

# Wardens

## A Basic Fantasy RPG Supplement

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### Release 3

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## 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	2d6	1d4
2	2,600	3d6	1d4+1
3	5,200	4d6	1d6+1
4	10,400	5d6	1d6+3
5	20,800	6d6	1d8+3
6	41,600	7d6	1d8+5
7	83,200	8d6	*1d8+7
8	166,400	9d6	1d10+7
9	320,000	10d6	§1d10+9
10	480,000	10d6+2	
11	600,000	10d6+4	
12	720,000	10d6+6	
13	840,000	10d6+8	
14	960,000	10d6+10	
15	1,080,000	10d6+12	
16	1,200,000	10d6+14	
17	1,420,000	10d6+16	
18	1,640,000	10d6+18	
19	1,760,000	10d6+20	
20	1,880,000	10d6+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 may also have extra hit points at first and second levels, as compared to fighters.

Wardens are experts with the shortbow or longbow. Treat this as a weapons specialization as detailed in the Combat Options supplement. This gives the following table, indexed by Warden level:

Warden Level	Bonus with Short/Longbow (Attack / Damage)	Attacks per Round
1	+1 / +0	1 / 1
4	+1 / +1	1 / 1
7	+2 / +1	3 / 2
10	+2 / +2	3 / 2
13	+3 / +2	2 / 1
16	+3 / +3	2 / 1

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 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. Underground or in urban settings, normal chances of surprise apply.

Wardens can **move silently**, **hide**, and **track** when in wilderness areas, at percentages given in the table below. Apply a -20% penalty when attempting these abilities in urban or underground areas.

Level	Move Silently	Hide	Tracking
1	30	30	40
2	35	35	44
3	40	40	48
4	45	45	52
5	50	50	56
6	55	55	60
7	60	60	64
8	65	65	68
9	70	70	72
10	78	73	75
11	81	76	78
12	84	79	81
13	87	83	84
14	90	86	87
15	93	89	90
16	95	90	91
17	96	92	92
18	97	94	93
19	98	96	94
20	99	98	95

*Note: If the GM allows Thief characters to allocate their ability percentages, as given on page 142 of Core Rules 2<sup>nd</sup> Edition, then the Warden may also be allowed to do so. Wardens gain 14 points per level from 2<sup>nd</sup> to 9<sup>th</sup> levels, 9 points per level from 10<sup>th</sup> to 15<sup>th</sup> levels, and 4 points per level thereafter.*

When tracking, the Warden must roll once per hour traveled or lose the trail.

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 2<sup>nd</sup> 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 one HD (1d8) initially, and thereafter gains one HD every time the animal's master gains a level, to a maximum of five HD (5d8). 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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