

Level 0 Character Tumbler

A Basic Fantasy RPG Supplement

Release 1

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INTRODUCTION

Use this supplement to create and develop zero level characters under the Basic Fantasy Role-Playing Game rule system. The primary use for zero level characters is in a character tumbler: Each player creates four level zero commoners, with -100 XP and a handful of possessions. Send these characters through a dungeon or adventure; those who survive the “tumbler” to attain 1 XP become level one: they gain a class, roll another hit dice, and become PCs!

You can also use zero level characters to generate quick backgrounds for commoner NPCs (roll on Tables 1-1, 1-2 and 1-6), build an inventory for a looted corpse (Table 1-3), or run through the whole procedure to create an NPC adventuring company.

If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Creating Zero Level Characters

1. Record **score arrays** for four characters per player via **Iron Man**: Roll 3d6 for each score in order. You may reroll “boring” characters (those with *only* +0 bonuses) and “hopeless” ones (with <0 *total* bonus) on **Table 1-1** (p. 2). Or simply use **Table 1-1** instead of Iron Man, with your GM's permission.
2. Roll **1d4+Constitution bonus** for each character's **HP**
3. Roll on **Tables 1-2 & 1-6** (pp. 3 and 4) to find a character's **race** and **occupation**.
4. Supplement each character's possessions with one roll on **Table 1-3** (p. 3), and with **5d12 CP**. Purchase additional equipment from **Table 1-3** (if desired), and also record one day's **rations**, your **starting weapon**, and your **trade good**.
5. **Record** each character's starting XP (-100), saving throws (**Table 1-5**), attack bonus (0+Dexterity/Strength bonus), damage (**Table 1-6**) & AC (11+Dexterity bonus+Armor bonus, if any).
6. **Name** your characters, and send them through the meat grinder! Any who survive to 1 XP become **level one**, and gain a class of your choice and a place in the campaign (if multiple survive, choose only one as your primary character).

Table 1-1: Ability Arrays (d100)

<i>d100</i>	<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
01-02	17 (+2)	11	13 (+1)	13 (+1)	8 (-1)	8 (-1)
03-04	11	12	9	9	17 (+2)	5 (-2)
05-06	13 (+1)	10	9	15 (+1)	10	9
07-08	10	10	11	11	13 (+1)	10
09-10	15 (+1)	17 (+2)	7 (-1)	6 (-1)	6 (-1)	6 (-1)
11-12	10	11	14 (+1)	16 (+2)	14 (+1)	11
13-14	9	11	16 (+2)	14 (+1)	9	11
15-16	12	11	9	10	16 (+2)	12
17-18	14 (+1)	14 (+1)	13 (+1)	17 (+2)	8 (-1)	14 (+1)
19-20	14 (+1)	4 (-2)	11	12	9	18 (+3)
21-22	13 (+1)	13 (+1)	14 (+1)	10	16 (+2)	14 (+1)
23-24	14 (+1)	7 (-1)	11	11	12	17 (+2)
25-26	12	12	14 (+1)	11	13 (+1)	6 (-1)
27-28	10	7 (-1)	17 (+2)	6 (-1)	11	10
29-30	12	13 (+1)	9	16 (+2)	11	11
31-32	9	15 (+1)	13 (+1)	5 (-2)	10	13 (+1)
33-34	12	10	12	13 (+1)	16 (+2)	13 (+1)
35-36	12	15 (+1)	5 (-2)	13 (+1)	11	14 (+1)
37-38	18 (+3)	14 (+1)	12	12	13 (+1)	13 (+1)
39-40	17 (+2)	8 (-1)	6 (-1)	9	13 (+1)	8 (-1)
41-42	8 (-1)	7 (-1)	14 (+1)	10	9	14 (+1)
43-44	12	10	14 (+1)	8 (-1)	10	14 (+1)
45-46	9	11	14 (+1)	14 (+1)	13 (+1)	12
47-48	14 (+1)	18 (+3)	8 (-1)	12	8 (-1)	15 (+1)
49-50	13 (+1)	11	13 (+1)	12	9	16 (+2)
51-52	13 (+1)	13 (+1)	7 (-1)	13 (+1)	14 (+1)	16 (+2)
53-54	11	9	15 (+1)	11	6 (-1)	9
55-56	9	8 (-1)	13 (+1)	9	11	16 (+2)
57-58	11	10	15 (+1)	13 (+1)	10	13 (+1)
59-60	7 (-1)	9	13 (+1)	10	14 (+1)	17 (+2)
61-62	15 (+1)	16 (+2)	13 (+1)	11	11	8 (-1)
63-64	10	9	15 (+1)	12	14 (+1)	11
65-66	8 (-1)	11	10	16 (+2)	10	10
67-68	12	15 (+1)	12	16 (+2)	11	10
69-70	11	11	11	18 (+3)	6 (-1)	13 (+1)
71-72	12	14 (+1)	13 (+1)	9	8 (-1)	10
73-74	9	13 (+1)	15 (+1)	11	10	9
75-76	8 (-1)	10	8 (-1)	13 (+1)	14 (+1)	14 (+1)
77-78	14 (+1)	13 (+1)	13 (+1)	14 (+1)	6 (-1)	12
79-80	9	13 (+1)	18 (+3)	11	11	9
81-82	17 (+2)	14 (+1)	6 (-1)	11	14 (+1)	8 (-1)
83-84	14 (+1)	13 (+1)	12	9	14 (+1)	9
85-86	10	11	6 (-1)	10	14 (+1)	12
87-88	9	11	11	14 (+1)	11	10
89-90	15 (+1)	14 (+1)	13 (+1)	12	10	9
91-92	7 (-1)	9	12	14 (+1)	11	10
93-94	8 (-1)	14 (+1)	9	11	10	12
95-96	16 (+2)	14 (+1)	5 (-2)	9	10	11
97-98	11	12	17 (+2)	10	15 (+1)	11
99-100	11	10	12	11	18 (+3)	12

d10	1-2	3-4	5-6	7-10
Race	Dwarf	Elf	Halfling	Human

d20	Item	Cost†	Weight
1	Backpack	25 cp	1
2	Candle, 1d2	2 cp (each)	*
3	Clothing, one change of	25 cp	5
4	Crowbar	45 cp	5
5	Chalk, bag	30 cp	*
6	Flask, empty	10 cp	1
7	Flint and Steel	40 cp	*
8	Hammer, small	30 cp	1
9	Iron spikes, 1d3	8 cp (each)	2
10	Bearhugger's Whiskey, bottle of	19 cp	1
11	Oil, 1 flask	15 cp	1
12	Mirror, hand-sized	60 cp	*
13	Pole, 10-foot	15 cp	10
14	Rations, one day's	5 cp	1
15	Rope, 50'	30 cp	5
16	Sack, large	8 cp	*
17	Sack, small	3 cp	*
18	Torch, 1d2	5 cp (each)	1
19	Whistle	21 cp	*
20	Wine, one jug	15 cp	2

† These prices apply only for level-0 characters, representing bargains, lucky finds, treasured gifts, etc.

Race	Death Ray/Poison	Magic Wands	Paralysis/Petrify	Dragon Breath	Spells
Human	14	15	16	17	17
Dwarf	14 (+4)	15 (+4)	16 (+4)	17 (+3)	17 (+3)
Elf	14	15 (+2)	16 (+1)	17	17 (+2)
Halfling	14 (+4)	15 (+4)	16 (+4)	17 (+3)	17 (+4)

Weapon/Armor	dmg/AC	Weapon/Armor	dmg/AC	Weapon/Armor	dmg/AC
Club	d4+STR	Dagger	d4+STR	Handaxe	d6+STR
Hide Armor	+2 AC	Kick (subdual, -2 attack)	d4+STR	Light crossbow	d6
Longsword	d8+STR	Mace	d8+STR	Punch (subdual)	d3+STR
Shortbow	d6	Shortsword	d6+STR	Sling (bullet)	d4+STR
Sling (stone)	d3+STR	Spear (one-handed)	d6+STR	Spear (two-handed)	d8+STR
Spear (thrown)	d6+STR	Staff	d4+STR	Steel Helmet	+1 AC

Table 1-6: Occupations (d100)			
<i>d100</i>	<i>Occupation</i>	<i>Starting Weapon (Trained)</i>	<i>Trade Good</i>
01	Alchemist	Staff	Vial of mercury
02-03	Apothecary	Knife (as dagger)	1 lb. herbs
04-05	Astrologer	Silver dagger	Star charts
06	Beekeeper	Knife (as dagger)	Bee smoker, flint and steel
07-09	Beggar	Club	Begging bowl
10-12	Blacksmith	Crowbar (as club)	Steel helmet
13-14	Bowyer	Shortbow, 2d4 arrows	50' of linen string
15-17	Butcher	Cleaver (as shortsword)	Sow†
18-20	Carter	Shovel (as club)	Wheelbarrow*
21	Charlatan	Dagger	Tarot cards
22-24	City Watch	Shortsword	Shackles
25	Cook	Chef's knife (as dagger)	Cast-iron skillet
26-27	Cutpurse	Knife (as dagger)	d4 lockpicks
28-34	Farmer	Pitchfork (as spear, no throwing)	One rooster†
35-36	Fisher	Spear	10x10' net
37	Gambler	Dagger	Crooked dice, shaved cards
38	Gravedigger	Shovel (as staff)	Waterproof cloak
39	Hairdresser	Scissors (as dagger)	Blond wig
40-41	Herald	Longsword	Tabard of the royal family
42-44	Herder	Sling, 2d6 bullets	Flute
45-47	Hermit	Donkey's jawbone (as club)	1 lb. psychoactive mushrooms
48-50	Huntsman	Shortbow, 2d4 arrows	Dog†
51-53	Innkeeper	Club	Small cask of beer
54-55	Knacker	Large knife (as shortsword)	Pint of glue
56	Lawyer	Silver dagger	Precedent book
57-59	Maidservant	Carpet beater (as club)	2d4 delicious pastries
60-63	Mariner	Cutlass (as longsword)	Compass (magnetic needle, bowl)
64	Mayor	Staff of office (as staff)	Ermine cloak
65-66	Mercenary	Light crossbow, 2d4 bolts	Hide armor
67-68	Miner	Pick (as club)	Gem worth 20 gp
69	Minstrel	Dagger	Lute
70-71	Monastic Initiate	Scourge (as club)	Holy symbol
72	Noble, minor	Longsword	Exotic pet monkey**
73-74	Orphan	Club	Corn dolly
75-76	Pilgrim	Staff	Saintly icon worth 10 gp
77-78	Priest-in-Training	Mace	Holy water, one vial
79-82	Ragpicker	Club	Sack of broken glass
83-84	Scholar	Knife (as dagger)	Quill pen, ink, d4 sheets of paper
85-87	Slave	Club	Lucky rock
88-90	Trapper	Knife	Rusty bear trap
91	Vintner	Pruning shears (as dagger)	Jug of wine
92-93	Weaver	Scissors (as dagger)	1 yard of fine purple cloth
94-95	Witch's Apprentice	Athame (as dagger)	Crocodile heart, preserved
96-97	Wizard's Apprentice	Staff	Spellbook with First Level spell
98-100	Woodcutter	Handaxe	Bundle of wood

† If the party has duplicate domestic animals, roll d8 to substitute: (1) Calf, (2) Cat, (3) Goose, (4) Goat, (5) Sheep, (6) Donkey, (7) Rabbit, (8) Turkey
 * Roll d6 for barrow's contents: (1) Dirt, (2) Onions, (3) Wood, (4) Flour sacks, (5) Empty, (6) Bodies
 ** If the party has several nobles, roll d4 for other exotic pets: (1) Parrot, (2) Lynx, (3) Owl, (4) Lion cub

Name		XP	
Race and Occupation			
Strength			
Dexterity			
Constitution			
Intelligence			
Wisdom			
Charisma			
		HP	
		AC	
Attack			
Death/Poison	Magic Wands	Paralysis	Dragon Breath
14	15	16	17
Possessions			
Wealth			

Name		XP	
Race and Occupation			
Strength			
Dexterity			
Constitution			
Intelligence			
Wisdom			
Charisma			
		HP	
		AC	
Attack			
Death/Poison	Magic Wands	Paralysis	Dragon Breath
14	15	16	17
Possessions			
Wealth			

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Race and Occupation			
Strength			
Dexterity			
Constitution			
Intelligence			
Wisdom			
Charisma			
		HP	
		AC	
Attack			
Death/Poison	Magic Wands	Paralysis	Dragon Breath
14	15	16	17
Possessions			
Wealth			

Name		XP	
Race and Occupation			
Strength			
Dexterity			
Constitution			
Intelligence			
Wisdom			
Charisma			
		HP	
		AC	
Attack			
Death/Poison	Magic Wands	Paralysis	Dragon Breath
14	15	16	17
Possessions			
Wealth			

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