

Sauvegardes Options

Un Supplément Basic Fantasy RPG

Basic Fantasy Website: basicfantasy.org

Version 6

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INTRODUCTION

Ce supplément présente d'autres styles de jet de sauvegarde à utiliser avec les règles du jeu de rôle 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.

Utilisation de ce supplément

Certains Maîtres de Jeu peuvent vouloir un système de jets sauvegardes légèrement plus simple à utiliser dans leur jeu. Ce document présente deux alternatives pour moins de catégories de jet de sauvegarde.

Dans les deux cas, le jet de sauvegarde est lancé exactement comme dans les règles de base : c'est un nombre cible sur un jet de 1d20. Un 1 naturel est toujours un échec, un 20 naturel toujours un succès.

PREMIÈRE OPTION : CORPS, RÉFLEXE & VOLONTÉ

Les trois catégories sont Corps, Réflexe et Volonté.

Le **Corps** est utilisé contre toutes les attaques qui ont trait à la santé ou à l'endurance du personnage, comme le poison ou la fatigue. Les sauvegardes de Corps sont modifiées par le modificateur de Constitution.

Le **Réflexe** reflète la capacité d'un personnage à esquiver les attaques, comme une boule de feu ou une fléchette tirée depuis un piège. Le modificateur de Dextérité du personnage s'applique à toutes les sauvegardes Réflexe.

Enfin, **Volonté** mesure la résistance aux charmes, à l'effet de peur, aux illusions ou à tout ce qui affecte l'esprit. Les sauvegardes de Volonté sont modifiées par le bonus ou la pénalité de Sagesse du personnage.

Comme d'habitude, les Humains n'ont pas de bonus sur les jets de Sauvegarde. Les Nains et les Halfelins sauvegardent à +4 sur les trois catégories. Les Elfes obtiennent un bonus de +2 sur les sauvegardes Volonté et un bonus de +1 sur les sauvegardes Réflexe.

Le bonus ou la pénalité sur le poison et les illusions des règles de base ne s'appliquent pas avec ce système de jet de sauvegarde.

Clerc Jets de Sauvegarde

Niveau	Corps	Réflexe	Volonté
1	13	16	12
2-3	12	16	11
4-5	12	15	10
6-7	11	15	9
8-9	11	14	9
10-11	10	14	8
12-13	10	13	8
14-15	9	13	7
16-17	9	12	7
18-19	8	12	6
20	8	11	6

Guerrier Jets de Sauvegarde

Niveau	Corps	Réflexe	Volonté
1	12	14	16
2-3	12	13	16
4-5	11	13	15
6-7	10	12	15
8-9	9	11	14
10-11	9	11	14
12-13	8	10	13
14-15	7	9	13
16-17	6	9	12
18-19	6	8	12
20	5	7	11

Magicien Jets de Sauvegarde

Niveau	Corps	Réflexe	Volonté
1	16	15	12
2-3	15	14	12
4-5	15	13	11
6-7	14	13	10
8-9	14	12	9
10-11	13	11	9
12-13	13	11	8
14-15	12	10	7
16-17	12	10	6
18-19	11	9	6
20	10	8	5

Voleurs Jets de Sauvegarde

Niveau	Corps	Réflexe	Volonté
1	14	13	16
2-3	13	12	15
4-5	13	11	14
6-7	12	11	14
8-9	12	10	13
10-11	11	9	13
12-13	10	9	12
14-15	9	8	11
16-17	9	7	10
18-19	8	7	9
20	8	6	8

**DEUXIÈME OPTION : SAUVEGARDE UNIQUE**

Pour cette option, un seul nombre de jet de sauvegarde est utilisé contre toutes les attaques, pièges ou sorts qui nécessitent une sauvegarde. Avec ce système, le bonus ou la pénalité de la Constitution s'applique sur les sauvegardes contre le poison, et les jets de sauvegarde des illusions sont modifiés par le bonus ou la pénalité de l'intelligence, tout comme dans les règles de base.

Les Nains et les Halfelins sauvegardent à +4 et les Elfes obtiennent un bonus de +2 sur les sauvegardes contre les effets magiques ou les sorts. Les Humains n'ont pas de bonus sur leurs sauvegardes.

De plus, les Magiciens obtiennent un bonus de +2 contre tous les sorts et les Voleurs sauvegardent à +2 contre les pièges et dispositifs similaires.

Clerc

Niveau	JS
1	14
2-3	13
4-5	12
6-7	12
8-9	11
10-11	11
12-13	10
14-15	10
16-17	9
18-19	9
20	8

Magicien

Niveau	JS
1	14
2-3	14
4-5	13
6-7	13
8-9	12
10-11	11
12-13	11
14-15	10
16-17	9
18-19	8
20	8

Guerrier

Niveau	JS
1	14
2-3	14
4-5	13
6-7	12
8-9	12
10-11	11
12-13	10
14-15	10
16-17	9
18-19	8
20	8

Voleur

Niveau	JS
1	14
2-3	13
4-5	13
6-7	12
8-9	12
10-11	11
12-13	10
14-15	9
16-17	8
18-19	8
20	7

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