New Races

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for adding a few new races to the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the **Basic Fantasy RPG Core Rules**, please visit the website and download a copy. Additional stats for these races, if used as NPCs and/or opponents, can be found in the **Basic Fantasy RPG Field Guide 1**.

Part I: NEW CHARACTER RACES

Bisren

Description: The Bisren are a race descended from the great Minotaurs of legend. Normally peaceful, Bisren enjoy nature and keep a semi-nomadic lifestyle in regions that other races call wild. When threatened, Bisren can become quite dangerous, much like their warrior ancestors. Bisren are impressively muscled and generally average 7' tall, with some individuals reaching almost 8' in height.

Restrictions: Bisren prefer professions associated with their nature-oriented lifestyles and may become Fighters or Clerics (often choosing Ranger or Druid if those optional classes are available). While it is rare to find a Bisren Thief, they are not barred from the class (although they do suffer several penalties to roguish abilities). A Bisren character must have minimum Strength and Constitution scores of 11. Not particularly bright or dexterous, Bisren are limited to 17 in both Dexterity and Intelligence. Bisren may wear human-sized armor, albeit often adjusted slightly to account for their size. Their cloven-hoof feet may not wear typical footwear, unless specially produced for Bisren. Specially-constructed helmets are likewise needed to fit their horned heads.

Special Abilities: Bisren roll hit dice one size larger than normal; a d4 would become a d6, a d6 to d8, etc. Bisren are never truly unarmed, as they can gore for 1d6 damage with their horns. Bisren often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for the remainder of the fight. They must choose whether to attack with weapons or to gore; they cannot do both in a round. Bisren get an additional +1 bonus on feats of strength such as opening doors due to their great size.

Thief Ability Adjustments: Roguish Bisren have a -10% penalty to Open Locks, Removing Traps, and Picking Pockets. Stealth checks (Moving Silently and Hiding) for Bisren are made normally, although in non-wilderness areas such as indoors, underground (dungeons), or in urban areas they suffer a -20% penalty to their chance to succeed. Outdoor traps, such as hunting snares or deadfalls, do not apply the above penalty and instead are made at +10% bonus.

Saving Throws: Bisren gain no special bonuses to their saving throw rolls.

Caneins

Description: A legend exists that there was a wizard who loved his dogs. This mage kept dogs as pets, trained them to guard his estate, and even used them in magical experiments to enhance their ability to serve. They were gifted with greater intelligence and a more humanoid stature. It is unknown whether the legend is entirely true or not, but it is generally assumed to be the genesis of the Caneins.

Caneins are a race of dog-like humanoids, known for their extreme sense of loyalty whether to liege, friend, or family. There is a great deal of physical variance among the individual Caneins, with some short and stocky, others leanly-muscled, and variations in the colorations of their coats. However, all Caneins share a similar facial structure similar to the various bulldog or boxer-type dog breeds, having jowls and squat features. Caneins vary in their height, but are rarely larger than the average human. Caneins often form almost knight-like codes and attitudes, often serving a patron in exactly that capacity.

Restrictions: Caneins can be any class, although they seldom become Thieves. Even when a Canein Thief is found, it typically uses the skills of that profession in more honorable ways than the typical rogue. A Canein must have a minimum Constitution of 9, and is limited to a maximum Intelligence of 17.

Special Abilities: Caneins have a keen sense of smell, able to identify individuals by their scent alone. This power olfactory sense allows the Canein to determine the presence of concealed or invisible creatures, and any

penalties associated with combating such foes is halved for the Canein. For instance, a Canein suffers only a -2 penalty when attacking an invisible pixie. All Caneins can track as a Ranger of equivalent level, and an actual Canein Ranger (if the class is allowed by the GM) gets a bonus of +20% on Tracking rolls.

Caneins have +2 on any reaction rolls involving other canine creatures. However, Caneins do not like vile beasts such as werewolves, hellhounds, and the like, despite any similarities.

Saving Throws: Caneins save at +2 vs. Death Ray or Poison as well as vs. Paralysis and Petrification effects.

Chelonian

Description: Inhabiting river and lake regions, Chelonian are a race of reptilian humanoids bearing some semblance to turtles. They are normally content to remain within their own societies, but on occasion a more adventurous individual can be found. They are protected by thick scaly skin as well as a shell-like growth that covers their backside. Chelonian are seldom taller than 5' or so.

Restrictions: Chelonian may become members of any class. A Chelonian must have a minimum Constitution score of 11, and is limited to a maximum Dexterity score of 17.

Normal armors will not fit the physique of a Chelonian and they normally use only shields to enhance their defenses. Specially-constructed armors can be acquired, costing substantially more than listed prices and requiring extra time to create.

Special Abilities: A Chelonian's thick skin grants it a base AC of 13 (equivalent to leather armor), and a Chelonian's back is especially tough with an AC of 17 (equivalent to plate mail only for rear attacks). Use these figures unless any armor worn grants better AC, then use the armor's AC. A shield will be still effective in either case.

Chelonian swim no better than other humanoid races, but they can hold their breath twice as long. In addition, their underwater vision is also twice as good as normal.

Saving Throws: Chelonian save at +2 vs. Poison.

Faun

Description: Fauns are a fey-related race that resemble a sort of strange cross of goat with that of a small human or elf-like being. Standing only about 4' to 5' tall, they have a human-like torso and head, but the legs and feet of a goat. One can find Fauns with other small features reminisce of goats such as small horns or large ears. Fauns share the Halfling love of simple agrarian life, especially with respect to vineyards, as they prize wine (among other brews) above most things in life. Fauns love frivolity and are often quite adept at musical pursuits.

Restrictions: Fauns can choose any class. A Faun will typically follow the tenets of nature deities, and Clerics and Druids (if allowed by the GM) can be found equally in their societies. A Faun must have a minimum Constitution score of 9, and is limited to a maximum Charisma score of 15, generally accounted to overly gregarious personalities and lack of inhibitions. Fauns may not wear typical human-style footwear.

Special Abilities: Fauns have Darkvision out to 30'. They are resistant to charm-like effects from fey beings, getting a +4 bonus on relevant saves. This includes charms of dryads, nixies, and similar beings (GM's decision when necessary).

Saving Throws: Like Dwarves, Fauns save at +4 vs. Death Ray or Poison, Magic Wands, Paralysis or Petrify, and Spells, and at +3 vs. Dragon Breath.

Phaerim

Description: The beautiful Phaerim are related to fey such as booka, pixies, or similar faeries. Phaerim appear to be smaller than normal Elf-like folk, except that they have a pair of wings resembling those of dragonflies or sometimes butterflies. For unknown reasons, there are at least twice as many Phaerim females as there are males. Phaerim stand no taller than the average Halfling (3') but have a more slight build, seldom being heavier than 40 pounds.

Restrictions: Phaerim can be any class but generally gravitate to magical classes. If allowed by the GM, Phaerim will be more likely to pursue classes associated with nature than the standard fare. Thus Rangers and Druids are more common than Fighters and Clerics.

Phaerim are required to have a minimum Dexterity score of 9. Phaerim are quite captivating, and must also have a minimum Charisma score of 11. Due to their very small stature, they may not have a Strength score higher than 15. Also size related, Phaerim roll hit dice one size smaller than normal; a d8 would become a d6, a d6 to d4, and a d4 would instead be d3 (d6, 1-2=1, 3-4=2, 5-6=3). Phaerim may not use Large weapons, and must wield Medium weapons with both hands.

Special Abilities: Phaerim normally walk like other races, but their most remarkable ability is limited flight while unencumbered (at double the normal movement rates). Phaerim can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly-encumbered Phaerim can fly up to 5 rounds but must rest for twice as many rounds as those flown (for instance, a lightly-encumbered flight of 4 rounds requires 8 rounds grounded). Phaerim take half-damage from falls due to their reduced weight and wings.

Similar to Halflings, Phaerim are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected outdoors in forested environments. Even indoors, in dungeons, or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. Note that a Phaerim Thief will roll for hiding attempts only once, using either the Thief ability or the Phaerim ability, whichever is better.

Saving Throws: Like Elves, Phaerim save at +1 vs. Paralysis or Petrify and +2 vs. Magic Wands and Spells.

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