

Tainted & Touched

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 1

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INTRODUCTION

This supplement provides information for adding race options of Tainted (infernal/underworld) or Touched (angelic/heavenly) heritages to 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.

Outer-planar Heritage

Outer-planar heritage can come in many forms and rationales. Perhaps an ancestor made vile pacts with infernal beings, or beings of good chose a hero to fight again evil, or even a special event makes the character more strongly connected with those of good or evil. Regardless of back story, the character with such becomes something more.

The tainted/touched character must choose his basic race and abide by all requirements of that race, whether human, dwarf, halfling, elf, or other race if the Game Master is utilizing other non-standard races. The plane-touched character must then apply a 10% experience penalty to offset the additional abilities gained by being either Tainted or Touched (or in the case of Humans loses the human bonus experience; ie Net Experience bonus/penalty).

It is possible for the Game Master to decide to apply these traits sometime after character creation, and the character must earn the appropriate experience for the next level accordingly.

Tainted

Description: Tainted look like their base race but always have some variable traits that betray their nature. Some have horns, tails, scaly skin, scent of brimstone, red eyes, or other such visible conditions. No two Tainted will look alike. These traits are largely cosmetic and do not grant any bonus or penalty except as it might affect roleplay, as most common folk will fear and or shun one with such traits.

Restrictions: Tainted are still bound by class restrictions of their base race, but are most often drawn to Magic-User or Thief otherwise. When permitted by the Game Master, Tainted may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. For instance, a tainted character might be drawn to necromantic skills (ie Necromancer, if utilized), however be barred from becoming a Paladin. A Tainted

character must have minimum Intelligence score of 9 and Dexterity score of 13. Tainted are limited to a maximum of 15 Wisdom.

Special Abilities: Tainted characters have their Darkvision extended out an additional 30 feet or are granted Darkvision 30' if the base race does not have the ability to begin with. Spell casting Tainted cast spells that charm, control, or otherwise influence others as if 2 levels higher with regard to effect, duration, damage, or other level dependent effects. The Game Master must decide if a particular spell fits this charm/control trait. Regardless of spell casting class, a Tainted character can choose at any time to use any other prepared spell's energy and instead produce Darkness (reverse of Light) at his or her normal spell casting level. Utilizing higher level spells does not increase effectiveness, otherwise wasting the additional energies. Tainted can see normally within their own produced darkness effects.

A Tainted character in unarmed combat will cause an additional +1 point of damage due to various aspects of her vile nature (ie horns, claw-like fingernails, tail, etc).

Monsters of the underworld planes (demons, devils, etc.) may be more inclined to good reactions and interactions with a Tainted character. However, there is sometimes great animosity between some infernal races so this can vary with the character's exact stated heritage. Of course, this also means that such character must deal with the negative reactions of goodly/heavenly beings.

Thief Ability Adjustments: Tainted Thieves (or if using non-standard classes with thief-like abilities) have a +20% bonus to Move Silently and get a bonus of +10% on Hide checks.

Saving Throws: In addition to that granted by their base race (if any), Tainted gain bonuses of +2 to saving throws involving cold, electricity, or fire.

Touched

Description: Touched look like their base race but always have one or more atypical traits that sets them apart. For instance, eyes that glitter like gemstones, hair with the luster of actual gold or silver, or a subtle glow or aura of light. Regardless one usually has an air of honor and goodness. These traits are largely cosmetic and do not grant any bonus or penalty except as it might affect role play, as most common folk will be favorably inclined towards such individuals.

Restrictions: Touched are still bound by class restrictions of their base race, but are most often drawn to Cleric and Fighter in order to protect others. When permitted by the Game Master, Touched may be allowed to advance in certain optional classes. Likewise, a Game Master may exclude certain choices. For instance, a Touched character is a natural choice for a Paladin type character, however be barred from becoming a Necromancer or Assassin. A Touched character must have minimum Wisdom score of 9 and Charisma score of 13. Touched are limited to a maximum of 15 Dexterity.

Special Abilities: Touched characters have their Darkvision extended out an additional 30 feet, or are granted Darkvision 30' if the base race does not have the ability to begin with. Spell casting Touched cast spells that heal two levels higher with regard to effect, duration, amount healed, or other level dependent effects. This increase in effectiveness is also applicable when used to damage undead or those similarly affected by such positive energies. Regardless of spell casting class, a Touched character can choose at any time to use any

other prepared spell's energy and instead produce a Light spell at his or her normal spell casting level. Utilizing higher level spells does not increase effectiveness, otherwise wasting the additional energies.

A Touched character gets a +2 Armor Class bonus against creatures from underworld planes (ie demons, devils, etc) or those that are otherwise inherently very evil. Note that most races (even goblins, orcs, etc) should not fit this criteria, but it is up to the Game Master to decide when this bonus applies in his campaign.

Creatures of the heavenly planes (angels, archons, etc.) may be more inclined to good reactions and interactions with a Touched character. However, there is sometimes rivalries between some goodly beings so this can vary with the character's exact stated heritage. For instance gods of Dwarves vs. gods of Elves, or rivalries between members of a pantheon (ie such as Olympians). Of course, this also means that such character must deal with the negative reactions of vile underworld beings.

Thief Ability Adjustments: Touched do not often become Thieves but are not barred from the Thief class. When a rare Touched Thief is found, he will usually use the abilities in more noble ways. He has a +10% bonus to Find Traps and Hear Noise. This also applies if using non-standard classes with thief-like abilities.

Saving Throws: In addition to that granted by their base race (if any), Tainted gain bonuses of +2 to saving throws involving acid, cold, or electricity.

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