to protect his kingdom. However, fearing the ambitions of others, he ordered them to leave his kingdom upon his death. They faded from civilization, becoming the subject of fairy stories

Recently, some of the Carven have made their way back to more populated lands. Some hope to learn more of magic, some to serve again as protectors and healers. In their calm hearts, they hope one day their race may join with the wider world.

Description: Carven resemble men and women carved entirely of wood. Their faces and bodies are generally smooth and plain, and they wear clothing and shoes for protection. Carven stand around five to six feet tall and typically weigh around 120 pounds. Their complexions vary with their wood: from light golden pine to deep mahogany. Carven move quietly and gracefully, like finely crafted machine. They do not need to eat, drink, or sleep. They are typically inquisitive, calm, and logical. Some find them emotionless, though this is misleading. They show great loyalty to their companions and great concern for the innocent of any race. Unless they are killed, they have an indefinite lifespan.

Restrictions: Carven may become clerics, fighters or magic-users. They are required to have a minimum Intelligence of 9. Due to their unusual appearance, they may not have a Charisma higher than 17. They gain only half the hit points (round up) from healing potions crafted for the other races. This restriction does not apply to healing spells or potions crafted specifically for plants and trees. If they are hit with a fire based attack, they must save versus Dragon Breath or catch on fire. This inflicts an additional 1d4 of damage each subsequent round until extinguished. It is a full round action to extinguish the fire.

Special Abilities: All Carven receive a +1 to their armor class due to their resilient nature. Carven roll hit dice one size larger than normal. For example, a Carven magic-user will roll a d6 rather than a d4 for hit points. In a forest, they can blend in with the trees. As long as they remain still, there is only a 10% chance that they will be detected. If they wish to scout ahead in a forested environment, there is only a 30% chance of detection provided they are wearing leather armor or less.

Saving Throws: Carven save at +3 vs. Death Ray or Poison, and +2 vs. Spells.



Pregenerated Characters

Here are some third level pregenerated characters to play or to use as NPC's.

CARVEN CLERIC 3			HP (19)		AC (16)	
STR	DEX	CON	INT	WIS	CHA	
14	8	10	12	16	13	
COMBAT						
Mace:		+3 (1d6+1)				
Unarmed:		+3 (1d2+1)				
Sling:		+1 (1d4)				
SAVING THROWS						
Death Ray/Poison		7				
Magic Wands		11				
Paralysis/Petrify		13				
Dragon Breath		15				
Spells		12				
SPECIAL ABILITIES						
90% Hide, 70% Scout (in forested environment)						
Do not need to eat, drink, or sleep						
Gain only ½ HP from healing potions						
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))						
TURN UNDEAD						
Skeleton		9				
Zombie		13				
Ghoul		17				
Wight		19				
Wraith		No				
Mummy		No				
Spectre		No				
FIRST LEVEL SPELLS (2/day)						
Cure Light Wounds						
Detect Evil						
Detect Magic						
Light						
Protection from Evil						
Purify Food and Water						
Remove Fear						
Resist cold						
GEAR						
Chainmail and Shield, Holy Symbol, Holy Water, Healing Potion (1d6+1)						

CARVEN FIGHTER 3			HP (28)	AC (17)	
STR	DEX	CON	INT	WIS	CHA
16	13	14	12	10	8
COMBAT					
2 handed sword:		+4 (1d10+2)			
Unarmed:		+4 (1d2+2)			
Bow:		+3 (1d6)			
SAVING THROWS					
Death Ray/Poison		8			
Magic Wands		12			
Paralysis/Petrify		14			
Dragon Breath		15			
Spells		14			
SPECIAL ABILITIES					
90% Hide, 70% Scout (in forested environment)					
Do not need to eat, drink, or sleep					
Gain only ½ HP from healing potions					
SVvsDB or catch fire from fire-based attacks (1d4 until extinguished (full round action))					
GEAR					
Chainmail, 2 Handed sword, Bow, Healing Potion (1d6+1)					

CARVEN MAGIC USER 3 HP (16) AC (13)

STR	DEX	CON	INT	WIS	CHA
12	13	14	16	8	10

COMBATDagger: **+1 (1d4)**Dagger, thrown: **+2 (1d4)**Unarmed: **+1 (1d2)**

SAVING THROWSDeath Ray/Poison **10**Magic Wands **14**Paralysis/Petrify **13**Dragon Breath **15**Spells **14**

FIRST LEVEL SPELLS (2/day)*Magic missile**Charm Person***SECOND LEVEL SPELLS (1/day)***Web**Mirror Image*

SPECIAL ABILITIES

90% Hide, 70% Scout (in forested environment)

Do not need to eat, drink, or sleep

Gain only ½ HP from healing potions

SVvsDB or catch fire from fire-based attacks (1d4
until extinguished (full round action))Languages: *Goblin, Dryad*

GEAR

Spellbook, 2 daggers, Healing Potion (1d6+1)

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