

BASIC FANTASY HOUSE RULES

CORE RULES SUPPLEMENTS

The following are the only rules books and supplements in use at present:

- *Basic Fantasy Roleplaying Game Core Rules, 3rd Edition*
- *Equipment Emporium*
- *Equipment Packs*
- *Level 0 Spells*

CHARACTERS

CREATION

- For stats, roll 4d6, drop lowest and assign at will.
- If any stat is a 3, 4, or 5 then it can be re-rolled.
- Starting equipment may be selected from the *Equipment Packs* supplement. Alternately, you may purchase individual items from the *Equipment Emporium*. Note this tends to be slightly more expensive.
- At level 1, PCs get max hit points.

RULES

ACQUIRING SPELLS

Spells are not automatically acquired during the game. They must be learned. The rules for doing so are spread through the core rules. I have summarised them here along with any specific adjustments and interpretations I have made. Note that these rules differ slightly from the first version of this house rules document.

- Generally you must find a teacher or acquire a reference work — another magic-user's spellbook, or a magical scroll — in order to learn new spells.
- A spell is learned by transcribing it into your spellbook. Once in your spellbook, the spell can be prepared for casting.
- You can only transcribe spells for levels that you can currently cast.
- Transcribing spells into your spellbook requires the supplies listed below. Most can be purchased at general supply stores, however Wyvern Ink is rare and expensive. The magical properties of Wyvern ink are essential to the process. If only you knew where a Wyvern lived so you could harvest it's blood!
 - Scrivener kit (35 gp), from the *Equipment Emporium* or equivalent supplies. Can also be used for forging papers and writing notes.
 - Wyvern ink. One vial can transcribe two levels of spells, so two first level spells, a single second level spell, and so on. Costs vary greatly, but a vial of ink typically costs around 500 gold pieces. You may of course attempt to bargain for a better price. Completing a quest for a supplier of ink may secure cheaper prices on a long term basis. Disreputable characters may attempt to steal ink, though incurring the wrath of a high-level Magic-User will be interesting. Finally it can sometimes be found in dungeons, particularly in the supplies of spellcasters.
- **Read Magic** is not required for a character to read their own spellbook.
- **Read Magic** is required to read from another character's spellbook. This is required to overcome the magical protections generally placed on spellbooks to prevent casual reading by others. Reading a spell from another character's spellbook with **Read Magic** always works.
- Scrolls are single-use magic items designed to be cast, not read. Using **Read Magic** on a scroll to transcribe the spell into a spellbook is difficult, and carries a chance that the scroll will be destroyed. The following *Chance to Know* table from the *Iron Falcon* rules gives the chance of success. On a failure, the scroll is cast instantly and thereby destroyed. Targeted and directional spells will activate in a random direction.

CHANCE TO LEARN MAGIC

<i>Intelligence</i>	<i>% Chance to Learn</i>	<i>d20 Target</i>
3 to 4	20%	17
5 to 7	30%	15
8 to 9	40%	13
10 to 11	50%	11
12	50%	11
13	65%	8
14	65%	8
15	75%	6
16	75%	6
17	85%	4
18	95%	2

ABILITY CHECKS

Note that I am no longer using the *Roll a d20 Under Your Ability Score* method for situations not covered by the rules. The odds for that system don't line up well with the rest of the rules. I'll be using the optional *Ability Rolls* rule, so will be using that on the rare occasions it's needed at all.

TURN UNDEAD

Clerics may use their Wisdom modifier on Turn Undead rolls.

CRITICAL HITS AND MISSES

A natural 20 on an attack roll is a *Critical Hit*. Critical hit damage is calculated as *max weapon damage + damage roll + bonuses*. If the attack target is killed, then surplus damage can be applied to other enemies in reach so long as they can be harmed by the attack and weapon.

A natural 1 on an attack roll is a *Critical Failure*. On a melee attack, the character is unable to attack on their next turn. Ranged attacks may damage allies if they are in melee combat with the original target.

DEATH

We are using the optional *Negative Hit Points* rule (BFRPG, page 152).

- At 0 HP PCs are dying. Any further damage will reduce their hit points to negative values.
- Dying characters lose an additional 1 hit point at the end of every round.
- If hit points become less than the character's negative *Constitution* score, then the character dies immediately.
- A dying character may have their wounds bound. This will stabilise the character at 0 hit points. A stable character does not lose 1 hit point each round.
- A dying character cannot move at all without assistance.
- A stable character cannot move more than a few feet without help, nor fight, nor cast spells until their hit points are again greater than zero.
- To stabilise a fallen character, a PC must spend their combat turn applying first aid or healing. They cannot attack on that turn.
- After combat has ended, a stable character will be restored to 1 hit point.

HEALING

- A full day spent resting will restore 1 HP plus the character's *Constitution* modifier through *Natural Healing*. Character's will always gain at least 1 HP per day.
- If you need to heal faster, consider sources of magical healing such as spells and potions. If your party lacks these, you can seek out healing services at most clerical temples. Most temples will charge for this service, though the cost will vary according to the beliefs and practices of the particular temple.