

Wardens

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for playing Wardens under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASSES

The Warden is a woodland protector and all-around expert in all things out-of-doors. Wardens have the base skills of the fighter class (including the same saving throw progressions, and access to all of the fighter's weapons), along with a few specialty skills that lend themselves to outdoor-themed campaigns.

Warden

Level	Exp. Points	Hit Dice	Healing Poultrice
1	0	1d8	1d6
2	2,600	2d8	1d6+1
3	5,200	3d8	1d8+1
4	10,400	4d8	1d8+3
5	20,800	5d8	1d10+3
6	41,600	6d8	1d10+5
7	83,200	7d8	*1d12+5
8	166,400	8d8	1d12+7
9	320,000	9d8	1d12+9
10	480,000	9d8+2	1d12+9
11	600,000	9d8+4	§1d12+11
12	720,000	9d8+6	
13	840,000	9d8+8	
14	960,000	9d8+10	
15	1,080,000	9d8+12	
16	1,200,000	9d8+14	
17	1,420,000	9d8+16	
18	1,640,000	9d8+18	
19	1,760,000	9d8+20	
20	1,880,000	9d8+22	

* Poultrice acts as *cure disease*

§ Maximum healing capability

If the referee decides to use the Warden as a NPC, they will typically patrol a large woodland area that encompasses several small villages or towns, providing healing, protection from the more fearsome wooded creatures and even dispatching the occasional group of bandits. In return, the

towns will give their Warden access to any food, water, horses or other supplies they may need.

Requirements: To become a Warden, a character must have a Strength score of 9 or higher and a Constitution and Dexterity of 11 or higher. With respect to armor, Wardens prefer to travel lightly, so will only wear leather armor. Humans and Elves may become Wardens. If the Half-Humans supplement is used, Half-Elves may also become Wardens.

Special Abilities: Wardens are quite hardy get +2 to any saving throws vs. spells or poison. They are experts with the short or long bow, and get +1 to their Attack Bonus with either.

Wardens are skilled in medicinal herbs. They can prepare healing poultices that will heal an increasing number of hit points based on the Warden's level (see table, above). These healing poultices can be used once per day, per PC, including to the Warden himself. At seventh level and above, the Warden's healing poultices act as a Cleric's cure disease spell, albeit for non-magical diseases. The healing is relatively slow, however, taking 1d4 hours to cure disease or restore hit points. Engaging in combat or other strenuous activity like fleeing during the 1d4 hours will negate the effect of a poultice. Wardens can carry enough herbs and materials to make four such poultices, before having to forage above ground for more raw materials, assuming forested terrain and at least six hours of searching.

Wardens are capable of living off the land, and in a suitable environment (access to water, plant life, small game) can live indefinitely, including the construction of natural shelters. They can provide for no more than one or two others in this fashion.

Wardens are not easily surprised and are quite stealthy. In their native outdoor environment, apply an adjustment of +/- 1 to any roll to be surprised, or to surprise others, whatever would be more favorable for the given circumstance. The Warden's stealth in the outdoors allows them to move silently to within 20 feet of a foe and observe them undetected (but there must be some form of concealment available, such as trees, boulders or undergrowth), with a 1-4/1d6 chance of

success. Note that to gain the bonus to surprise others or to move and observe undetected, the Warden must be traveling alone, or be a suitable distance from his adventuring party.

Wardens are accomplished trackers. When a track is attempted, use the 'Ability Rolls' table from the core rules and apply a +6 maximum bonus for tracking over non-rocky terrain, above ground, in daylight, good weather and with recent tracks (adjust downward as needed). Finally, apply the Warden's wisdom bonus to determine the chance of success. The table is reproduced here:

Level	Target
NM or 1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

Wardens are distrustful of certain forms of magic, and will not use potions or scrolls. Only in dire situations will they use or administer such magic. They will, however, make use of any magical armor or weapons they come across (those that can be used by fighters, or according to the armor limitations noted above).

Animal Companion: Beginning at 2nd level, Wardens can seek out and train one animal companion who will travel with them and obey them unconditionally. Such a companion is limited to two HD (2d8) initially, and thereafter

gains one HD every time the animal's master gains a level, to a maximum of six HD (6d8). Typical companions include dogs, wolves, or wild cats such as the lynx or bobcat. The Warden can use their companion's heightened senses to their advantage and can train them to perform certain skills. Choose 1d3 skills initially and add one per level from the following list:

1. Come – Return even over great distances to a special call
2. Stay – Stay in place and defend if attacked, but do not challenge
3. Fetch – Fetch a specific object on command, or a random one if not specified
4. Blend – Stay motionless and hidden in shadows or natural camouflage 15/d6
5. Escape – Escape bonds or fences and return to his master
6. Fight – Attack on command. A morale check may be required for supernatural creatures
7. Guard – Stay in place and prevent others from approaching, attacking if necessary
8. Track – Track by scent, sound or sight
9. Rescue – Pull his master from danger if possible, or lead others to his rescue
10. Jump – The animal can jump longer and/or higher than normal on command

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