

# Class C01: Zealot, A Basic Fantasy Supplement

Designed for use with the *Basic Fantasy Role-Playing Game*, [www.basicfantasy.org](http://www.basicfantasy.org)

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Every faith needs its foot soldiers, and Zealots fill that roll. Armed and armoured, and with a faith so strong it grants them a touch of divine power, they play a vital part in their faiths. Zealots fill a role somewhere between soldiery and field agents, with decent combat abilities and some skills at less “ethical” endeavours. Zealots are a double edged sword though; while they can benefit the faith with their skills and deniability, they have also led numerous insurrections against the establishments of their faiths, both for and against heresies.

## Class Abilities

**Weapon Use:** Zealots may use sword, dagger, spear, hammer, and club type melee weapons; they may also use bow and crossbow type ranged weapons.

**Armour Use:** Zealots may use cloth, leather, chain (shirts only), and platelet type armours (shirts/half suits only); they may use all shield types.

**Unsavoury Background:** select three Thief skills and progress along them as a Thief of the same level.

**Faith:** Zealots possess a profound and unshakable faith that gives them advantages and abilities past the norm. There are several aspects to it, which develop and increase in power as the character gains levels.

- **Armour the Mind:** a Zealot’s faith gives them a bonus to saves against mind effects, sleep, charm, hypnosis, illusions, and so on starting at level 1.
- **Harden the Body:** a Zealot learns to ignore their body’s pain and suffering, providing them with Damage Resistance, starting at level 4. They will always take at least 1 point of damage from an attack.
- **Anchor the Soul:** A Zealot is able to continue to fight past the point others would die. If in combat, they can take one action per round when reduced to 0 or negative HP. They may do this to their CON score in negative HP. At the end of combat, they must save vs death with a penalty of -1 per 3 HP below zero they are. If they succeed, they return to 1 HP; if they fail, they are dead. If they are reduced past their CON score in negative HP, they die. This ability only works in combat, and is gained at level 10.
- **Sharpen the Blow:** holy wrath fuels the Zealot’s strike, adding damage to a successful strike. This requires focus, and can only be performed a few times per day.

Level:	Exp. Points:	Hit Dice:	Ability Progression:
1	0	1d6	Armour the Mind +1
2	1,250	2d6	Sharpen the Blow +1d6 damage, 1/day
3	2,500	3d6	
4	5,000	4d6	Harden the Body 2 DR
5	10,000	5d6	Sharpen the Blow +1 Attack, +1d6 damage, 2/day
6	20,000	6d6	Armour the Mind +2
7	40,000	7d6	
8	75,000	8d6	Harden the Body 3 DR
9	150,000	9d6	Sharpen the Blow +1 Attack, +2d6 damage, 3/day
10	225,000	9d6+2	Anchor the Soul

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Level:	Exp. Points:	Hit Dice:	Ability Progression:
11	300,000	9d6+4	
12	375,000	9d6+6	Harden the Body 4 DR
13	450,000	9d6+8	Sharpen the Blow +2 Attack, +2d6 damage, 4/day
14	525,000	9d6+10	Armour the Mind +3
15	600,000	9d6+12	
16	675,000	9d6+14	Harden the Body 5 DR
17	750,000	9d6+16	Sharpen the Blow +2 Attack, +2d6 damage, 5/day
18	825,000	9d6+18	Armour the Mind +4
19	900,000	9d6+20	
20	975,000	9d6+22	Sharpen the Blow +2 Attack, +3d6 damage, 6/day

**Attack Bonus:** As Cleric

**Saving Throws:** As Thief

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