

Simple weapon mastery

A Basic Fantasy RPG Supplement

Release 2

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for a simple weapon mastery system to boost your fighter characters in the Basic Fantasy RPG.

This system is thought for fighters only, fighter sub-classes already receive their own special benefits, as characters of other classes do.

Simple weapon mastery

When a fighter reaches **6th level**, all weapon damage gets a dice step boost: a dagger, doing 1d4 damage, now inflicts 1d6 when wielded by a fighter. In the same way a longbow would now inflict 1d10.

This increase in damage also applied to unarmed combat forms, a punch or a wrestling hold would now inflict 1d4 subdual damage for example.

The progression is:

1>1d2>1d3>1d4>1d6>1d8>1d10>1d12>2d8>3d6

Any weapon inflicting multiple dice of damage receives an additional damage dice instead.

When a fighter becomes **9th level**, he now can execute one additional attack per round with any kind of weapon he is wielding, including unarmed combat forms.

Crossbows and other personal weapons that allow for less than one attack per round can now be used faster, reducing by 1 the number of rounds required to reload.

This means that a light crossbow can now be fired once per round, while a heavy crossbow can be fired once every two rounds.

A 9th or higher level attacker can thus attempt to wrestle an enemy twice in a round, but if a hold is achieved with the first attack the second attack in that round can only be employed to move the target, inflict more wrestling damage or acquire an object from it (see the wrestling rules in the BFRPG rulebook for more details).

When a fighter reaches **12th level**, he is so skilled in combat he breaks initiative ties. The fighter acts before any other character he's tied initiative with, excluding any other 12th or higher level fighter.

A note on siege weapons

None of the above abilities can be used by a fighter to improve the efficiency of siege weapons unless all the crew activating the weapon is composed of fighters of the appropriate level.

For example it takes a crew of three 6th level fighters to improve the damage output of a Ballista, which would then inflict 3d8 damage points.

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