

Demi-Humains

Un Supplément Basic Fantasy RPG

Basic Fantasy Website: basicfantasy.org

Version 3

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INTRODUCTION

Ce supplément fournit des informations pour jouer des personnages à moitié humain avec le système de règles du jeu de rôle de Basic Fantasy. Si vous n'avez pas déjà une copie des règles du jeu de rôle Basic Fantasy RPG, veuillez visiter le site Web et en télécharger une copie.

NOUVELLES RACES DE PERSONNAGES

Demi-Elfe

Description : Les demi-Elfes sont le résultat d'un croisement entre Elfes et Humains. Un demi-elfe mâle moyen mesure environ 1,65 m, et les femmes mesurent en moyenne 2,5 cm de moins. Ils ont des oreilles pointues, mais leurs traits ont tendance à favoriser le parent humain un peu plus que l'elfe. Les demi-Elfes sont bien tolérés par les humains dans la plupart des cas, mais sont souvent rejetés (ou au mieux, ignorés) par la société elfique.

Restrictions : Les demi-Elfes peuvent devenir membre de n'importe quelle classe ou combinaison permise aux Elfes. Ils sont tenus d'avoir une Intelligence minimale de 9, et comme les Elfes, ils ne peuvent pas avoir de score de Constitution supérieur à 17. Ils ne souffrent pas de la limite des dés de vie des Elfes.

Capacités spéciales : Les demi-Elfes ont Vision Nocturne avec une portée de 9 m. Ils sont capables de trouver des portes secrètes sur un 1-2 sur 1d6, mais ne trouvent pas de portes secrètes sur un examen superficiel comme le font les Elfes. Les demi-Elfes gagnent un bonus de +5 % sur toute expérience acquise, sauf si le demi-Elfe est membre d'une combinaison de classe.

Sauvegarde : Les demi-Elfes sauvegardent à +1 contre les baguettes magiques et les sorts.

Demi-Ogre

Description : Les demi-Ogres sont le résultat d'un croisement entre les humains et les ogres. De telles créatures ont tendance à être des parias au sein des communautés humaines et des communautés d'ogres, mais on les trouve souvent comme chefs dans les communautés d'orcs ou de gobelins. Les demi-Ogres sont grands, mesurant en moyenne environ 2,10 m, larges épaules et longilignes. Leurs traits ont tendance à favoriser le parent Ogre, avec des poils grossiers foncés,

une peau bronzée ou brune et des yeux foncés.

Restrictions : Les Demi-Ogres peuvent seulement devenir Clerc ou Guerrier. Un demi-Ogre doit avoir un minimum de 13 en Force et en Constitution, et ne doit pas avoir une Intelligence ou une Sagesse supérieure à 15.

Capacités spéciales : Les demi-Ogres lancent des dés d'une taille supérieure à la normale ; ainsi, un combattant de demi-Ogre lance des d10 pour les points de vie, tandis qu'un clerc demi-Ogre lance des d8. Les demi-Ogres gagnent un bonus de +5 % sur toute l'expérience acquise. En raison de leur grande taille, ils gagnent un bonus de +1 sur le jet pour **ouverture des portes** ou lors d'autres exploits de force. Enfin, ils ont Vision Nocturne avec une portée de 9 m.

Sauvegarde : Les demi-Ogres ne gagnent pas de bonus spéciaux sur leur jet de sauvegarde.

Demi-Orc

Description : Les demi-orcs sont le résultat d'un croisement entre les humains et les orcs. De telles créatures ont tendance à être des parias au sein des communautés humaines, mais ils occupent parfois des postes de direction au sein des communautés orcs. Les demi-Orcs sont un peu plus petits que les Humains. Leurs caractéristiques tendent à favoriser le parent orc.

Restrictions : Les demi-orcs peuvent devenir membres de n'importe quelle classe. Un Demi-Orc doit avoir une Constitution minimale de 9, et sont limités à un maximum de 17 en Intelligence.

Capacités spéciales : Les demi-orcs gagnent un bonus de +5 % sur toute l'expérience acquise. Ils ont Vision Nocturne avec une portée de 18 m. Lorsqu'il s'agit d'humanoïdes de taille humaine ou plus petits, un Demi-Orc gagne un +1 supplémentaire sur n'importe quel jet de dé de réaction, en plus de son bonus de Charisme.

Sauvegarde : Les Demi-Orques sauvegarde à +1 contre Effet Mortel ou le Poison.

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