

DUNGEON FANTASY™

POWERED BY GURPS®



ADVENTURERS

STEVE JACKSON GAMES

SKILLS

DX-Based Skills

Acrobatics	Innate Attack	Shield
Axe/Mace	Jitte/Sai	Shortsword
Blowpipe	Judo	Sleight of Hand
Boating	Jumping	Sling
Body Sense	Karate	Smallsword
Bolas	Knife	Spear Thrower
Bow	Knot-Tying	Spear
Boxing	Kusari	Staff
Brawling	Lasso	Stealth
Broadsword	Light Walk	Sumo Wrestling
Climbing	Lockpicking	Throwing Art
Cloak	Main-Gauche	Throwing
Crossbow	Net	Thrown Weapon
Dancing	Parry Missile	Tonfa
Escape	Weapons	Two-Handed
Fast-Draw	Pickpocket	Axe/Mace
Filch	Polearm	Two-Handed Flail
Flail	Push	Two-Handed
Forced Entry	Rapier	Sword
Garrote	Riding	Whip
Immovable Stance	Saber	Wrestling



IQ-Based Skills

Acting	Herb Lore	Prospecting
Alchemy	Hidden Lore	Psychology
Animal Handling	Holdout	Public Speaking
Armory	Interrogation	Religious Ritual
Breaking Blow	Leadership	Research
Camouflage	Merchant	Savoir-Faire
Cartography	Mimicry	Seamanship
Connoisseur	Musical	Shadowing
Counterfeiting	Composition	Smuggling
Current Affairs	Musical	Speed-Reading
Diagnosis	Instrument	Strategy
Diplomacy	Naturalist	Streetwise
Disguise	Navigation	Surgery
Disguise (Animals)	Occultism	Tactics
Fast-Talk	Panhandling	Teaching
First Aid	Performance	Thaumatology
Forgery	Pharmacy	Theology
Gambling	Physiology	Traps
Gesture	Poetry	Ventriloquism
Hazardous	Poisons	Veterinary
Materials	Pressure Points	Weather Sense
Heraldry	Propaganda	Writing

HT-Based Skills

Body Control	Kiai	Singing
Breath Control	Lifting	Skiing
Carousing	Running	Swimming
Hiking	Sex Appeal	

Will-Based Skills

Autohypnosis	Meditation	Power Blow
Exorcism Will	Mental Strength	
Intimidation	Mind Block	

Per-Based Skills

Blind Fighting	Fishing	Survival
Detect Lies	Lip Reading	Tracking
Esoteric Medicine (Chi)	Observation	Urban Survival
Esoteric Medicine (Druidic)	Scrounging	
Esoteric Medicine (Holy)	Search	

Success Rolls

Roll 3d against final, modified skill.

Critical Success: A roll of 3 or 4, regardless of skill. A roll of 5 at effective skill 15+. A roll of 6 at effective skill 16+.

Success: A roll *less than or equal to* effective skill.

Failure: A roll *greater than* effective skill.

Critical Failure: A roll of 18, regardless of skill. A roll of 17 at effective skill 15 or lower. Any roll 10 or more greater than effective skill.

Probability of Success

Skill Level	Probability of Success	Skill Level	Probability of Success
3	0.5%	10	50.0%
4	1.9%	11	62.5%
5	4.6%	12	74.1%
6	9.3%	13	83.8%
7	16.2%	14	90.7%
8	25.9%	15	95.4%
9	37.5%	16+	98.1%

Task Difficulty

+6 or better – Trivial tasks.

+4 or +5 – Typical *non-adventuring* tasks.

+1 to +3 – Favorable adventuring tasks.

0 – Typical adventuring tasks.

-1 to -3* – Unfavorable adventuring tasks.

-4 or -5* – Difficult adventuring tasks.

-6 or worse* – Memorably difficult adventuring tasks.

* Optionally, find task difficulty modifier by applying -1 per nasty qualifier or intensifier describing the situation: -1 for “slimy,” -2 for “horribly slimy,” and so on.

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ADVENTURERS



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SOME INTRODUCTIONS

You have a copy of *Dungeon Fantasy* – congratulations! So what is this thing?

In brief, it's a roleplaying game based on *another* roleplaying game called *GURPS*. And what does *that* mean . . . and what's all the stuff in the box? Let's take it a step at a time. Jargon you'll want to remember is in **boldface**.

WHAT IS ROLEPLAYING?

A **roleplaying game (RPG)** is a social activity in which all the participants but one take the part of (*play the role* of) fictional **characters** who have **adventures**. Think of these characters as the protagonists of a TV series. The last person – the **Game Master (GM)** – has a job closer to that of the series' director. While everybody involved could be called a **player**, that traditionally refers to gamers *other than* the GM. Consequently, their characters are called **player characters (PCs)**.

What does the GM do? Create the puzzles and conflicts that make up adventures! These must hang together like a story, if only something simple like "Enter the Maze of Madness, fight monsters, fetch the Magic MacGuffin, and return it for your reward." The GM reveals the story gradually, in a way that surprises and challenges the players – a big part of what makes RPGs fun.

A major difference from other fiction is that there isn't just one writer. The GM is the *chief* storyteller but the players have a say, too – which means the characters have minds of their own! The GM describes what the PCs encounter. The players react, saying what the characters are doing. The GM tells the players the results of their actions. The players shoot back *new* reactions. And so on.

It's *how* this works that makes it a game. Outcomes of actions depend on not only the players' choices but also the **traits** of the characters involved. Each PC has areas where they're capable or not-so-capable. The same goes for the vast supporting cast of the imaginary world, called **non-player characters (NPCs)** because the players don't choose their actions or give them voices – the GM does. Determining how things turn out for PCs and NPCs is what **rules** are for.

There are rules defining characters in concrete terms: How smart, strong, wealthy, and good-looking they are; what they've studied; their special abilities. There are rules for how these traits interact with the world and each other, whether that means climbing mountains, battling monsters, or exorcising demons. There are rules for *everything*.

Yet rules alone don't make the game! An adventure flows from the GM's creativity – the rules merely make it easier to judge how profitable, difficult, dangerous, or time-consuming specific courses of action are. The story depends on the

players' choices, wits, and imagination – the rules just prevent them from cheating to avoid challenges. Rules exist to save time and keep things fair.

Despite the need for rules and fairness, the resulting game isn't competitive. An RPG has no "winners" or "losers." The PCs – collectively, the **party** – succeed or fail *as a group*, depending on how well they cooperate. Which doesn't mean they can't have their differences . . .

Roleplaying involves acting a part, not merely declaring actions. Costumes and silly voices aren't necessary, but *good* players often speak in character, and choose actions and reactions consistent with their PCs' backstories. A *good* GM rewards not only success by the letter of the rules, but also consistency of character – even when well-played roles lead to what inhabitants of the fictional world might consider "losing."

At the end, the GM and players will have created a story – the story of how the PCs met, learned to work together, encountered challenges, and (we hope) triumphed!

WHAT IS DUNGEON FANTASY?

Dungeon Fantasy is an RPG where the PCs are sword-and-sorcery heroes – wielders of weapons, wits, and wizardry – who live in a fictional world inspired by stories of monsters and magic. Such an RPG is often called a **fantasy RPG (FRPG)**.

"Fantasy" doesn't mean just *any* fantasy, but the low-tech kind with knights, castles, and dragons. Its historical influences are more than medieval; they span the Bronze Age to the early Renaissance, and anyone from a Viking, to a Templar, to a ninja, to a fencing master might provide the archetype for a character. The supernatural is commonplace – *any* legendary monster is a potential foe, and magic shows up regularly. Divine intervention, the occult, and the exigencies of heroic drama often supersede natural law.

The "dungeon" part comes from fantasy fiction about heroes who venture into dark, dangerous places – traditionally *underground* ones like tombs full of restless dead, caves where dragons lair, and mines overrun by subterranean horrors. These depths are filled with not only monsters but also fiendish traps, tricks of architecture, curses, and brute-force barricades. What makes it all worth risking is personal growth and *treasure* – from gold and silver to magic swords to rival Excalibur. Adventurers who survive end up more capable and better-equipped for the *next* quest!

Successive generations of FRPGs added further historical *and* fictional influences. **Computer RPGs (CRPGs)** – **massively multiplayer online RPGs (MMORPGs)** in particular – introduced ideas from the digital world. All this and the kitchen sink helped forge the **dungeon fantasy** subgenre!

MINI-GLOSSARY

Here's some lingo to keep in mind as you read.

Rules Terms

advantage: A **trait** that gives you an edge over someone else with comparable **attributes** and **skills**.

attributes: Four **traits** – Strength, Dexterity, Intelligence, and Health – that rate your most basic abilities. Higher is better!

character points: The “currency” spent to buy **traits**. The more points you have, the more capable you are. Point costs often appear in brackets; e.g., “Combat Reflexes [15]” means the Combat Reflexes trait costs 15 points.

d: Dice, always six-sided. “Roll 3d” means “roll three six-sided dice and add them up.”

disadvantage: A problem that renders you less capable than your other **traits** suggest.

hex: A one-yard hexagon on a combat map. Interchangeable with “yard” when specifying distances.

modifier: A bonus or penalty that increases or decreases the target of a **success roll**, making it easier or harder to succeed.

prerequisite: A **trait** needed in order to have another trait.

Quick Contest: A situation where two **success rolls** are opposed. The winner is the one that beats its target by the most.

reaction roll: A roll of 3d to determine an NPC's opinion of you. Apply bonuses or penalties to “reactions” or how others “react.” Higher is better!

skill: A **trait** defining training in an area of knowledge or class of tasks.

success roll: A roll of 3d to test an **attribute** or **skill**. Rolling less than or equal to the target succeeds. Lower is better!

trait: Any character building block (**advantage**, **attribute**, **disadvantage**, **skill**) that affects game play and costs **character points**.

turn: A one-second unit of action in combat. Interchangeable with “second” when specifying durations.

Gamer Jargon

adventure: An interactive story designed to entertain the **players** by challenging the **player characters**.

adventurer: Someone who explores, fights, and loots instead of doing honest work.

campaign: The ongoing saga of the **adventures** of a party of **heroes**.

delver: An **adventurer** specialized in **dungeon crawls**.

dungeon: A cave, mine, sewer, tomb, or other nasty, dank hole – often several levels deep – stocked with deadly **monsters**, devious tricks and traps, and (hopefully!) **treasure**.

dungeon crawl: An **adventure** in a **dungeon**.

Game Master (GM): The gamer who designs **dungeons**, controls **monsters**, and settles rules arguments.

game world: The fictional setting in which the **heroes** have **adventures**.

hack-and-slash: What **delvers** do on a **dungeon crawl** – slaughter **monsters** to take their **treasure**.

hero: A selfless **adventurer** in theory. Often a **munchkin** in practice.

monster: Any being that tries to slaughter **adventurers** right back.

munchkin: **1.** A **PC** designed to excel at **hack-and-slash** at the expense of everything else, by optimizing **traits** for killing and looting, and hoarding powerful **treasure**. **2.** The **player** of such a character. **3.** *Munchkin*, the award-winning dungeon-fantasy card game from Steve Jackson Games.

non-player character (NPC): Any character the **GM** controls.

player: A gamer who controls an **adventurer**.

player character (PC): A character controlled by a **player**. **quest:** An **adventure**.

raid: A **dungeon crawl** or similar violent **adventure**.

session: A meeting of the **GM** and **players** to play the game.

treasure: Material gains acquired through adventuring.

World of Dungeon Fantasy

Devil, The: Godlike boss of all Evil. Wants your soul.

Elder Thing: Any entity that exists outside time, space, and standard concepts of Good and Evil. Causes madness.

Evil Runes: Weird symbols found in **dungeons**. Harm or curse you.

guild: A monopoly on a skilled trade. The Merchants' Guild controls shops, the Thieves' Guild is a mafia, and the Wizards' Guild dominates dealings in magic items and “forbidden” spells.

Hell Gnomes: Clever makers of locks, traps, and **Evil Runes** for **dungeons**.

King, the: The ruler in charge of *all* the **towns**.

King's Men: Armed goons who enforce the **King's** will.

squid: Euphemism for **Elder Things**. Squid *cults* (foolishly) worship such entities.

temple: Priests who provide miraculous blessings and healing in return for generous donations.

town: Any settlement with **guilds**, **temples**, and a **Town Watch**.

Town Watch: Armed goons who help **guilds** and **temples** enforce monopolies – oh, and who “protect and serve” a **town**.

Consequently, it has some unusual conventions, including a quasi-medieval setting full of modern social developments such as sexual equality, sprawling metropolises, and a cash economy; a technological mix whose only rules seem to be “preindustrial” and “no gunpowder”; casual acceptance of magic and holy miracles; trade guilds for thieves, wizards, and even assassins; and a culture that recognizes “adventurer” as a career choice.

Dungeon Fantasy features all this and more!

Speaking from Experience

Text boxes titled *Speaking from Experience* appear throughout *Dungeon Fantasy* to help convey the game’s “feel” and conventions. Each offers advice on topics covered by nearby rules . . . in the words of a fictional resident of a dungeon-fantasy world!

WHAT ARE ALL THE BITS AND PIECES FOR?

This book, *Adventurers*, covers one of the major rules systems of *Dungeon Fantasy*: character creation. It describes traits and gear for characters. As the PCs adventure and improve, you’ll return to it for superior abilities and equipment.

The *Exploits* book tackles most of the other rules systems – including combat – and offers the GM advice on creating interesting adventures. Players will want to read it, too, because it shows how to use the PCs’ gear and abilities.

Spells contains rules for magic. It isn’t essential that everyone read this – but the GM should, as should players of PCs who casts spells.

Monsters is full of creatures to fight. Only the GM has to read it. Players hoping to learn monster weaknesses should know that they can’t use the information there unless their *characters* have it – and that the GM can change the details at any time.

The *Dungeon* is a sample adventure. The players definitely shouldn’t read this . . . that would spoil the surprises.

The maps and figures are for modeling combat. You move figures around maps as the PCs and monsters try to kill each other!

The dice are used with many rules. You’ll be rolling them a lot. See *Dice* (below).

You’ll also want pencils and paper (or a tablet, if you’re high-tech) to record the traits and gear of characters!

WHAT’S WITH ALL THE MATH?

The rules of an RPG are a (mostly) impartial way of figuring out what happens in the story. Some are easily expressed as words: “If this happens, do that.” But questions like “How skilled?”, “How fast?”, and “How heavy?” involve *numbers*.

Dice

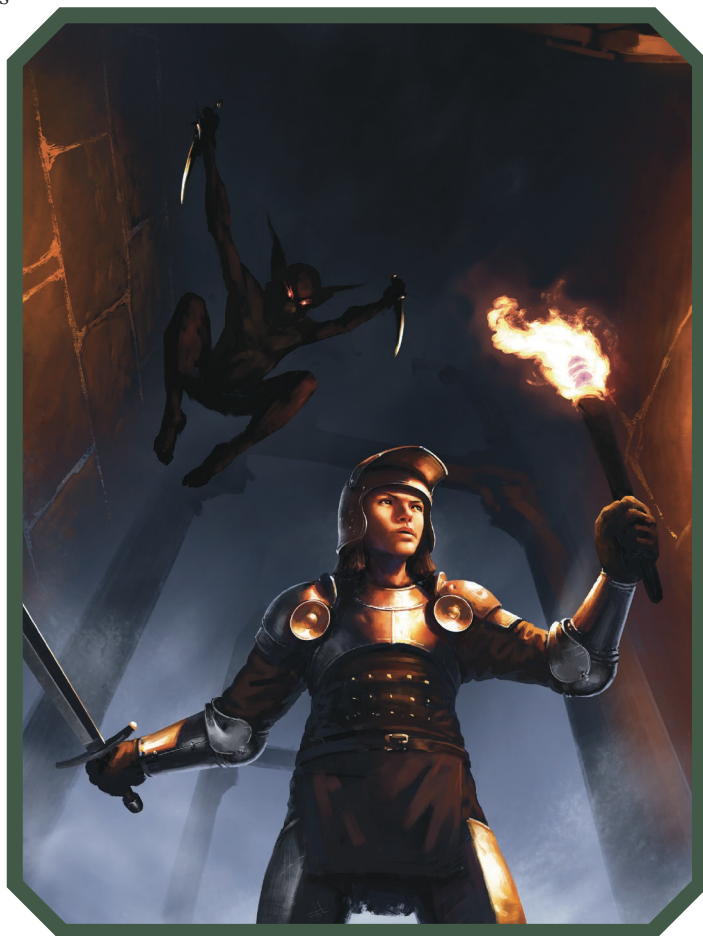
Longtime gamers will be familiar with all kinds of funky dice, but *Dungeon Fantasy* uses only common six-sided ones, like those in the box. The rules specify how many to roll using the “dice+adds” system: Roll the number of dice indicated before the “d” (for “dice,” which some games write “d6”), add up the pips, and then adjust for any addition or subtraction.

Example: “4d+2” is shorthand for “roll four six-sided dice and add 2 to the total,” while “3d-3” means “roll three six-sided dice and subtract 3 from the total.”

The rules use dice to generate random numbers whenever there’s *any* doubt about an outcome. **Success rolls** (*Exploits*, pp. 5-7) and many other rolls require you to roll 3d and hope for a total no greater than a “target number” determined from traits or a situation. Whether the roll is higher or lower than the target (and often *by how much*) settles what happens.

Dice+adds can also determine *how much* (damage, money, time, etc.) or *how many* (arrows, monsters, . . .). Dice may be multiplied to generate large quantities.

Example: “2d×10” means “roll two six-sided dice and multiply the total by 10.”



Rounding

Mathematical formulas are a good way to keep rules fair or relate two game statistics, but they can yield inconvenient fractions. We've done our best to say when to round up, down, or to the nearest whole number – or *not* to round – but if we missed a spot:

Round costs and weights up. Fractional character points have no meaning, so when you modify a cost in points, round fractions *up* to the next whole number; e.g., 2.1 and 2.9 points round to 3 points. For negative point costs, “up” means “in the positive direction”; e.g., -3.5 points rounds to -3 points. For cash costs and weights, round up but keep two places; e.g., 2/3 of \$1 is \$0.67, and 1/3 of 1 lb. is 0.34 lb.

Round down otherwise. In most other cases, round *down* to the previous whole number; e.g., if you multiply a dice roll of 11 by 1.5 to get 16.5, treat the result as 16.

Units

Dungeon Fantasy, being published in the United States, uses customary units:

Length: **Yards** (yd.), **feet** (ft. or '), or **inches** (in. or "); 1 yard = 3 feet = 36 inches. Large distances are in **miles** (mi.); 1 mile = 1,760 yards = 5,280 feet.

Weight: **Pounds** (lbs.) or **ounces** (oz.); 1 pound = 16 ounces (even for precious metals – forget about Troy weights!). Large weights use **tons**; 1 ton = 2,000 lbs.

Temperature: **Degrees Fahrenheit** (°F).

Volume: **Gallons**, **quarts**, or **pints**; 1 gallon = 4 quarts = 8 pints. Water weighs *about* 1 lb. per pint.

Two special units are peculiar to the game:

hex: A yard-wide hexagon on a standard combat map.

For distance, 1 hex = 1 yard. As hexes are two-dimensional, they're also used as units of area.

turn: An interval of action in combat time; 1 turn = 1 second. *Dungeon Fantasy* doesn't have “rounds.”

AND WHAT IS GURPS?

The **Generic Universal RolePlaying System** (**GURPS**) is an RPG from Steve Jackson Games, published in four editions since 1986. It can handle *any* genre, not just fantasy – though when its combat system was first published (*Man to Man*, 1985), it focused on fantasy-style battles, and fantasy was the earliest genre to get its own support (**GURPS Fantasy**, 1986).

GURPS is the “game engine” of *Dungeon Fantasy*. It has been simplified here (one of its two *basic* volumes holds more words than this whole set!), but the games are largely compatible. If you decide you want additional detail (e.g., for combat) or more stuff (gear, creatures, abilities, you name it), there are dozens of **GURPS** supplements – plus a monthly zine, *Pyramid*.

ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In 2004, he and coauthor David Pulver redesigned **GURPS** into its Fourth Edition. Since 2008, Sean has served as lead creator of the **GURPS Dungeon Fantasy** series, the origin of *this* game. He has also developed, edited, or written some 70 other **GURPS** releases, contributed to many more, and published regular support in *Pyramid* magazine.

Sean has been a gamer since 1979. He spends his spare time learning and dancing Argentine tango. He occasionally moonlights as a bartender – the sort who loves mixology and takes forever to make your cocktail.

He lives in Montréal, Québec with his wife, Bonnie, and their cat, Zephyra.

STEVE JACKSON GAMES AND GURPS

The **Dungeon Fantasy Roleplaying Game** is compatible with **GURPS**. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources we provide include:

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Pyramid (pyramid.sjgames.com). Our monthly PDF magazine includes new rules and articles for **GURPS**. It features systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

Internet. To discuss the **Dungeon Fantasy RPG** and **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your campaign teaser in 140 characters or fewer with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The **Dungeon Fantasy Roleplaying Game** web page is dungeonfantasy.sjgames.com.

Gamer and Store Finder (gamerfinder.sjgames.com): Connect with other people and places playing our games. Add yourself to our database so they can find you as well!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages, with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for our products are available at sjgames.com/errata.

CHAPTER ONE

BASICS

Each *Dungeon Fantasy* character has capabilities defined by a set of traits recorded on a **character sheet** (pp. 125-128). Before you start down this path, take a moment to think about the background, personality, and appearance of your alter-ego – you might want to browse through the game to get a better idea of suitable heroes. Eventually, though, you'll have to define your player character (PC) in concrete game terms.



CHARACTER POINTS

When you create your PC, you'll go to Chapter 2, pick a **profession**, and select traits from several "shopping lists" on its **professional template**. Doing so means you'll end up with 250 **character points** in abilities.

Character points are the currency of character creation. Each beneficial trait you pick – like being strong, wealthy, good with a sword, or capable of magic – has a listed price.

It *costs character points*. You must spend points equal to the ability's cost to have it and use it in play. Your professional template tells you how many points you may spend in a given category, but what you buy *within* that category is your call.

A professional template actually has 300 points in abilities, though! That's because each one *also* requires you to select a few problems; e.g., below-average strength, appearance, or wealth, and specific handicaps like being hard of hearing or afraid of heights. Such troublesome traits have negative point costs – they *give you back points*. Adventurers have -50 points in these, so their 250 points take the form of $300 - 50 = 250$ points.

When the GM creates non-player characters (NPCs), including monsters, there's no requirement to bother with points. If the GM *does* use points, *any* budget is possible. An NPC needn't have 250 points in the form of 300 points of benefits and -50 points in flaws! There's no need for professional templates, either. The GM spends the chosen budget on whatever traits seem to fit.

In gaming groups familiar with *Dungeon Fantasy*, players might create characters this way, too; see *Custom Professions* (p. 14). In that case, the GM will hand out a certain number of **starting points**, which the players will then spend on their characters. This makes it possible to vary **power level**: high- and low-powered games feature heroes who start with more or less than 250 points.

However you play, character points aren't fixed forever. Heroes who have adventures will earn further points to spend on improving existing traits and adding new ones from their templates. For more on this topic, see *Character Advancement (Exploits)*, pp. 91-94).

CHARACTER TRAITS

What *are* these traits you buy with character points? They fall into several categories. Two groups are common to *every-one* and therefore described in this chapter, before even getting into professional templates:

Basic attributes, or simply **attributes** (pp. 8-9), are four numbers that influence much of what a character can do. Scores above average have positive point costs (cost points); scores below average have negative point costs (give back points).

Secondary characteristics (pp. 9-12) are scores calculated from attributes. Aside from being figured, they work like attributes – you can spend points to raise them or get points back from lowering them.

The remaining traits *aren't* universal and are very numerous. A lengthy encyclopedia of them appears *after* the templates, in Chapters 4-6. Refer forward as needed!

Advantages (Chapter 4) are innate abilities or powers, or social edges, and always cost points.

Disadvantages (Chapter 5) are the problems mentioned earlier – anything that has a negative point cost, giving back

points. These provide flaws that make heroes more *interesting*. **Quirks** (p. 68) are very minor traits that serve a similar purpose; players can optionally add them to get a few extra points for abilities.

Skills (Chapter 6) are *learned* abilities. They always cost points. **Spells** are a subset of skills for magic-using characters; see the *Spells* book.

COSMETIC DETAILS

A genre convention of dungeon fantasy is that several features people care about in real life have no net impact on the *adventuring* life – so normally, they don't cost points.

Age. Being young doesn't automatically mean being energetic but naive; old age doesn't always equate to wisdom and frailty. Most human adventurers are aged 15 to 50 – but not all! The GM may set an upper limit (say, age 70) so that immortal elves, the undead, etc. stand out.

Handedness. Being a righty or a lefty costs no points. Any one-handed task you do with the non-dominant (“off”) hand is at -4. This doesn't apply to things *normally* done with the “off” hand, like using a shield. Using *both* hands equally well is an advantage: Ambidexterity (p. 47).

Height and weight. Select any height and weight the GM is willing to accept. Adult humans depicted in fantasy

art seem to have heights between 4'10" and 6'11", and weights between 90 lbs. and 300 lbs. **Skinny** (p. 66), and **Overweight or Fat** (p. 64), are disadvantages, but they reflect how you *carry* your weight – not your height-to-weight ratio.

Sex. Male, female, other . . . it's your call, and can differ between player and character.

Skin, eye, and hair color. Real-world colors aren't mandatory for humans in fantasy. Pick what you like! It stands out only if you have Unnatural Features (p. 67).

Those tempted to “game the system” be warned: Big, small, old, young, male, female, etc. are as often detrimental as beneficial. If you opt to be 6'11" to reach high places, you have no room to complain when the GM penalizes your actions in a six-foot-high passage!

BASIC ATTRIBUTES

Four numbers called **attributes** define your basic abilities: **Strength (ST)**, **Dexterity (DX)**, **Intelligence (IQ)**, and **Health (HT)**.

A 10 in any attribute is *free*, and represents the (human!) average. Scores higher than 10 cost points: 10 points/level for ST or HT, 20 points/level for DX or IQ. Scores lower than 10 have a negative cost: -10 points/level for ST or HT, -20 points/level for DX or IQ.

Most humans have attributes in the 8-20 range. For delvers, values above 20 require the GM's permission. Monsters are subject to no such limits, and *often* have scores larger than 20 in ST! At the low end, although a score of 0 or even “N/A” is defined for some creatures, 1 is the minimum for a humanoid (human, elf, dwarf, etc.). *Negative* scores aren't allowed for anyone.

Strength (ST)

±10 points/level

Strength measures physical power and bulk. It's crucial for warriors, as high ST lets you dish out *and absorb* more damage

in combat! *Any* delver will find ST valuable for bashing doors, hauling treasures, fighting in heavy armor, and so on.

Strength determines **Damage** (p. 9), **Basic Lift** (pp. 9-10), and **Hit Points** (p. 10).

Dexterity (DX)

±20 points/level

Dexterity is a composite measure of agility, coordination, and fine motor ability. It controls your precision at athletics, fighting, and anything that calls for a delicate touch. While valuable to *all* delvers, spellcasters don't need as much as others.

Dexterity helps determine **Basic Speed** (p. 11).

Intelligence (IQ)

±20 points/level

Intelligence is a broad measure of brainpower: creativity, cunning, memory, reason, and so on. It rules basic knowledge, social interactions, and most crafts. It's also crucial for *magic* – spellcasters need high IQ first of all!

Two cutoffs are important for IQ:

Sapience: IQ 6 is needed to use tools and language. Delvers cannot have a lower IQ! Creatures with IQ 5 or less can't be influenced socially, or through Communication and Empathy or Mind Control spells – use skills or spells for working with plants or animals.

Sentience: IQ 1 is needed to be self-aware. IQ 0 is only for plants, amorphous goo, and weirdness like “living” rocks – such entities may react and move around, but they have no mind in the conventional sense, or memories to read with magic.

Intelligence determines **Will** (p. 10) and **Perception** (p. 10).

Health (HT)

±10 points/level

Health is a measure of energy and vitality. It represents stamina, *physical* resistance (to poison, disease, and supernatural attempts to affect the body), and basic “grit.” High HT is good for all delvers, *vital* for warriors.

Health determines **Fatigue Points** (pp. 10-11) and helps determine **Basic Speed** (p. 11).

LANGUAGE, PLEASE!

Another convention of dungeon fantasy is that most sapient (IQ 6+) beings understand a common language, imaginatively called “Common.” Delvers can do so for free. There are two situations where language ability has a point value.

Illiteracy

If you *speak* but can't *read* or *write* Common, that's a disadvantage: -3 points.

Obscure Tongues

Written *or* spoken comprehension of each language beyond Common costs 3 points. For written *and* spoken comprehension, pay 6 points. This is mainly good for learning spells from grimoires (requires written comprehension) and using magical scrolls (needs written and spoken) – such texts come with no guarantee of language when found as treasure. In addition, some dungeons contain clues etched in strange runes, and the GM may rule that a monster *doesn't* understand Common, so any negotiation requires its language.

Languages include:

Ancient: Human language predating Common, found in some forgotten ruins and spoken by millennia-old undead.

Angelic and *Demontongue:* Used by beings of true Good and Evil.

Dwarvish, *Elvish*, and *Gnomish:* Used by elderly traditionalists of those races. (Catfolk and halflings use Common, like humans.) Most runes are the written form of Dwarvish or Elvish.

Elder Tongue: Used by Elder Things.

Faerie: Shared by fauns, leprechauns, nymphs, pixies, and related magical woodlanders. Druids sometimes call this Druidic.

Orcish: Used not only by orcs but also by goblins, hobgoblins, ogres, trolls, and other barbaric humanoids.

Reptilian: Spoken by lizard men and dragons. The written form is exclusive to dragons, who call it Draconic.

Understanding especially alien beings or particularly obscure texts might call for other languages. Delvers expecting to encounter these can spend points to learn them in any town with a library (GM's decision).

SECONDARY CHARACTERISTICS

Secondary characteristics are quantities that depend directly on your attributes. You can raise or lower these scores by adjusting your attributes. You can modify *some* of them directly: start with the level calculated from attributes and spend the required points to adjust it away from that base level. This doesn't affect the parent attribute(s).

Damage (Dmg)

Your ST determines how much damage you do in combat.

Thrusting damage (abbreviated “thrust” or “thr”) is the basis of all unarmed strikes, and also used when poking or stabbing with the end of a rapier, spear, staff, etc.

Swinging damage (abbreviated “swing” or “sw”) is the basis of damage with a swing weapon that acts as a lever to multiply ST: axe, club, halberd, sword, etc.

Consult the *Damage Table* (p. 10) for these basic values. Specific attack forms and weapons often modify these!

On your character sheet, list thrust followed by swing, separated by a slash; e.g., for ST 13, write “Dmg 1d/2d-1.”

Basic Lift (BL)

Basic Lift is the maximum weight you can lift overhead in *one* hand in *one* second. It's also the basis for more impressive lifts; see *Lifting and Shifting* (**Exploits**, p. 22).

The amount of gear you can carry – armor, weapons, backpacks, etc. – depends on BL, too; see *Encumbrance and Move* (p. 12).

The average ST 10 human has a BL of 20 lbs. To learn your BL, consult the *Basic Lift and Encumbrance Table* (p. 11) or use this formula:

$$BL = (ST \times ST) / 5 \text{ lbs.}$$

If BL is 10 lbs. or greater, round to the nearest whole number; e.g., 16.2 lbs. becomes 16 lbs.

Hit Points (HP)

±2 points/level

Hit Points represent your body's ability to sustain injury. Your HP start equal to your ST, but you can increase HP for 2 points per +1 or reduce HP for -2 points per -1. Maximum variation in either direction is normally 1/3 of ST, rounded *up*.

Example: Someone with ST 10 starts with HP 10 and could vary HP by 4 either way, for between HP 6 and 14.

DAMAGE TABLE

These damage values are given in “dice+adds” format (*Dice*, p. 5). Damage goes well beyond delver-level ST because *monsters* use the same table! Add 1d to both thrust and swing damage per full 10 points of ST above 100.

ST	Thrust	Swing	ST	Thrust	Swing
1	1d-6	1d-5	27	3d-1	5d+1
2	1d-6	1d-5	28	3d-1	5d+1
3	1d-5	1d-4	29	3d	5d+2
4	1d-5	1d-4	30	3d	5d+2
5	1d-4	1d-3	31	3d+1	6d-1
6	1d-4	1d-3	32	3d+1	6d-1
7	1d-3	1d-2	33	3d+2	6d
8	1d-3	1d-2	34	3d+2	6d
9	1d-2	1d-1	35	4d-1	6d+1
10	1d-2	1d	36	4d-1	6d+1
11	1d-1	1d+1	37	4d	6d+2
12	1d-1	1d+2	38	4d	6d+2
13	1d	2d-1	39	4d+1	7d-1
14	1d	2d	40	4d+1	7d-1
15	1d+1	2d+1	45	5d	7d+1
16	1d+1	2d+2	50	5d+2	8d-1
17	1d+2	3d-1	55	6d	8d+1
18	1d+2	3d	60	7d-1	9d
19	2d-1	3d+1	65	7d+1	9d+2
20	2d-1	3d+2	70	8d	10d
21	2d	4d-1	75	8d+2	10d+2
22	2d	4d	80	9d	11d
23	2d+1	4d+1	85	9d+2	11d+2
24	2d+1	4d+2	90	10d	12d
25	2d+2	5d-1	95	10d+2	12d+2
26	2d+2	5d	100	11d	13d

Monsters, by contrast, can have *any* number of HP!

You can temporarily lose HP to attacks, disease, poison, and other harmful things. If you lose enough HP, you'll eventually fall unconscious. Lose too many and you'll *die*. Lost HP do *not* reduce ST, despite being based on ST.

Injury is often compared to a multiple of your HP; e.g., “-5×HP” or “HP/2.” In such cases, use your *basic HP score* in the formula, not your *current remaining HP*.

For *much* more on losing and recovering HP, see *Injury (Exploits)*, pp. 59-63).

Will

±5 points/level

Will measures your *mental* resistance to such things as fear, social influence, and supernatural attempts to affect the mind. Will starts equal to IQ, but you can increase it for 5 points per +1 or reduce it for -5 points per -1.

Delvers cannot normally raise Will past 20, or lower it by more than 4.

Perception (Per)

±5 points/level

Perception represents your general alertness. The GM will secretly roll against your Per whenever it's important to know whether you noticed something; see *Sense Rolls (Exploits)*, p. 9). Per starts equal to IQ, but you can increase it for 5 points per +1 or reduce it for -5 points per -1.

Delvers cannot normally raise Per past 20, or lower it by more than 4.

Fatigue Points (FP)

±3 points/level

Fatigue Points rate your body's “energy supply.” Your FP start equal to your HT, but you can increase FP for 3 points per +1 or reduce FP for -3 points per -1. Maximum variation in either direction is normally 1/3 of HT, rounded *up*.

Example: Someone with HT 11 starts with FP 11 and could vary FP by 4 either way, for between FP 7 and 15.

You can “spend” FP to fuel adventuring feats: extra effort (*Exploits*, p. 20), special skills, and – most important – *magic* (see *Spells*). Never skimp on FP for a spellcaster!

Strenuous activity, missed meals and sleep, and punishing environments can also sap FP. Disease, poison, and suffocation can do so *quickly*. And some unusual attacks reduce FP instead of or as well as HP.

If you lose enough FP, you'll slow down or fall unconscious. Lose too many and you risk death from overexertion! Lost FP do *not* reduce HT, despite being based on HT.

Fatigue is often compared to a multiple of your FP; e.g., “-1×FP” or “FP/2.” In such cases, use your *basic FP score* in the formula, not your *current remaining FP*.

All this assumes a natural being. Some monsters *ignore* fatigue – their FP score is “N/A,” and they cannot spend or lose FP. Others have ridiculously high FP scores!

For more on losing and recovering FP, see *Fatigue (Exploits, pp. 63-65)*.

Basic Speed

±5 points per ±0.25

Basic Speed is a measure of your reflexes and general physical quickness. It helps determine your running speed (*Basic Move*, below), your chance of dodging an attack, and the order in which you act in combat (you go before foes with lower Basic Speed than you).

To calculate Basic Speed, add DX to HT and then divide the total by 4. The result is your Basic Speed. *Do not round off.* A 5.25 is better than a 5.00!

Delvers can increase Basic Speed for 5 points per +0.25, or reduce it for -5 points per -0.25. Maximum variation either way is normally 2.00.

Example: Someone with DX 12 and HT 13 starts with Basic Speed 6.25 and could buy values between 4.25 and 8.25.

Dodge

Your **Dodge** defense equals 3 + Basic Speed, dropping fractions. For instance, if your Basic Speed is 5.25, your Dodge is 8. Encumbrance penalizes this score as explained in *Encumbrance and Move* (p. 12). You must roll less than or equal to Dodge on 3d to duck or sidestep an attack; see *Dodging (Exploits, pp. 47-48)*.

Basic Move

±5 points per ±1 yard/second

Basic Move is your ground speed in yards per second. This is how fast you can run *without encumbrance*. It assumes you're upright and moving forward over good ground – strange postures, sideways or backward movement, and bad footing will all slow you down. On the other hand, you can go a little *faster* if you “sprint.” See *Sprinting (Exploits, p. 33)*.

Basic Move starts equal to Basic Speed, dropping fractions. Delvers can increase Basic Move for 5 points per yard/second or reduce it for -5 points per yard/second. Maximum variation either way is normally 3 yards/second.

BASIC LIFT AND ENCUMBRANCE TABLE

This table summarizes Basic Lift (pp. 9-10) and encumbrance levels for ST 1-25.

ST	BL (lbs.)	Encumbrance Levels (lbs.)				
		None	Light	Medium	Heavy	Extra-Heavy
1	0.2	0.2	0.4	0.6	1.2	2
2	0.8	0.8	1.6	2.4	4.8	8
3	1.8	1.8	3.6	5.4	10.8	18
4	3.2	3.2	6.4	9.6	19.2	32
5	5	5	10	15	30	50
6	7.2	7.2	14.4	21.6	43.2	72
7	9.8	9.8	19.6	29.4	58.8	98
8	13	13	26	39	78	130
9	16	16	32	48	96	160
10	20	20	40	60	120	200
11	24	24	48	72	144	240
12	29	29	58	87	174	290
13	34	34	68	102	204	340
14	39	39	78	117	234	390
15	45	45	90	135	270	450
16	51	51	102	153	306	510
17	58	58	116	174	348	580
18	65	65	130	195	390	650
19	72	72	144	216	432	720
20	80	80	160	240	480	800
21	88	88	176	264	528	880
22	97	97	194	291	582	970
23	106	106	212	318	636	1,060
24	115	115	230	345	690	1,150
25	125	125	250	375	750	1,250

ENCUMBRANCE AND MOVE TABLE

This table summarizes Move at each encumbrance level for Basic Move 1-10. See p. 12 for more details.

Basic Move	Move at . . .				
	None	Light	Medium	Heavy	Extra-Heavy
1	1	1	1	1	1
2	2	1	1	1	1
3	3	2	1	1	1
4	4	3	2	1	1
5	5	4	3	2	1
6	6	4	3	2	1
7	7	5	4	2	1
8	8	6	4	3	1
9	9	7	5	3	1
10	10	8	6	4	2



Example: Someone with Basic Speed 6.25 starts with Basic Move 6, permitting unencumbered movement at 6 yards/second, and could buy values between 3 and 9 yards/second.

Encumbrance and Move

Encumbrance is a measure of the total weight you're carrying *relative to your Basic Lift (BL)*. Its effects are divided into five **encumbrance levels**. All but the lowest level will reduce your *actual* Move (for combat, running away, etc.) to a fraction of your Basic Move. It will also give you an **encumbrance penalty**.

Encumbrance Level	Weight	Move	Encumbrance Penalty
No Encumbrance	Up to BL	Basic Move	0
Light Encumbrance	Up to 2×BL	Basic Move×0.8	-1
Medium Encumbrance	Up to 3×BL	Basic Move×0.6	-2
Heavy Encumbrance	Up to 6×BL	Basic Move×0.4	-3
Extra-Heavy Encumbrance	Up to 10×BL	Basic Move×0.2	-4

Drop all fractions when calculating Move, but minimum Move is 1.

Encumbrance penalties affect Dodge, attacks and parries with certain combat skills (Judo, Karate, and fencing skills), and many noncombat feats and skills (including all uses of Climbing, Stealth, and Swimming). They cannot reduce Dodge below 1.

Move in Other Environments

Water Move for delvers is Basic Move/5, dropping fractions. This gives the average human Water Move 1. You can increase this directly by up to +2 yards/second, at 5 points per yard/second, if you've spent at least one point on the Swimming skill (p. 90). Water-dwelling creatures have *much* higher Water Move but often reduced ground Move.

Air Move is 0 for delvers without magical assistance. Monsters that can fly have Air Move equal to Basic Speed × 2 (*not* Basic Move × 2) on average, but this varies widely.

In both cases, encumbrance reduces Move normally.

Size Modifier (SM)

Size Modifier rates a being's most significant dimension: length, width, or height. It's a modifier to rolls to hit you in combat and to Vision rolls made to spot you – but when you try to grapple or intimidate someone smaller, *you* enjoy a bonus equal to the SM difference. SM is expressed as a bonus for large creatures, a penalty for small ones.

Most delvers have SM 0. Unless you're a nonhuman whose racial template (Chapter 3) specifies another SM, note "SM 0" on your character sheet and ignore this rule.

For a creature larger or smaller than a human, find SM by looking up its *longest* dimension – height for upright beings such as humanoids, length for horizontal ones like cats and dragons, diameter for blobs – on the *Size Modifier Table* (below).

SIZE MODIFIER TABLE

If a creature's longest dimension falls between two entries on the table, base SM on the *higher* value. *Exception:* Treat delvers between 6' and 7' tall as SM 0, *not* as SM +1.

Box-, sphere-, or blob-shaped beings add +2 to SM; elongated boxes add +1. For *really* tiny or gargantuan beings, consult the *Size and Speed/Range Table (Exploits, pp. 97-98)*.

Longest Dimension	Size Modifier	Longest Dimension	Size Modifier
2"	-9	2 yd (6')	0
3"	-8	3 yd (9')	+1
5"	-7	5 yd (15')	+2
8"	-6	7 yd (21')	+3
1'	-5	10 yd (30')	+4
1.5'	-4	15 yd (45')	+5
2'	-3	20 yd (60')	+6
1 yd (3')	-2	30 yd (90')	+7
1.5 yd (4.5')	-1	50 yd (150')	+8

CHAPTER TWO

PROFESSIONS

Getting rich quick isn't easy! To be accepted by other treasure-hunters and entrusted with quests, you must be *good* at something ("good at heart" doesn't count). You need a **profession**:

- *Barbarians* (p. 15) are strong, tough "heavy" warriors, adept at outdoor survival.
- *Bards* (p. 16) tackle *social* survival, and control minds with words, song, and magic.
- *Clerics* (p. 19) exorcise spirits and curses, and channel the divine to heal and bless.
- *Druids* (p. 22) control plants, animals, and the weather, and brew herbal cures.
- *Holy warriors* (p. 25) hunt Evil monsters, exploiting their weaknesses to slay them.
- *Knights* (p. 27) are armored "heavy" warriors trained in personal and group tactics.
- *Martial artists* (p. 29) meet athletic and combat challenges using mystical abilities.
- *Scouts* (p. 34) are master archers specialized in ranged death and outdoor stealth.
- *Swashbucklers* (p. 36) are roguish skirmishers who rely on speed, skill, and daring.
- *Thieves* (p. 38) open locks, disarm traps, stab backs, and deal with *urban* survival.
- *Wizards* (p. 40) are masters of weird lore, with spells for almost everything.

Character creation starts with each player choosing a profession and then consulting its **professional template**.

UNDERSTANDING PROFESSIONAL TEMPLATES

A professional template groups together the traits a character needs to fill the shoes of a specific profession *capably*. Its sections are:

Attributes and **Secondary Characteristics**: A set of scores optimized for the profession's key tasks. See Chapter 1 for how these work. *Remember that if you change your attributes, your secondary characteristics will change to reflect this!*

Advantages: Advantages essential to doing the job, plus a choice of others that make it a heck of a lot easier. Exclusive professional

abilities are described after the template. Traits *anybody* could have are in Chapter 4 (and might include boosts to attributes and secondary characteristics described in Chapter 1).

Disadvantages: Any disadvantages mandatory for the profession, alongside a choice of others. See Chapter 5 to understand these. Each profession has -50 points in negative-cost traits, but these sometimes include reduced attributes and secondary characteristics – so not everybody has -50 points *here*.

Skills: A set of "job skills." Typically, the higher a skill's level, the more important it is to the work. See Chapter 6 for skills and their pricing, but in particular: *If you improve DX, IQ, HT, Will, or Per using advantage points, every skill based on that score goes up by the same number of levels!*

TEAM-BUILDING

A **party** or **company** of adventurers is a *team*. Smart players will consult one another *and the GM* when choosing and customizing templates.

A group won't survive without dedicated fighters – barbarians, holy warriors, knights, martial artists, scouts, or swashbucklers – to slay monsters. A cleric is essential for healing; a wizard, for dealing with magic. A thief is vital for tackling locks and traps (a wizard with suitable spells will do, but that comes at the cost of *other* spells). And the whole group requires both ranged and melee combat ability. If an important capability isn't covered, the GM should let players buy a few key abilities from outside their templates; see *Membership Hath Privileges* (p. 14).

On the other hand, not every role is needed in every game. Ask the GM! If there's to be little social interplay in town, bards won't have much to do. If all the action is to be indoors – away from wilderness – knights will be more efficient fighters than barbarians, clerics and wizards more useful casters than druids, and thieves better sneaks than scouts.

Finally, new players take note: Although bards and martial artists are cool, their special abilities are tricky to use effectively.

Follow the Leader

In the olden days of gaming, the group would select a PC as their leader. The player of this character would consult with the others and speak for them, telling the GM what the party is doing.

The players can do this if they want – it's certainly easier on the GM to listen to one voice! But the agreement is informal. The leader's player can *give* orders, but not *enforce* them unless the character could do so. If chaos ensues and the leader appeals to the GM, the answer is "You're the leader. *You* keep discipline."

Special Skills: *Unusual* skills tied to the mystical or supernatural. Most are restricted to members of that profession, and described after the template. They still obey the rules in Chapter 6.

Spells: How many spells (if any) to choose from **Spells**, and of what kind. Spells are skills that follow the rules in Chapter 6.

Each trait appears with its point cost in brackets []. The total cost of everything on each template is 250 points.

CUSTOMIZING PROFESSIONAL TEMPLATES

Not every member of a profession is the same! While each professional template has mandatory components, there are also choices of advantages, disadvantages, skills, and spells:

- Fixed numbers of choices from lists or tables of identically priced traits. This may be a simple either/or decision or a matter of picking from among *dozens* of items.

- Budgets of points to spend on anything from a list or table. A cost per level appears for some items. When spending a budget, select and price a specific level – two levels of something priced [5/level] use up 10 points.

- Alternative “packages” of several traits. Everything in each set adds up to the same number of points.

- Specialties. Some broad skills require you to select a specialty (p. 72). Templates often leave this choice to you. A few advantages work similarly. The note “(any)” means you may pick any *one* specialty – you don’t get them all!

These are sometimes mixed and matched. Be sure to choose the right number of items or packages, or to spend the correct budget of points, and verify that it all adds up to 250 points in the end. But that’s bookkeeping . . .

More important is to use the alternatives to define *your* hero. What’s your weapon of choice? Your approach to problem-solving? If you cast spells, what do you specialize in? And so on.

Think about your background, too: Were you schooled at an academy, monastery, or boot camp? Apprenticed by a legendary master, elderly mentor, or parent? Raised within a community or clan? Self-taught from books, by roughing it outdoors, or at the school of hard knocks? These decisions are especially likely to affect what skills you know.

MEMBERSHIP HATH PRIVILEGES

Dungeon Fantasy divvies up adventuring activities among professions for several reasons:

- It guarantees that each *character* has something unique to offer – meaning each *player* will enjoy time in the spotlight.
- It makes essential adventuring capabilities – archery, healing, stealth, etc. – easier to identify and harder to overlook.
- It means everyone can focus on doing one thing well enough to face epic challenges, which is the point of the game!

To make this work, each profession has a near-monopoly on certain activities; e.g., only clerics cast healing spells, and though all delvers can fight, knights have the most points in pure combat abilities and are the best all-around fighters. While every trait has a point cost – so anyone *could* buy it – it works best not to allow a free-for-all. The GM can make an exception if nobody is playing the right profession to cover an important task!

Custom Professions

That said . . . everything *does* have a point cost. The GM is free to hand out *any number* of points (250 isn’t sacred!) and let the players buy whatever they like from **Adventurers** and **Spells**. Still, it’s best to respect *Disadvantage Limit* (p. 56). As well, prerequisites must still be met:

- Bard-Song abilities require at least one level of **Bardic Talent**.
- Chi *abilities* require at least one level of **Chi Talent**.
- Chi *skills* require **Trained by a Master**.
- Clerical spells require at least one level of **Power Investiture**.
- Druidic abilities, skills, and spells require at least one level of **Power Investiture (Druidic)**.
 - Holy abilities and skills require at least one level of **Holiness** or **Power Investiture**.
 - Wizardly spells require at least one level of **Magery**. A level of **Bardic Talent** will do for those willing to accept the limits of bardic magic.

Disadvantage Selection

Some disadvantages are mandatory, but those chosen from tables aren’t. If you feel adventurous, you can replace *any* of those suggestions with whatever traits from Chapter 5 suit your fancy and come to the right number of (negative!) points.

Quirk Points

Chapter 5 describes **quirks** (p. 68): foibles you can define to earn an extra 1-5 points. You can put those points toward anything you like from Chapters 1, 3, 4, or 6. You can also buy more abilities from *your* template. However, you cannot purchase special traits described under *other* templates without the GM’s permission; see *Membership Hath Privileges* (above).

Customization Notes

Can’t make up your mind? Each template offers notes on choosing among the many alternatives and spending extra points from quirks. *These are just opinions* – ignore them if you want! If you’re new to *Dungeon Fantasy*, though, they can help you grasp this whole “customization” thing.

BARBARIAN

You're a beefy tribal raider from somewhere distant and a little backward – probably the Frozen North or Steamy South. You blend physical grit with a connection to Nature. As the Big Tough Hero, you can withstand almost any punishment, even dangers armor *can't* stop, making you as essential as the knight in combat. Yet you're also a proficient outdoorsman, as crucial as the druid and scout on outdoor adventures.

Attributes: ST 17 [70]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d+2/3d-1; BL 58 lbs.; HP 22 [10]; Will 10 [0]; Per 12 [10]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 6 [0].

Advantages: High Pain Threshold [10] and Outdoorsman 2 [20]. • A further 40 points chosen from among:

ST +1 to +4 [10/level]	Lifting ST 1-3 [3/level]
DX +1 or +2 [20/level]	Luck [15] <i>or</i>
HT +1 to +4 [10/level]	Extraordinary Luck [30]
HP +1 to +4 [2/level]	Magic Resistance [2/level]
Per +1 to +8 [5/level]	Outdoorsman 3-6 [10/level]
Basic Speed +1.00 or +2.00 [20/level]	Rapid Healing [5] <i>or</i>
Absolute Direction [5]	Very Rapid Healing [15]
Acute Senses (any) [2/level]	Recovery [10]
Animal Empathy [5]	Resistant to Disease 1-6 [1/level]
Animal Friend 1-6 [5/level]	Resistant to Poison 1-6 [1/level]
Combat Reflexes [15]	Signature Gear [1/item]
Discriminatory Smell [15]	Striking ST 1 or 2 [5/level]
Extra Attack 1 [25]	Temperature Tolerance 1-3 [1/level]
Fearlessness [2/level] <i>or</i>	Tough Skin 1-3 [3/level]
Unfazeable [15]	Trademark Move [1/move]
Fit [5] <i>or</i> Very Fit [15]	Weapon Bond [1]
Hard to Kill [2/level]	
Hard to Subdue [2/level]	

Disadvantages: Social Stigma (Minority Group) [-10].

• Another -10 points chosen from among:

Easy to Read [-10]	Odious Personal Habit (Unrefined manners) [-5]
Gullibility [-10*]	Phobia (Machinery) [-5*]
Illiteracy [-3]	Wealth (Struggling) [-10]

• A further -20 points chosen from among the previous traits or:

Appearance (Unattractive or Ugly) [-4 or -8]	Greed [-15*]
Bad Temper [-10*]	Ham-Fisted 1 or 2 [-5/level]
Berserk [-10*]	Impulsiveness [-10*]
Bloodlust [-10*]	Obsession (Slay some specific type of monster or Become a master of my weapon) [-5*]
Code of Honor (Outlaw's or Soldier's) [-5 or -10]	Overconfidence [-5*]
Compulsive Carousing [-5*]	
Gluttony [-5*]	

Sense of Duty (Adventuring Companions *or* Nature) [-5 or -15] Wounded [-5]

Skills: One of these two 20-point melee skills packages:

1. *Two-Handed Weapon:* Any one of Polearm-18 [20], Spear-18 [20], Two-Handed Axe/Mace-18 [20], Two-Handed Flail-17 [20], *or* Two-Handed Sword-18 [20].
2. *Weapon and Shield:* Any one of Axe/Mace-16 [12], Broadsword-16 [12], Flail-15 [12], *or* Spear-16 [12] – and *also* Shield-16 [8].

• One of these ranged skills:

Bolas-14 [4]	Throwing-14 [4]
Bow-14 [4]	Thrown Weapon (Axe/Mace, Harpoon, Spear, <i>or</i> Stick)-15 [4]
Sling-13 [4]	
Spear Thrower-14 [4]	

• All of these skills:

Brawling-13 [1]	Navigation-12† [2]
Camouflage-12† [1]	Running-12 [1]
Disguise (Animals)-12† [2]	Stealth-13 [2]
Fishing-14† [1]	Sumo Wrestling-13 [2] <i>or</i>
Hiking-12 [1]	Wrestling-13 [2]
Intimidation-10 [2]	Survival (any)-13† [1]
Mimicry (Animal Sounds <i>or</i> Bird Calls)-10† [1]	Swimming-13 [1]
Naturalist-10† [1]	Tracking-13† [1]
	Weather Sense-12† [2]

• Four of these skills:

Animal Handling (any)-9 [1]	Lifting-12 [1]
Carousing-13 [1]	Observation-11 [1]
Climbing-12 [1]	Seamanship-10 [1]
First Aid-10 [1]	Skiing-11 [1]
Forced Entry-13 [1]	Strategy-8 [1]
Gesture-10 [1]	Tactics-8 [1]

* Multiplied for self-control number; see p. 55.

† Includes +2 for Outdoorsman.

Customization Notes

Many barbarian archetypes exist. The savage *berserker* has more ST, extra “physical grit” like HT and Hard to Kill, and such disadvantages as Berserk and Bloodlust. The primal *survivalist* goes for more Per and Outdoorsman, Discriminatory Smell, and disadvantages like Illiteracy and reduced Wealth. The noble *wilderness guardian* prefers Animal Empathy, Animal Friend, Fearlessness, and disadvantages like Overconfidence and Sense of Duty.

Choose weapon skills that underline the desired “feel.” The stereotypical Dark Ages warrior might have Axe/Mace, Shield, and Thrown Weapon (Axe/Mace). A caveman or jungle warrior would probably prefer Spear and Thrown Weapon (Spear).

Match Survival specialty and other skill choices to origin, too. An ocean raider from the Frozen North will want Survival (Arctic), Seamanship, and Skiing. A jungle guerrilla in leopard skin will find Survival (Jungle), Gesture, and Observation more useful.

Since *any* weapon is deadly at ST 17, you don't need a pricey sword; axes, sticks, and clubs will do. Unlike other warriors, consider using the five points that quirks give you to strengthen your archetype instead of for *Extra Money* (p. 95). For example, that jungle warrior might buy two more levels of Camouflage and another level of Stealth – strong *and* sneaky is a deadly mix!

SPECIAL BARBARIAN TRAITS

The barbarian's main "special abilities" are being allowed to raise ST to 25 instead of 20 and to improve HP by up to 1/2 instead of 1/3 of ST (round *up*).

Still, a few advantages are reserved for these tough wilderness warriors.

Discriminatory Smell

15 points

You may memorize a scent by sniffing it and making a successful IQ roll. Success means you'll automatically recognize it thereafter. On a failure, you must wait one full day before trying again.

You *also* get +4 (in addition to any Acute Taste and Smell bonuses) on any task that utilizes the sense of smell – notably detecting poison – and receive +4 to Tracking skill.

Lifting ST

3 points/level

You have an incredible lifting capacity! Add your Lifting ST level to your ST to work out Basic Lift (pp. 9-10) for all purposes. Also add it to ST for every feat described in *Leg Up* (*Exploits*, p. 21), *Pull-Up* (*Exploits*, p. 21), *Forcing* (*Exploits*, p. 22), *Grappling* (*Exploits*, pp. 40-41), and *Grappling Moves* (*Exploits*, p. 41). It has no effect on your thrust damage, swing damage, or HP.

Temperature Tolerance

1 point/level

Temperature Tolerance adds to HT whenever you roll to resist temperature-related effects, notably when making the rolls under *Temperature* (*Exploits*, p. 70). It provides no Damage Resistance against heat or cold attacks, but the bonus *does* apply if such an attack requires a HT roll.

Temperature Tolerance (Cold) gives +1/level against cold. Temperature Tolerance (Heat) gives +1/level against heat. You can have up to three levels of both.

Tough Skin

3 points/level

Your body has a Damage Resistance score! Subtract this from the damage of any physical or energy attack after the DR of armor but before applying wounding modifiers. This DR *doesn't* protect your eyes. It's also *flesh*, so it won't stop anything that requires a scratch (e.g., poison) or skin contact (e.g., electrical shock) if the attack carrying it does damage equal to or greater than the DR of any armor.

BARD

You're a magical minstrel who dabbles in the thief's rogery, the swashbuckler's swordplay, and the wizard's spellcraft. You rarely need to be so crudely direct, though – the power of Bard-Song enables you to neutralize many opponents without resorting to violence or tiring spells. Exceptional social gifts round out your repertoire, helping the party score superior deals when buying or selling in town.

Attributes: ST 11 [10]; DX 12 [40]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Bardic Talent 2 [20]; Charisma 1 [5]; and Voice [10]. • A further 60 points chosen from a mix of Bard-Song abilities (p. 18) and:

DX +1 to +3 [20/level]
IQ +1 to +3 [20/level]
FP +1 to +4 [3/level]

Basic Speed +1.00 or +2.00 [20/level]
Acute Hearing [2/level]

Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16]

Bardic Talent 3-6 [10/level]

Born Entertainer 1-6 [5/level]

Charisma 2+ [5/level]

Cultural Adaptability [10]

Eidetic Memory [5] or

Photographic Memory [10]

Empathy [15]

Energy Reserve 1-20

(Magical) [3/level]

Honest Face [1]

Language Talent [10]

Languages (any)

[3 or 6/language]

Luck [15], Extraordinary

Luck [30], or

Ridiculous Luck [60]

Penetrating Voice [1]

Signature Gear [1/item]

Wealth (Comfortable or

Wealthy) [10 or 20]

Wild Talent [20/level]

Disadvantages: -15 points chosen from among these traits:

Chummy [-5] or

Gregarious [-10]

Compulsive Carousing [-5*]

Lecherousness [-15*]

Sense of Duty (Adventuring

Companions) [-5]

Xenophilia [-10*]

- A further -35 points chosen from among the previous traits or:

Code of Honor (Gentleman's) [-10]	Odious Personal Habit (Continuous singing or strumming) [-5]
Compulsive Lying [-15*]	Overconfidence [-5*]
Curious [-5*]	Post-Combat Shakes [-5*]
Impulsiveness [-10*]	Trickster [-15*]

Skills: One of these three 12-point melee skills packages:

1. **Sword:** Any one of Rapier-15 [12], Saber-15 [12], Shortsword-15 [12], or Smallsword-15 [12].
 2. **Sword and Dagger:** Any one of Rapier-14 [8], Saber-14 [8], Shortsword-14 [8], or Smallsword-14 [8] – and also Main-Gauche-13 [4].
 3. **Sword and Shield:** Any one of Rapier-14 [8], Saber-14 [8], Shortsword-14 [8], or Smallsword-14 [8] – and also either Cloak-13 [4] or Shield (Buckler)-14 [4].
- One of Bow-12 [2], Throwing-12 [2], or Thrown Weapon (Knife)-13 [2].
 - All of these skills:

Acting-14 [2]	Musical Composition-14‡ [1]
Carousing-12 [2]	Musical Instrument (any)-15‡ [2]
Current Affairs-14 [1]	Performance-15† [1]
Detect Lies-12 [1]	Poetry-13 [1]
Diplomacy-14† [1]	Propaganda-13 [1]
Fast-Draw (any)-12 [1]	Public Speaking-16†§ [1]
Fast-Talk-15† [1]	Savoir-Faire-14 [1]
Heraldry-13 [1]	Singing-15‡‡ [1]
Interrogation-13 [1]	Stealth-12 [2]
Intimidation-13 [1]	Streetwise-13 [1]
Merchant-13 [1]	

- Six of these skills:

Acrobatics-10 [1]	Mimicry (Speech)-14† [1]
Climbing-11 [1]	Observation-13 [1]
Connoisseur (any)-13 [1]	Scrounging-14 [1]
Dancing-11 [1]	Sex Appeal-12† [1]
Disguise-13 [1]	Sleight of Hand-10 [1]
First Aid-14 [1]	Teaching-13 [1]
Gesture-14 [1]	Ventriloquism-12 [1]
Hiking-10 [1]	Writing-13 [1]

Spells: Spend one point on each of 15 wizardly spells, but only from the Communication and Empathy, Knowledge, Mind Control, and Sound colleges. With the +2 for Bardic Talent, these will be at 14 if IQ/Hard or 13 if IQ/Very Hard.

* Multiplied for self-control number; see p. 55.

† Includes +2 for Voice.

‡ Includes +2 for Bardic Talent.

§ Includes +1 for Charisma.

Customization Notes

Bards are best for players who don't mind *supporting* the party with lots of talking, a little spellcasting, and some

swordplay. It helps early on to decide to focus on Bard-Song abilities (some of which work very well in combat), spells (also combat-effective, these benefit from high IQ, Bardic Talent, and Energy Reserve), or noncombat effectiveness (especially high Appearance and Charisma to aid reactions, and Wealth for trading).

Since a bard needs a costly blade *and* a musical instrument – the latter often bought as an expensive power item (p. 115) – it may be worth sacrificing some of the five points from quirks for *Extra Money* (p. 95). Given the wide variety of Bard-Song abilities, instruments, and spells, bards don't especially *need* those extra points to further distinguish themselves from their peers.

Speaking from Experience

Spells are wonderful! I couldn't see through walls or spot magical clues or do a dozen other things without them. But they're so tiring! A bard needs to know when to use Songs. Consider the Song of Command: I could use Mind Control spells, but why exhaust myself in seconds – and alert everyone nearby with incantations and gestures – when few casual notes from my tin whistle can make people do my bidding?

– Jag Fairchild, Bard

BARD-SONG

A bard's special abilities are all tied to the art of magical song, which is split into two paths:

Bard-Song Abilities: Advantages you can keep up for long stretches of time at no FP cost. You must sing or play a musical instrument to use them, but may choose whichever is more convenient.

Bardic Spellcasting: Spells that cost FP and require you to sing – playing instruments won't suffice. You *can* cast spells while both hands are busy (e.g., with weapons).

Both are affected by a special advantage.

Bardic Talent

10 points/level

Bardic Talent enables you to buy Bard-Song abilities; add its level (maximum six) to all rolls required to use such powers. It also allows you to learn and cast wizardly spells from the Communication and Empathy, Knowledge, Mind Control, and Sound colleges – count it as an equivalent level of Magery (p. 41) for this specific purpose, adding to your IQ, helping you meet Magery prerequisites, and in some cases letting you produce more potent results. Finally, add its level to the Musical Composition, Musical Instrument, and Singing skills – and to reaction rolls toward your music when you perform for a willing audience.

Bard-Song Abilities

Bard-Song abilities require you to sing *or* play a musical instrument at skill 14+. All effects end *instantly* if the music stops – deliberately or due to being stunned, knocked out, silenced, etc. Anything that affects others works only on targets who can hear the music; the deaf are immune. Messages or instructions sent must be hidden in song.

All rolls to use Bard-Song abilities have a bonus equal to your Bardic Talent level.

However, these abilities are subject to the limitations of wizardly magic: They require mana to work; rolls to use them in low mana are at -5. Rolls to affect *others* are penalized by the target's Magic Resistance, which also adds to any resistance roll the subject gets. And the Dispel Magic spell can end ongoing effects – your ability resists at a level equal to your Musical Instrument or Singing skill (as applicable).

Song of Command

35 points

You can control the mind of someone who hears your song. Play for at least a second (a Concentrate maneuver) and then roll a Quick Contest: your IQ vs. your subject's Will.

Modifiers: Bardic Talent; range modifiers from the *Size and Speed/Range Table (Exploits, pp. 97-98)*; -1 per slave *already* under your control (you can add one new victim to the song per turn); +2 if you play for a full minute first, or +4 for a full hour.

Victory means your victim obeys your verbal commands in any language he knows for as long as you play without interruption (a series of Concentrate maneuvers). To force the subject to act against his principles (e.g., commit suicide or harm an ally), roll another Quick Contest. If your victim wins, he breaks free. Roll at the moment of truth – you can march him to the edge of a cliff, but he doesn't roll until he's about to leap.

If you lose, you cannot attempt to control that subject again for 24 hours. On a critical failure, you also lose control of *anyone else* under this ability's influence!

Song of Echoes

14 points

You can find your way and detect foes by the sound of your music echoing off your surroundings. Each turn, make a Hearing roll with a bonus equal to Bardic Talent; this is a free action. Success means you're aware of everything in *front* of you (a 120° arc), out to a distance of 20 yards. Beings, dangers, or obstacles hidden by invisibility, darkness, fog, and so on are considered to be "in plain sight" for you for all purposes. This detects only *solid* things – not spirits, gas clouds, or anything similar!

Song of Humiliation

4 points

You can use witty song to stun a nearby enemy. This is a free action – it requires no combat maneuver. However,

your opponent must have IQ 6+, share a language with you, and be visible (so you can find something to insult!) or previously known to you. You cannot affect someone who has the Unfazeable advantage.

Roll a Quick Contest between your Singing skill (*already* improved by Bardic Talent) and your opponent's Will.

Modifiers: -1 per yard of distance; -2 if your target has the *Clueless* or *No Sense of Humor* disadvantage.

If you win, your victim is mentally stunned (*Exploits, p. 27*). If you lose, there's no effect. Either way, you cannot use this ability on that person again during the encounter.

Song of Sending

21 points

You can transmit information in song over long distances. To establish contact, take a Concentrate maneuver and make an IQ roll.

Modifiers: Bardic Talent; *Long-Distance Modifiers (Spells, p. 14)*; -1 for close allies (including fellow PCs), -3 for most casual acquaintances, or -5 for someone met briefly.

Success establishes contact, after which no concentration is required. Your message is audible over hill and dale, and through all barriers, as if you were singing gently into the recipient's ear. For eavesdroppers to listen in, they must be near enough to you to hear the song normally.

Song of Terror

21 points

Once you've spent a Concentrate maneuver chanting this song, anyone who can hear it – in combat, *everyone* within 16 yards who isn't deaf – must roll an immediate Fright Check (*Exploits, pp. 10-11*), unless they have the Unfazeable advantage. Apply the standard modifiers, with an extra +1 per previous time you've tried this ability on that target in the past 24 hours. A victim who succeeds at this Fright Check is immune to your ability for one hour.

Song of the Wild

18 points

You can make your song understood to animals, who may answer you back in song of their own. You can understand them, but others just hear chirping, braying, or whatever. It takes one minute to ask a question and get an answer – *if* the animal decides to reply. The GM may require a reaction roll; if so, apply a bonus equal to Bardic Talent.

The quality of information you receive depends on the beast's IQ and what the GM feels the animal has to say. Insects and other tiny creatures might be able to convey only emotions such as hunger and fear, while a chimp or cat could engage in a reasonably intelligent discussion.

This works only on *animals* – even giant or dire ones, if you can keep them from eating you for a minute.

Bardic Spellcasting

You can also cast spells from the Communication and Empathy, Knowledge, Mind Control, and Sound colleges (and *only* those colleges). For *that purpose only*, you're considered equivalent to a wizard with a Magery level equal to your Bardic Talent level.

CLERIC

You're a mortal agent of the Powers of Good. You might not be the *physical* foe of Evil the holy warrior is, but you're no cloistered idealist – when Evil needs whacking, you go out into the world and whack it. To complement your mundane weapons, your god grants you healing and protection spells, and also the spark of Holy Might, which never fails you even when you're too exhausted to fight or cast.

Attributes: ST 12 [20]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Clerical Investment [5] and Power Investiture 3 [30]. • A further 45 points chosen from a mix of Holy abilities (pp. 20-21) and:

ST +1 to +4 [10/level]	Languages (any)
DX +1 or +2 [20/level]	[3 or 6/language]
IQ +1 or +2 [20/level]	Luck [15] <i>or</i>
HT +1 to +4 [10/level]	Extraordinary Luck [30]
Will +1 to +9 [5/level]	Mind Shield [4/level]
FP +1 to +4 [3/level]	Power Investiture 4-6
Energy Reserve 1-15 (Holy)	[10/level]
[3/level]	Resistant to Disease 1-6
Fearlessness [2/level] <i>or</i>	[1/level]
Unfazeable [15]	Signature Gear [1/item]
Healer 1-4 [10/level]	Spirit Empathy [10]

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], *or* Vow (No edged weapons) [-10].

• Another -15 points chosen from among those traits or:

Disciplines of Faith (Ritualism *or* Mysticism) [-5 or -10]
 Fanaticism [-15]
 Intolerance (“Evil” religions) *or* (All other religions) [-5 or -10]
 Vow (Chastity *or* Vegetarianism) [-5]
 Wealth (Struggling *or* Poor) [-10 or -15]

• A further -25 points chosen from either of the two previous lists or:

Charitable [-15*]	Selfless [-5*]
Compulsive Generosity [-5*]	Sense of Duty (Adventuring
<i>or</i> Miserliness [-10*]	Companions) [-5]
Gluttony [-5*]	Stubbornness [-5*]
Overconfidence [-5*]	Truthfulness [-5*]
Overweight [-1] <i>or</i> Fat [-3]	Weirdness Magnet [-15]

There's one special requirement: No matter how skilled you are with your spell, you must be able to *sing* to cast it. Bardic casting is always noisy, and won't work if you're silenced.

Otherwise, treat bardic magic as wizardly magic – notably, it's affected by mana.

Skills: One of these two 12-point melee skills packages:

1. *Two-Handed Weapon:* Staff-15 [12].
2. *Weapon and Shield:* Any *one* of Axe/Mace-14 [8], Broad-sword-14 [8], *or* Flail-13 [8] – and *also* Shield-14 [4].

- One of Innate Attack (any)-14 [4], Sling-12 [4], *or* Throwing-13 [4].
- All of these skills:

Diagnosis-12 [1]	Public Speaking-13 [1]
First Aid-14 [1]	Religious Ritual-12 [1]
Hidden Lore (Demons,	Surgery-12 [2]
Spirits, <i>or</i> Undead)-13 [1]	Teaching-13 [1]
Meditation-12 [1]	Theology-12 [1]
Occultism-13 [1]	

- Five of these skills:

Climbing-11 [1]	Savoir-Faire-14 [1]
Gesture-14 [1]	Scrounging-14 [1]
Hiking-11 [1]	Search-13 [1]
Observation-13 [1]	Stealth-11 [1]
Panhandling-14 [1]	Writing-13 [1]
Research-13 [1]	

Special Skills: Esoteric Medicine (Holy)-14 [4] and Exorcism-14 [4].

Spells: Spend one point on each of 20 clerical spells. With the +3 for Power Investiture, these will be at 15 if IQ/Hard or 14 if IQ/Very Hard.

* Multiplied for self-control number; see p. 55.

Customization Notes

The classic FRPG cleric who wants to turn the undead should reserve 24 advantage points for Turning (p. 21). After that, the most important thing for a cleric to decide is starting spells. Common areas of concentration include spells that boost resistance and combat effectiveness, known as “buffs”; healing spells; and spells for combating supernatural foes (evil wizards, undead, etc.). For example:

Bufs: Affect Spirits, Armor, Bravery, Coolness, Flaming Weapon, Hide Thoughts, Magic Resistance, Might, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Shield, Strengthen Will, Vigor, Warmth, and Wisdom.

Healing: Awaken, Cleansing, Great Healing, Healing Slumber, Lend Energy, Lend Vitality, Major Healing, Minor Healing, Neutralize Poison, Recover Energy, Relieve Paralysis, Restoration, Restore Hearing, Restore Sight, Restore Speech, Share Vitality, Stone to Flesh, Stop Bleeding, Stop Paralysis, and Stop Spasm.

Supernatural Warfare: Affect Spirits, Astral Vision, Aura, Command Spirit, Detect Magic, Dispel Possession, Final Rest, Magic Resistance, Protection from Evil, Repel Spirits, Sense Evil, Sense Spirit, Silence, Strengthen Will, Summon Spirit, Sunbolt, Sunlight, Turn Spirit, Turn Zombie, and Watchdog.

These choices *might* have something to do with the cleric's god, but other traits can reflect the deity's nature. For instance, a priest of the War God might select more DX; disadvantages like Fanaticism, Intolerance, and Overconfidence; and physical skills such as Climbing, Hiking, and Stealth.

Most clerics will want to trade some or all of the five points from quirks for *Extra Money* (p. 95) to afford a good power item (p. 115) – often a superior holy symbol – and decent armor.

HOLY MIGHT

A cleric's powers are granted by a patron deity. They fall into two categories:

Holy Abilities: Advantages that come from the "divine within." Most cost no FP.

Clerical Spellcasting: Rituals that draw on the surrounding sanctity. These cost FP.

Both are affected by a special advantage.

Power Investiture

10 points/level

Power Investiture permits you to acquire Holy abilities, and to learn and cast clerical spells. Add its level (maximum six) to all rolls required to use Holy abilities. Also add it to IQ to find your level with clerical spells; e.g., with IQ 14 and Power Investiture 3, you learn spells as though you had IQ 17, so even one point in an IQ/Hard spell buys you level 15.

Holy Abilities

Holy abilities depend on living a virtuous life. Whichever of Honesty, Sense of Duty (Coreligionists), or Vow (No edged weapons) you chose – and the GM may agree to -10 points in *other* disadvantages instead – your gifts depend on obeying those principles. If you lapse, your Holy abilities stop working. To recover them, you must donate \$1,000 or more of treasure, accept a perilous quest, or offer other *significant* penance.

Unlike clerical spells, Holy abilities are *not* magic, but innate powers similar to those of your god . . . just far less impressive. They aren't affected by sanctity level, counter-magic (e.g., Dispel Magic), or Magic Resistance.

The abilities below are typical of clerics. Rolls to use them get a bonus equal to your Power Investiture level. You may also buy the Holy abilities described for holy warriors (pp. 26-27); where those mention Holiness, use Power Investiture instead.

Contingency Casting

14 points/level

Once per game session per level of this trait, you may cast *any* clerical spell – usually one you don't know. This *does* include spells you can't learn because you lack sufficient Power Investiture! Your skill level for this casting is IQ + Power Investiture.

Detect Evil

18 points

You can detect Evil even when it's disguised, or shielded from mundane senses. This requires a Concentrate maneuver, after which the GM will make a secret Perception roll for you, with range modifiers from the *Size and Speed/Range Table* (*Exploits*, pp. 97-98).

Success means the GM will tell you whether what you're concentrating on is Evil – or if you're searching, the direction to the nearest Evil presence. You'll also know whether you could crush the wickedness singlehandedly, if you'll require allies, or if it's World-Shaking (warn the King!). You may try an IQ roll to learn the general class of Evil, with success revealing baleful artifact, cursed locale, malevolent monster, corrupt mortal, or whatever. Critical success on this roll provides *details*; e.g., "A lich with 40 zombies."

Power Investiture benefits the Perception roll *and* the IQ roll.

Divine Guidance

14 points

This works exactly like Intuition (p. 50), except that you add Power Investiture to your IQ roll and – as with all Holy abilities – lose your gift if you transgress.

Divine Omens

14 points

Once per day, you may check for omens in the weather, growth of fungus on dungeon walls, or whatever. This usually requires an hour – though the GM is free to speed things up by throwing clues in your path! Each use involves *two* rolls, both made secretly by the GM.

Detecting omens requires a Perception roll. Success means discovering an omen; critical success gives +5 on the interpretation roll. Failure finds nothing.

Interpreting any omen found requires an IQ roll. Success gives a general warning: "an enemy approaches," "a great power, long dormant, is stirring," etc. Critical success provides details; e.g., "you risk the King's wrath" or "seek out the mage in the tower." Failure means you learn nothing useful.

Both rolls benefit from Power Investiture – and in both cases, critical failure means the GM *lies*.

Faith Healing

33 points

You can heal others using faith alone! This works on any being whose behavior is consistent with your god's interests. Fellow delvers on a quest deemed acceptable for *you* qualify. Usually.

To use Faith Healing, touch your patient and take a Concentrate maneuver. Then roll vs. IQ + Power Investiture, at -2 if the subject is unconscious. Further details depend on what you're trying to fix:

Heal Injury: Success lets you heal any number of HP. You pay 1 FP per 2 HP healed (round up). Failure costs you 1d FP but permits a repeated attempt; critical failure *also* costs the recipient 1d HP. By rolling at -6, you can repair a crippled-but-whole limb if you *completely* heal HP lost to the crippling injury; you get only one try. Faith Healing cannot restore *lost* limbs or resurrect the dead.

Cure Disease: There's an extra penalty equal to the HT penalty to resist the disease. The FP cost is twice the penalty, minimum 1 FP. For instance, a disease resisted at HT-4 is cured at -4 and costs 8 FP.

If used more than once per day on someone, there's a cumulative -3 per *successful* healing of the same type (injury or disease) on that subject. This penalty accumulates until a *full* day has passed since the most recent healing.

Turning

24 points

Your holiness lets you repel certain malign supernatural beings – anything classed as “undead” *and* labeled “truly evil” (or animated by magic described that way), but *not* corrupt mortals, most demons, Elder Things, and so on.

To use Turning, you must wield a holy symbol, take a Concentrate maneuver, and roll a Quick Contest of Will with each potential target who can see you. You may add your Power Investiture, and another +1 or +2, respectively, for a blessed or high holy symbol. Powerful monsters have their own bonuses: Resist Good (**Monsters**, p. 11) counts, and magic-using monsters may add Magery or Power Investiture. *The Rule of 16* (**Exploits**, p. 8) applies against entities with IQ 6+.

If you win or tie, that being can't come any closer to *you* than yards equal to margin of victory (minimum one yard). If closer already, it must select Move maneuvers to get away until it's outside that distance – though it can carefully avoid you rather than turn its back. If it *can't* get that far away, it will do nothing but avoid you each turn.

Effects endure for as long as you concentrate and for 1d seconds afterward.

Clerical Spellcasting

Spells describes clerical casting at length. Such magic comes from *without*, not within; it channels a god's ambient glory, reflected in the world, via ritual words and gestures.



It's affected by sanctity level – which varies only in areas that are specially cursed (no or low sanctity) or blessed (high or very high sanctity) – and can be resisted and dispelled like any other magic.

Power Investiture is crucial here! It doesn't just add to IQ for the purpose of learning clerical spells. It determines *which* spells you can learn in the first place.

SPECIAL CLERIC TRAITS

Beyond Holy Might, clerics start with the option to buy unusually high Will – which can go to 25 instead of 20 – and access to a unique advantage and two special skills.

Clerical Investment

5 points

You're an ordained priest of a widely recognized religion. Benefits include half-price holy water, favorable selling prices at the temple (*Getting a Good Price*, **Exploits**, pp. 15-16), and +1 on all reaction rolls involving those who respect your faith (most townsfolk do!). You're also qualified to sanctify altars and lead prayer (*Last Ditch*, **Exploits**, pp. 90-91). And occasionally, the temple may grant you special quests or patronage.

Your friends call you “nature priest,” but that's a simplification. You don't serve gods – you worship Nature, a powerful ally who rewards your fervor with gifts that spring not from the Heavens but from the Earth. Like the cleric, you cast supportive spells. You're also an initiate of the Druidic Arts. While your gifts don't work perfectly in the dungeon, they *do* work – and without them, your party often wouldn't reach the dungeon!

Attributes: ST 11 [10]; DX 12 [40]; IQ 14 [80]; HT 13 [30].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 13 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

Advantages: Green Thumb 1 [5] and Power Investiture 3 (Druidic) [30]. ● A further 40 points chosen from a mix of Druidic abilities (pp. 23-24) and:

IQ +1 or +2 [20/level]
HT +1 to +4 [10/level]
Per +1 to +6 [5/level]
FP +1 to +7 [3/level]
Animal Empathy [5]
Animal Friend 1-6 [5/level]
Energy Reserve 1-13 (Druidic) [3/level]
Green Thumb 2-6 [5/level]
Healer 1-4 [10/level]
Intuition [15]

Luck [15] or
Extraordinary Luck [30]
Mind Shield [4/level]
Outdoorsman 1-4 [10/level]
Power Investiture 4-6 (Druidic) [10/level]
Resistant to Disease 1-6 [1/level]
Signature Gear [1/item]
Spirit Empathy [10]

Holy Skills

Having Power Investiture lets you learn two special skills most delvers cannot.

Esoteric Medicine (Holy)

Per/Hard

Default: Perception-6.

The religious rituals for beseeching the Heavenly to guide your hands at “mundane” medicine. In places with *any* sanctity, this lets you bind injuries, treat disease or poison, even avert death from mortal wounds and heart attacks (**Exploits** names it wherever it's useful). If there's *no* sanctity, use First Aid or Surgery instead.

Exorcism

Will/Hard

Defaults: Will-6, Religious Ritual-3, or Theology-3.

The religious rituals for cleansing cursed areas and treating possession victims. See *Curses 101* (**Exploits**, pp. 23-24) for when and how it works.

DRUID

Disadvantages: -20 points chosen from among these traits:

Disciplines of Faith (Ritualism or Mysticism) [-5 or -10]
Sense of Duty (Nature) [-15]
Wealth (Struggling or Poor) [-10 or -15]
Vow (Never sleep indoors) [-10]
Vow (Vegetarianism) [-5]

● A further -25 points chosen from among the previous traits or:

Intolerance (Urbanites) [-5]	Phobia (Crowds) [-15*]
Loner [-5*]	Phobia (Fire) [-10*]
No Sense of Humor [-10]	Phobia (Machinery) [-5*]
Odious Personal Habit (“Dirty hippy”) [-5]	Stubbornness [-5*]
Overconfidence [-5*]	Weirdness Magnet [-15]

Skills: One of these two 12-point melee skills packages:

- Two-Handed Weapon: Either Spear-15 [12] or Staff-15 [12].
- Weapon and Shield: Any one of Axe/Mace-14 [8], Broadsword-14 [8], Shortsword-14 [8], or Spear-14 [8] – and also Shield-14 [4].

● One of these ranged skills:

Blowpipe-12 [4]	Sling-12 [4]
Bolas-13 [4]	Throwing-13 [4]
Innate Attack (any)-14 [4]	Thrown Weapon (Spear or Stick)-14 [4]
Lasso-13 [4]	
Net-12 [4]	

- All of these skills:

Animal Handling (any)-13 [1]	Naturalist-14† [2]
Camouflage-14 [1]	Pharmacy-13† [1]
Climbing-12 [2]	Religious Ritual (Druidic)-12 [1]
Disguise (Animals)-13 [1]	Stealth-12 [2]
Hidden Lore (Elementals, Faeries, or Nature Spirits)-13 [1]	Survival (any)-13 [1]
Hiking-12 [1]	Theology (Druidic)-12 [1]
Mimicry (Animal Sounds or Bird Calls)-12 [1]	Veterinary-12 [1]
	Weather Sense-13 [1]

- Three of these skills:

Animal Handling (any other)-13 [1]	Hidden Lore (any other)-13 [1]
Diagnosis-12 [1]	Knife-12 [1]
Diplomacy-12 [1]	Observation-13 [1]
First Aid-14 [1]	Poisons-12 [1]
Gesture-14 [1]	Teaching-13 [1]

Special Skills: Esoteric Medicine (Druidic)-14 [4] and Herb Lore-14† [4].

Spells: Spend one point on each of 20 druidic spells. With the +3 for Power Investiture (Druidic), these will be at 15 if IQ/Hard or 14 if IQ/Very Hard.

* Multiplied for self-control number; see p. 55.

† Includes +1 for Green Thumb.

Customization Notes

Druids fall into a few broad categories, defined largely by their spells. *Beastmasters* prefer spells for summoning and interacting with animals, and might enter play knowing Animal Control (Bird Control, Fish Control, Mammal Control, Reptile Control, and Vermin Control), Beast Link, Beast-Rouser, Beast Seeker, Beast Speech, Beast-Soother, Beast Summoning, Master, Protect Animal, Repel Animal (Repel Birds, Repel Fish, Repel Mammals, Repel Reptiles, and Repel Vermin), Rider, and Rider Within.

Elementalists favor spells of elemental mastery. A typical starting list would be Breathe Water, Coolness, Earth Vision, Extinguish Fire, Fog, Freeze, Mystic Mist, Recover Energy, Resist Cold, Resist Lightning, Shape Air, Shape Earth, Shape Water, Sunlight, Thunderclap, Umbrella, Warmth, Water Vision, Weather Dome, and Windstorm.

Green druids focus on Plant spells and magic useful on the trail. Such a druid might start with Conceal, Create Plant, Find Direction, Forest Warning, Hide Path, Identify Plant, Know Location, Light Tread, Pathfinder, Plant Control, Plant Sense, Plant Speech, Plant Vision, Pollen Cloud, Quick March, Remember Path, Shape Plant, Tangle Growth, Walk Through Plants, and Walk Through Wood.

Of course, a druid could know *any* set of druidic spells – those lists are just examples. Druids who desire powerful combat magic should consider improving Power Investiture (Druidic) with advantage points.

Unlike other casters, druids rarely trade the five points from quirks for *Extra Money* (p. 95) for a power item. More likely investments are extra spells or Druidic abilities.

DRUIDIC ARTS

By worshipping Nature, a druid honors *every* deity with a hand in its creation: gods of earth, sea, sun, and storms, of fertility, even of agriculture and the hunt. And Nature, not any particular god, empowers the druid. A druid's only direct dialog is with powerful natural spirits.

A druid's abilities fall into two categories:

Druidic Abilities: Advantages that flow from being *part of* Nature, which cost no FP.

Druidic Spellcasting: Rituals that draw on the surrounding strength of Nature, which usually cost FP.

Both are affected by a special advantage.

Power Investiture (Druidic)

10 points/level

Power Investiture (Druidic) allows you to acquire Druidic abilities, and to learn and cast druidic spells. Add its level (maximum six) to all rolls required to use Druidic abilities. Also add it to IQ to determine your level with druidic spells; e.g., with IQ 14 and Power Investiture 3 (Druidic), you learn spells as though you had IQ 17, so even one point in an IQ/Hard spell buys you level 15.

Speaking from Experience

Young initiates must realize that the Druidic Arts aren't just about plants and animals. Teach Nature's foes to fear the power of the elements! Winter's wrath, blasting storms with crackling lightning, the awe-inspiring might of earthquakes, the sheer terror of live burial – these are the swords and arrows of Nature's true champions. And Nature's Shield is their buckler: "balance in all things" includes being able to take as good as you give.

– Ælin Rock-Talker, Druid

Druidic Abilities

Druidic abilities are intrinsic to you – but like any living thing, you depend on Nature. Where Nature is weak, rolls to use these gifts suffer the same penalties as druidic spells; see *Nature's Strength (Spells)*, pp. 6-7). Those that don't require success rolls instead lose 10% of their potency per -1. Round down.

Sensitivity to Nature's strength is the only thing Druidic abilities share with druidic spells. They *aren't* magic – they're as natural as breathing. Dispel Magic, Magic Resistance, and similar measures don't affect them.

Any rolls to use these abilities get a bonus equal to your Power Investiture (Druidic) level.

Beast Flight

14 points

You can physically become a *small* bat or bird – or a huge winged insect – in order to fly at an Air Move equal to twice your Basic Speed (drop fractions). To shift between forms, you must concentrate for 10 seconds. Your possessions *don't* change with you; they're left behind when you become an animal, and you must collect them on returning.

Your animal form's only other useful ability is a Size Modifier of -7 (giving others -7 to see or hit you). It has ST 1 and no useful attack. It cannot gesture or speak, so you can only cast spells known at level 20+. If DX, IQ, HT, Will, Per, FP, Basic Speed, or skills matter, use your own.

Fatigue, injury, crippling, and afflictions carry over between forms. Your beast form has 1 HP and injury is proportional: taking a 1 HP wound as a beast means you'll be at 0 HP when you switch back, losing 2 HP means you'll be at -1xHP, and so on! If knocked out or killed, you *immediately* revert to your native form (still unconscious or dead).

When Nature's strength is low, it reduces your Air Move.

Control Animal

33 points

You can control an animal (mundane, giant, or dire) you can *see* or *touch*. Take a Concentrate maneuver and then roll a Quick Contest of IQ vs. the beast's Will.

Modifiers: Power Investiture (Druidic); range modifiers from the *Size and Speed/Range Table (Exploits, pp. 97-98)*; -1 per animal *already* under your control.

Victory means the creature obeys your commands, like a trained animal with the same IQ, for as long as you concentrate – and for minutes equal to your margin of victory after you stop. If you're incapacitated (stunned, knocked out, etc.) *or* order the beast to do something against its nature (e.g., attack its own young or run into a fire), roll another Quick Contest at the moment of truth. If the animal wins, control is broken.

If you lose, you cannot make a repeated attempt on that beast for 24 hours. Critical failure means you lose control of *all* animals currently controlled!

Nature's Shield

7 points/level

This gift constantly shields your entire body except the eyes with Damage Resistance against *elemental* damage: natural dangers such as air, flame, ice, lava, lightning, sand, stone, and water, plus Air, Earth, Fire, Water, and Weather spells. Monster attacks that injure this way (like fire breath) count – but body parts (claws, fists, stingers, teeth, etc.), weapons (e.g., arrows and swords), and attacks similar to *any other kind of spell* do not.

Nature's Shield comes in two levels: DR 2 costs 7 points, while DR 4 (the maximum) costs 14 points.

When Nature's strength is low, it reduces your DR.

Plant Empathy

5 points

On encountering a plant (including fungus not classed as "slime"), the GM will secretly roll against your IQ + Power Investiture (Druidic). Success gives you a general sense of its health, whether it's natural or supernatural, and whether it's being controlled.

If the plant has IQ 1+, make a reaction roll (3d). Apply a bonus equal to your Green Thumb level, but -5 if dealing with a dangerous monster. On a roll of 10+, it holds off attacking for long enough to let you negotiate. If you know Diplomacy, you can use it – though you'll need Speak with Plants if the plant is incapable of normal speech.

Speak with Animals

23 points

This works similarly to the Bard-Song ability Song of the Wild (p. 18) – but *you* don't require mana, don't have to play music (you can quietly converse), and if a reaction roll is needed, add Power Investiture (Druidic) instead of Bardic Talent, with an *extra* bonus equal any level of Animal Friend.

Speak with Plants

14 points

You can communicate empathically with plants. Natural plants have IQ 0 and *always* cooperate, but know little but recent weather and when they were last touched. Fantastic ones – including the oldest, wisest trees – might have *any* IQ. These can know many useful things, but may require a reaction roll; apply your Power Investiture (Druidic) and Green Thumb levels as bonuses.

Druidic Spellcasting

Spells goes into detail on druidic magic, but most important is the effect of Nature's strength. Spells have no penalty in wild places; -1 anywhere Nature has been modified but envelops the druid on all sides (e.g., tunnels underground) *or* is visible (e.g., clearing cut into forest); -3 if the druid is completely surrounded by artificial structures (e.g., inside town or castle walls); and -5 to -10 in polluted places. Druidic spells can be resisted and dispelled like any other magic.

Power Investiture (Druidic) adds to IQ for the purpose of learning druidic spells *and* determines which spells you can learn.

SPECIAL DRUID TRAITS

Beyond Druidic Arts, druids can improve FP by up to 1/2 instead of 1/3 of HT (round *up*) – they're imbued with vast life energy! They also have access to secret natural lore.

Druidic Skills

Having Power Investiture (Druidic) lets you learn two special skills most delvers cannot.

Esoteric Medicine (Druidic)

Per/Hard

Default: Perception-6.

The art of treating injury, disease, poison, and even imminent death using moss, mud, water from healing springs, etc.



*A druid possesses wisdom,
not just flashy spells and powers.
Never neglect your lore!*

– Aelin Rock-Talker, Druid

See *Exploits* for its uses. If you know this skill, First Aid is almost redundant – insurance against not having a healer's kit.

Herb Lore

IQ/Very Hard

Defaults: None.

Prerequisite: Naturalist.

The ability to manufacture herbal concoctions with magical effects. You must pay for some ingredients – but in the time between adventures, a successful roll lets you buy any *natural preparation* or *healing potion* at half price. Whenever Alchemy skill is needed on an adventure (e.g., to detect or analyze potions or gunk), Herb Lore also works if the substance is of *herbal* origin.

HOLY WARRIOR

You fight for what's right – and the gods have your back. You're on a quest to bury Evil six feet deep and make sure it *stays* there! Like the cleric, you carry the flame of Holy Might; like the knight, you prefer the sword to spells. Although people who don't know you sometimes assume that combination makes you a generalist, you're a true specialist when it comes to destroying Evil.

Attributes: ST 13 [30]; DX 13 [60]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 14 [10]; Per 12 [0]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 6 [0].

Advantages: Born War-Leader 1 [5]; Higher Purpose 1 (Slay Demons or Slay Undead) [5]; Holiness 2 [10]; and Rest in Pieces [1]. • A further 50 points chosen from a mix of Holy abilities (pp. 26-27) and:

ST +1 to +5 [10/level]	High Pain Threshold [10]
DX +1 or +2 [20/level]	Higher Purpose 2-3
HT +1 to +5 [10/level]	(existing specialty) [5/level]
HP +1 to +5 [2/level]	Higher Purpose 1-3 (other
Will +1 to +10 [5/level]	specialty) [5/level]
Born War-Leader 2-4	Holiness 3-6 [5/level]
[5/level]	Luck [15] or
Combat Reflexes [15]	Extraordinary Luck [30]
Enhanced Block 1 or 2	Magic Resistance [2/level]
[5/level]	Rapid Healing [5]
Enhanced Parry 1 or 2	Recovery [10]
(One melee weapon	Resistant to Disease 1-6
skill) [5/level]	[1/level]
Extra Attack 1 [25]	Resistant to Poison 1-3 [1/level]
Fearlessness [2/level]	Signature Gear [1/item]
or Unfazeable [15]	Striking ST 1 or 2 [5/level]
Hard to Kill [2/level]	Trademark Move [1/move]
Hard to Subdue [2/level]	Weapon Bond [1]

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good Entities) [-10], or Vow (Own no more than horse

can carry) [-10]. • Another -15 points chosen from among those traits or:

Charitable [-15*]	Intolerance ("Evil"
Compulsive Generosity [-5*]	religions) or (All other
Compulsive Vowing [-5*]	religions) [-5 or -10]
Disciplines of Faith (Ritualism	Selfless [-5*]
or Mysticism) [-5 or -10]	Truthfulness [-5*]
Fanaticism [-15]	Vow (Chastity) [-5]

• A further -15 points chosen from either of the two previous lists or:

Bloodlust [-10*]	Overconfidence [-5*]
Code of Honor	Sense of Duty (Adventuring
(Chivalry) [-15]	Companions) [-5]
Easy to Read [-10]	Stubbornness [-5*]
No Sense of Humor [-10]	

Skills: One of these two 20-point melee skills packages:

- Two-Handed Weapon:** Any one of Polearm-18 [20], Spear-18 [20], or Two-Handed Sword-18 [20].
- Weapon and Shield:** Any one of Axe/Mace-16 [12], Broad-sword-16 [12], Flail-15 [12], or Spear-16 [12] – and also Shield-16 [8].

• One of Crossbow-15 [4], Throwing-14 [4], or Thrown Weapon (Axe/Mace or Spear)-15 [4].

• All of these skills:

Brawling-14 [2]	Psychology
Hidden Lore (Demons or	monster type)-12 [4]
Undead)-12 [2]	Religious Ritual-10 [1]
Intimidation-13 [1]	Strategy-12† [2]
Leadership-12† [1]	Tactics-12† [2]
Meditation-12 [1]	Theology-10 [1]
Physiology (monster	Wrestling-14 [4]
type)-12 [4]	

- Five of these skills:

Climbing-12 [1]	Physiology (other monster type)-10 [1]
Fast-Draw (any)-13 [1]	Psychology (other monster type)-10 [1]
First Aid-12 [1]	Riding (Horse)-12 [1]
Gesture-12 [1]	Stealth-12 [1]
Hiking-12 [1]	
Interrogation-11 [1]	
Observation-11 [1]	

Special Skills: Esoteric Medicine (Holy)-10 [1] and Exorcism-14 [4].

* Multiplied for self-control number; see p. 55.

† Includes +1 for Born War-Leader.

Customization Notes

The whole point of playing a holy warrior is to have Holy abilities, so it makes sense to favor these when choosing advantages. Holy warriors get especially good use out of Contingency Casting, Heroic Feats, Resist Evil, and Turning. Gamers who want to focus exclusively on fighting will be happier playing barbarians, knights, or swashbucklers.

Other choices should support a clear archetype. Some holy warriors are paragons of religious chivalry (more Higher Purpose and Holiness, Charitable, Code of Honor, and of course the Riding skill); others are hard-eyed inquisitors (more Will, Unfazeable, Honesty, Intolerance, No Sense of Humor, and skills like Stealth and Interrogation). All are crusaders, whether they lead armies (additional Born War-Leader, Fanaticism, Sense of Duty, and soldier's skills such as First Aid and Hiking) or confront Evil's champions in personal combat (more ST and HP, High Pain Threshold, Bloodlust, and supplementary Physiology and Psychology specialties).

Like most fighters, holy warriors should consider sacrificing some of the five points from quirks for *Extra Money* (p. 95) to buy good weapons and armor.

Speaking from Experience

The fight for Good is waged with sword and shield in hand, purpose within, and might from above. Don't dwell on one at the expense of the others. It's the naïve warrior who vows poverty and faces Evil with only pure thoughts and a pointed stick, the careless one who fails to study her chosen foe in detail, and the arrogant one who denies Divine aid. Still, procure excellent arms and armor as soon as you can. You must survive battles to hone knowledge and faith!

– Samar Alqatil, Holy Warrior

HOLY MIGHT

A holy warrior gets Holy abilities but *not* spells from a patron deity. These benefit from a special advantage.

Holiness

5 points/level

Holiness permits you to acquire Holy abilities. Add its level (maximum six) to all rolls required to use such abilities.

Holy Abilities

These work almost exactly as described for clerics (pp. 20-21). The main difference is that the holy warrior defines "virtuous life" with a slightly different choice of disadvantages: Honesty, Sense of Duty (Good Entities), or Vow (Own no more than horse can carry) – though the GM may allow something else worth -10 points. And like a cleric, if you fail to observe this behavior code, you lose your abilities until you offer significant penance.

The Holy abilities below are typical of holy warriors. You may also buy all of those described for clerics – but where they mention Power Investiture, substitute Holiness.

Detect Good

9 points

This works like Detect Evil (p. 20), but for *Good* artifacts, beings, and locations. It's valuable on missions to rescue abducted innocents and priests, and on treasure hunts for holy swords – and Holy Grails. It costs half as many points because it's useful less often!

Holiness benefits the Perception roll for detection *and* the IQ roll for extra detail.

Heroic Feats

9 points/level

Once per game session, you can draw on your faith for a bonus to a specific attribute. This costs 9 points for +1d, or 18 points for +2d (the maximum). Effects last 3d seconds (*turns*, in combat), after which you revert to normal. Holiness *doesn't* add to the rolls for bonus size or duration.

Heroic Feats comes in three varieties, and you *can* have them all (for up to +2d with each, for 54 points):

Heroic Grace: Raises DX for *combat* rolls – not for noncombat activities like stealth and picking pockets – and has no effect on Basic Speed.

Heroic Might: Raises ST, and with it damage, Basic Lift, and HP. Once "blessed" HP wear off, compare your injuries to your *real* HP to see if you're conscious – or alive!

Heroic Vitality: Raises HT. This benefits FP and Basic Speed, too. After "blessed" FP wear off, compare your fatigue to your *real* FP to determine how energetic you feel.

Invoking Heroic Feats takes a Concentrate maneuver. To activate several kinds at once, a *single* maneuver will do – but you can use each kind separately if you prefer.

Resist Evil

1 point/level

You're resistant to Evil supernatural powers. Whenever a monster labeled "truly evil" tries to affect you with a capability that's *innate* (not an artifact or a learned spell) and *supernatural* (not strangulation, venom, insults, etc.), and this allows a HT or Will roll to resist, you get a bonus equal to your Resist Evil level. The maximum is +6, for 6 points.

Holiness has no effect on this ability.

SPECIAL HOLY WARRIOR TRAITS

Besides Holy Might, holy warriors start with the option to buy extreme Will – as high as 25 instead of 20 – and access to two unique advantages and a pair of special skills.

Higher Purpose

5 points/level

You're a zealous foe of Evil! Each level (maximum three) of this advantage gives you +1 on all *attack* and *damage* rolls you make in combat with a specific class of monsters – and also on all *defense* and *resistance* rolls when they go after you. Choose your enemy:

• *Higher Purpose (Slay Demons)* affects anything classed as "demon."

• *Higher Purpose (Slay Undead)* affects anything classed as "undead."

You may buy up to three levels of *each*, for 5 points per level.

The catch? You can't back down from such a fight! If you *could* battle such a monster but avoid or make a deal with it instead, your bonus vanishes until you pay penance, just as for lapsed Holy Might. Double or triple the scale of the penance if your bonus is +2 or +3.

Rest in Pieces

1 point

Living foes that you, personally, slay cannot return as undead. They stay dead even if infected with contagious vampirism, zombie-ism, or a similar curse – and necromancers can't reanimate them as creepy servants. This is cheap because mostly, it just saves you the trouble of decapitating or burning bodies.

Holy Skills

Like Power Investiture, Holiness grants you access to Esoteric Medicine (Holy) and Exorcism, as described for the cleric on p. 22.

KNIGHT

Though you aren't necessarily an avowed *chevalier*, you're more warrior than some castle-dwelling fop. Also, "knight" sounds better than "fighter" (so generic!) or "thug" (offensive!). You're as skilled as the swashbuckler – yet like the barbarian, you favor heavier weapons. Unlike them, however, you have the good sense to wear full armor. You're into delving to prove your mettle, but the loot doesn't hurt, given the price of decent weapons and armor.

Attributes: ST 14 [40]; DX 14 [80]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d/2d; BL 39 lbs.; HP 14 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 6.00 [-15]; Basic Move 6 [0].

Advantages: Born War-Leader 2 [10]; Combat Reflexes [15]; and High Pain Threshold [10]. • A further 60 points chosen from among:

ST +1 to +6 [10/level]

DX +1 to +3 [20/level]

HT +1 to +6 [10/level]

HP +1 to +7 [2/level]

Basic Speed +1.00 or +2.00 [20/level]

Armor Mastery [5]

Born War-Leader 3-6 [5/level]

Enhanced Block 1-3 [5/level]

Enhanced Parry 1-3

(One melee weapon skill) [5/level]

Extra Attack 1 or 2 [25/level]

Fearlessness [2/level]

Fit [5] or Very Fit [15]

Hard to Kill [2/level]

Hard to Subdue [2/level]

Luck [15] or

Extraordinary Luck [30]

Penetrating Voice [1]

Rallying Cry [5]

Rapid Healing [5]

Recovery [10]

Sacrificial Block [1]

Sacrificial Parry [1]

Shield Mastery [15]

Shield-Wall Training [1]

Signature Gear [1/item]

Striking ST 1 or 2

[5 or 10]

Trademark Move [1/move]

Weapon Bond [1]

Weapon Master [20 to 45]

Disadvantages: -20 points chosen from among these traits:

Bad Temper [-10*]

Bloodlust [-10*]

Code of Honor (Outlaw's, Soldier's, or Chivalry)

[-5, -10, or -15]

Obsession (Slay some specific type of monster) [-5*]

One Eye [-15]

Sense of Duty (Nation) [-10]

Vow (Never refuse a challenge to combat)

[-10]

Wounded [-5]

• A further -15 points chosen from among the previous traits or:

Bully [-10*]

Compulsive Carousing [-5*]

Greed [-15*]

Honesty [-10*]

Lecherousness [-15*]

Overconfidence [-5*]

Sense of Duty (Adventuring Companions) [-5]

Skills: One of these three 24-point melee skills packages:

1. One of Axe/Mace-20 [24], Broadsword-20 [24], Flail-19 [24], Polearm-20† [24], Shortsword-20 [24], Spear-20† [24], or Two-Handed Sword-20† [24].
2. Two of Axe/Mace-17 [12], Broadsword-17 [12], Flail-16 [12], Polearm-17† [12], Shortsword-17 [12], Spear-17† [12], or Two-Handed Sword-17† [12].
3. Three of Axe/Mace-16 [8], Broadsword-16 [8], Flail-15 [8], Polearm-16† [8], Shortsword-16 [8], Spear-16† [8], or Two-Handed Sword-16† [8].

• One of these ranged skills:

Bow-15† [4] Throwing-15† [4]
Crossbow-16† [4] Thrown Weapon (Axe/Mace
Sling-14† [4] or Spear)-16† [4]

• All of these skills:

Armory (Body Armor or Knife-14 [1]
Melee Weapons)-11 [4] Leadership-12‡ [2]
Boxing-14 [2] or Shield-16† [4]
Brawling-15 [2] Strategy-11‡ [2]
Connoisseur Sumo Wrestling-14 [2]
(Weapons)-12‡ [2] or Wrestling-14 [2]
Fast-Draw (any)-15§ [1] Tactics-11‡ [2]

• Five of these skills:

Carousing-13 [1] Hiking-12 [1]
Climbing-13 [1] Intimidation-9 [1]
Fast-Draw (any other)-15§ [1] Observation-9 [1]
First Aid-10 [1] Riding (Horse)-13 [1]
Forced Entry-14 [1] Savoir-Faire-12‡ [1]
Gambling-9 [1] Scrounging-10 [1]
Gesture-10 [1] Stealth-13 [1]
Heraldry-9 [1] Streetwise-9 [1]

* Multiplied for self-control number; see p. 55.

† Optionally, omit Shield and raise one two-handed or ranged combat skill by one level.

‡ Includes +2 for Born War-Leader.

§ Includes +1 for Combat Reflexes.

Customization Notes

Any “heavy fighter” archetype fits! Examples include the chivalrous *knight* (more Born War-Leader, Weapon Master (Knightly weapons), Code of Honor (Chivalry), Honesty, Sense of Duty, and the Broadsword, Heraldry, Riding, and Savoir-Faire skills), the lithe *Amazon* (high DX and Basic Speed, Sense of Duty to her sisters, skill with Bow, Shortsword, and Spear, and a soldier’s knowledge of First Aid, Hiking, and Scrounging), the *thug* (piles of ST, Bully, the Flail skill because it’s menacing, and Forced Entry and Intimidation), and the crusty *mercenary* (extra HT and HP, Hard to Kill, Rapid Healing, Code of Honor (Soldier’s), Greed, the Polearm skill for the battlefield, and Carousing and Gambling for downtime).

An important decision is whether to *master* one weapon skill or be good with two or three. A single skill will let you dominate combat with your weapon of choice right from the start. You can’t control what loot you’ll find, though – if you’re adept at Axe/Mace, Broadsword, and Flail, you’ll be able to use most one-handed weapons that turn up. Don’t forget that some weapons need multiple skills; e.g., a samurai needs Broadsword and Two-Handed Sword for his katana (but can omit Shield).

Most knights trade the five points from quirks for *Extra Money* (p. 95) for arms and armor.

SPECIAL KNIGHT TRAITS

The knight can improve HP by up to 1/2 instead of 1/3 of ST (round up). However, the profession’s *real* “special ability” is broad access to combat advantages – including several unique ones.

Armor Mastery

5 points

You’re adept at actively using armor. Whenever you wear armor with DR 2+, raise its effective DR by 1. This reflects turning the strongest part toward each blow and knowing how best to pad armor using ordinary clothing. Moreover, if you layer armor, you don’t suffer the usual -1 to DX for doing so.

Rallying Cry

5 points

With a mighty holler, you can snap allies out of *mental* stun, whatever its cause. The affected radius is HT yards (HT+3 yards with Penetrating Voice). This is a free action on your turn – simply roll against Leadership, at -1 per stunned ally past the first.

Success gives your friends immediate *Will* rolls to recover from mental stun, at +1 if you have Penetrating Voice. Those who succeed recover. They *instantly* shed the defense penalties for being stunned and may act normally on their next turn.

If you fail, you may try again next turn.

Sacrificial Block

1 point

You can try a block defense against any attack that permits a block, comes from in front of you, and is intended for an associate *behind* you. This usually means an attack with a ranged weapon or long melee weapon that crosses your hex on the battle map. If you haven’t retreated this turn, you may use your retreat to step into the attack’s path – but this *doesn’t* give the usual +1 for retreating! Your shield’s DB aids your Block roll; your friend’s doesn’t (but your ally may still attempt to defend if you fail). In all cases, this “uses up” your block.

Sacrificial Parry

1 point

You can attempt a parry defense on behalf of someone standing within your weapon's reach. Shield DB (yours or your friend's) never counts. If your ally is *behind* you, this only works if the attack involves a long weapon passing through your hex on the battle map. In all cases, this "uses up" a parry for you – that's why it's sacrificial!

Shield Mastery

15 points

You're especially good at using your shield for cover. You get +1 to its DB anytime you *block* or *dodge* a ranged threat. In addition, against a cone, explosion, or similar area or spreading attack from in front, you can interpose your shield in such a way that – even if you don't take cover (*Exploits*, p. 50) – you get an extra DR 2 vs. the effect.

Shield-Wall Training

1 point

You've drilled extensively at fighting from behind a shield wall. You can sacrifice your block defense to try to block an attack on an associate standing *beside* you. You may also ignore the -2 to attack when holding a large shield.

Speaking from Experience

You wear armor? You know how to fight? Wunderbar! The spell-slingers and lock-pickers on your quest probably can't say the same. Taking hits for them and shaking 'em up when they freeze is as important as monster-slaying. Do that and everyone will live longer – including you.

– Sir Yvor Gryffyn, Knight

MARTIAL ARTIST

You're a true master of barehanded combat and exotic weapons, from a faraway land – probably the Mysterious East. Though the knight and swashbuckler claim to be trained in "martial arts," their *kung fu* is weak. Years as a monastic ascetic have awakened your *chi* and taught you to channel this inner strength. Now you've left the monastery for the dungeon to perfect your art against even the strangest of foes.

Attributes: ST 11 [10]; DX 16 [120]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 10 [0]; FP 12 [0]; Basic Speed 7.00 [0]; Basic Move 8 [5].

Advantages: Chi Talent 2 [30] and Trained by a Master [30].

• A further 40 points chosen from a mix of Chi abilities† (pp. 30-31) and:

ST +1 to +4 [10/level]
DX +1 or +2 [20/level]
IQ +1 or +2 [20/level]
HT +1 to +4 [10/level]
Will +1 to +8 [5/level]
Per +1 to +8 [5/level]
FP +1 to +4 [3/level]
Basic Speed +1.00
or +2.00 [20/level]
Basic Move +1
or +2 [5/level]
Ambidexterity [5]
Chi Talent 3 or 4 [15/level]
Combat Reflexes [15]
Enhanced Dodge 1 or 2
[15/level]

Enhanced Parry 1 or 2
(Unarmed) [5/level]
Extra Attack 1 [25]
Fit [5] or Very Fit [15]
Flexibility [5] or
Double-Jointed [15]
High Pain Threshold [10]
Luck [15] or
Extraordinary Luck [30]
Magic Resistance [2/level]
Mind Shield [4/level]
Signature Gear [1/item]
Trademark Move
[1/move]
Unfazeable [15]
Weapon Bond [1]

Weapon Master (One exotic weapon) [20]

Wild Talent 1 or 2 [20/level]

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

• Another -25 points chosen from among these traits:

Code of Honor (Bushido) [-15]

Compulsive Vowing [-5*]

Honesty [-10*]

Obsession (Perfect my art at any cost!) [-10*]

Social Stigma (Minority Group) [-10]

Vow (Always fight unarmed) [-15]

Vow (Silence) [-10]

Vow (Vegetarianism) [-5]

Wealth (Struggling, Poor, or Dead Broke) [-10, -15, or -25]

• A further -15 points chosen from the previous list or:

Callous [-5]

Loner [-5*]

No Sense of Humor [-10]

Overconfidence [-5*]

Sense of Duty (Adventuring Companions) [-5]

Stubbornness [-5*]

Skills: One of these four 12-point melee skills packages:

1. **Armed:** Judo-15 [2], Karate-15 [2], and any two of Axe/Mace-17 [4], Flail-16 [4], Jitte/Sai-17 [4], Knife-18 [4], Kusari-16 [4], Polearm-17 [4], Shortsword-17 [4], Smallsword-17 [4], Staff-17 [4], or Tonfa-17 [4].
2. **Balanced:** Judo-16 [4], Karate-16 [4], and one of the weapon skills from option 1.
3. **Judo Master:** Judo-17 [8] and Karate-16 [4].
4. **Karate Master:** Judo-16 [4] and Karate-17 [8].

• One of these ranged skills:

Blowpipe-14 [1]

Sling-14 [1]

Throwing-15 [1]

Thrown Weapon

(Dart, Knife, or

Shuriken)-16 [1]

• All of these skills:

Acrobatics-15 [2]
Jumping-16 [1]
Meditation-10 [2]

Stealth-15 [1]
Tactics-10 [4]

• Three of these skills:

Climbing-15 [1]
Fast-Draw (any)-16 [1]
First Aid-10 [1]
Gesture-10 [1]
Hiking-11 [1]

Intimidation-10 [1]
Observation-9 [1]
Running-11 [1]
Teaching-9 [1]

Special Skills†: Seven of these skills, all of which include +2 for Chi Talent:

Autohypnosis-12 [2]
Blind Fighting-10 [2]
Body Control-12 [2]
Breaking Blow-11 [2]
Breath Control-13 [2]
Esoteric Medicine (Chi)-11 [2]
Immovable Stance-17 [2]
Kiai-13 [2]

Light Walk-17 [2]
Mental Strength-14 [2]
Mind Block-13 [2]
Parry Missile Weapons-17 [2]
Power Blow-12 [2]
Pressure Points-11 [2]
Push-17 [2]
Throwing Art-17 [2]

* Multiplied for self-control number; see p. 55.

† You may opt to spend some of your 40 advantage points on special skills.

Customization Notes

The martial artist must balance standard advantages, Chi abilities, and special skills. It's tempting to invest advantage



points in just a small number of combat-effective Chi abilities and chi skills. However, the warrior with the wider range of traits will prove more useful more often!

Favored combat skills affect these choices. Notably, martial artists who use only Judo and Karate almost *need* Unarmed Master to avoid losing body parts, and may want to improve Breaking Blow early so they can defeat DR without a swung weapon. Armed martial artists can take a longer view – weapons stand between them and their foes.

This template depicts a fighter fresh from the monastery or academy, capable but with limited skills. A few points make a big difference, and the five points from quirks can boost key skills significantly. Those points aren't needed for *Extra Money* (p. 95) – a martial artist requires only inexpensive weapons, plus decent hand and foot armor if planning to punch and kick.

CHI MASTERY

A martial artist channels *chi* (inner strength) to develop extraordinary abilities. A special advantage reflects this aptitude.

Chi Talent

15 points/level

Chi Talent empowers you to buy Chi abilities. Add its level (maximum six) to all rolls required to use such abilities. Also add it to all of your chi skills (pp. 31-34), no matter what attribute they're based on!

Chi Abilities

Chi abilities rely on diet, exercise, and meditation – that's why Disciplines of Faith (Chi Rituals) is mandatory. Each day, roll 1d for how many hours *less* you have to sleep, stand watch, and so on because of your rituals. You must also pay double for rations, to cover your unusual diet, meditative incense, and rare ointments. If a day passes without rituals or special rations, you must take one full day to rebalance your *chi*. Until then, all these abilities will immediately burn out for 1d days if called upon.

Chi abilities cannot be detected, dispelled, or otherwise affected by magic. Rolls to use them have a bonus equal to your Chi Talent level.

Dragon Skin

5 points

Your *skin* has Damage Resistance 2. This works like two levels of the barbarian's Tough Skin ability (p. 16), except that it's subject to the conditions on Chi Mastery.

Chi Talent has no effect on this ability.

Mantis Strike

9 points

This is identical to two levels of Striking ST (p. 53), subject to the conditions on Chi Mastery. Add +2 to ST when looking up thrust and swing on the *Damage Table* (p. 10).

Chi Talent has no effect on this ability.

Regeneration

23 points

Every hour, you recover 1 HP automatically, no matter what you're doing. A night's rest in camp heals you 8 HP; each full day of a long journey heals you 24 HP!

This ability *includes* Rapid Healing (p. 52) at no extra cost. Regeneration is on top of *Natural Recovery* (**Exploits**, p. 62), and HT rolls for that get an additional bonus equal to your Chi Talent level.

Seven Secret Kicks

7 points

You're a *beast* at kicking! You roll against Karate instead of Karate-2 to attack with a kick, add +1 *per die* of basic thrust damage to kicking damage if you hit, and roll against Karate rather than DX to avoid falling if you miss.

Chi Talent adds to rolls to avoid falling down.

Spider Climb

18 points

You can walk or crawl on walls and ceilings. You can stop at any point and stick to the surface without fear of falling. Move is half your Basic Move.

If you're falling and a vertical surface is within reach (GM's call), a ST roll at -1 per five yards already fallen will halt your fall. Failure *still* subtracts five yards from the effective height of the fall. Chi Talent adds to this ST roll.

Tiger Sprint

9 or 18 points

Out of combat, running along a relatively straight, smooth course, multiply Move by 1.5 (round *down*) for 9 points, or by two for 18 points. In combat, treat this as 1.5x or 2x movement points instead of just +1 movement point when you sprint (**Exploits**, p. 33).

Chi Talent adds to rolls against DX, Acrobatics, Hiking, Running, etc. required while moving at high speed.

Unarmed Master

25 points

Your arms and legs are considered *weapons* for striking and parrying. The restrictions in *Hurting Yourself* (**Exploits**,

p. 40) don't apply to you – enemies don't get free attacks on you when they parry your limbs and can't shift attacks to your limbs when you fail a parry, and you won't injure yourself against high DR. Attacks targeting your limbs can still injure them normally, but you may add Chi Talent to HT rolls for crippling.

As your limbs are so tough, you add +1 *per die* of basic thrust damage to punching and kicking damage. This is cumulative with the per-die bonus from Seven Secret Kicks, if you have it.

Uninterrupted Flurry

20 points

You can explode into action for a few seconds, moving too fast to interrupt. You must take a Ready maneuver to activate this ability. For the next 1d turns afterward, you get to pick *two* maneuvers in succession each turn, with no delay in between; e.g., you could All-Out Attack and then use All-Out Defense! Once the burst of speed ends, you must wait five minutes before using it again – in effect, you can use this once per battle.

Chi Talent has no effect on this ability.

SPECIAL MARTIAL ARTIST TRAITS

In addition to cultivating innate abilities, martial artists study the fighting arts from a mystical perspective. A special advantage and a bevy of remarkable skills reflect this.

Trained by a Master

30 points

You're a *true* master of the martial arts! This has three benefits:

- It *halves* the standard penalty for a Rapid Strike in melee combat; see *Rapid Strike* (**Exploits**, p. 38).
- It *halves* the usual penalty to parry more than once per weapon or hand; see *Number of Parries* (**Exploits**, p. 48).
- It lets you focus your *chi* through the special skills below to perform amazing feats!

Chi Skills

Learning the following skills requires Trained by a Master. As long as you observe the requirements of Chi Mastery (rituals and special rations), add your Chi Talent level to all of them. If your Chi abilities burn out, the skills still work but no longer get this bonus.

Autohypnosis

Will/Hard

Defaults: None.

You can tap reserves of *chi* by entering a trance-like state. This requires concentration for (20 - skill) seconds, minimum one second, during which you cannot talk or move. A successful skill roll allows you to do *one* of the following:

Improve concentration. Get +2 to skill to perform a specific, lengthy *mental* task – but -2 to all unrelated IQ, Perception, and skill rolls. The task must be a noncombat one done in a quiet place (e.g., monastery or placid wilderness).

Increase Will. Get +2 to Will (+5 on a critical success) for one hour. The bonus aids all Will-based resistance rolls. This use is at -2.

Negate pain/fatigue. Cancel the negative effects of being reduced to less than 1/3 of your FP or HP (but *not* the fatigue or injury itself). This use is at -4, and you may make only one attempt per hour.

Blind Fighting

Per/Very Hard

Defaults: None.

You can pinpoint exactly where your opponents are without the need for vision. Roll before each melee attack or active defense.

Modifiers: Background noise: -1 for light rain/wind, -2 for heavy rain/wind, -3 for a crowded, noisy area, -4 for combat involving anyone except you and your opponents, -5 for explosions. If you can hear, add any Acute Hearing. If you cannot hear *at all*, roll at -7 to sense by *chi* alone.

Success lets you ignore penalties for lighting (even total darkness), blindness, or an invisible foe – but when attacking someone you cannot see *at all*, you have an extra -2 to target specific hit locations.

Body Control

HT/Very Hard

Defaults: None.

You can affect involuntary bodily functions. Uses include:

Resistance. Use the *higher* of Body Control or HT to resist any disease, poison, spell, or similar baneful influence normally resisted by HT.

Feign death. Concentrate for (30 - skill) seconds, minimum one second, and roll vs. skill. Success puts you in a trance where others must *win* a Quick Contest of Diagnosis (defaults to IQ-6) vs. Body Control to realize you're alive.

Self-treatment. If conscious, you can treat *your own* injuries, poisoning, etc. Any feat *Exploits* describes for Esoteric Medicine or First Aid is possible. It requires no gear but takes the usual time. Concentrate for that long and roll against Body Control instead of the usual skill.

Breaking Blow

IQ/Hard

Defaults: None.

You can find weaknesses in targets when striking unarmed. Each attack requires its own use of this skill. Declare your intent and pay 1 FP *before* rolling to hit; roll against Breaking Blow only *after* you hit.

Modifiers: -10 if used *instantly*, -5 after one turn of concentration, -4 after two turns, -3 after four turns, -2 after eight turns, -1 after 16 turns, and no penalty after 32 turns; -1 if your target is wood, -3 if brick/stone, or -5 if metal.

Success gives the attack an armor divisor of (5): Divide the target's DR by five. This affects inanimate objects, armor, even magic – but never a creature's natural hide, skin, scales, etc.

Failure gives no benefit. Critical failure inflicts your attack's damage on your hand or foot *instead* of the target, unless you have Unarmed Master!

Breath Control

HT/Hard

Defaults: None.

You can breathe at maximum efficiency. A successful skill roll lets you increase the time you can hold your breath by 50%, or regain one FP in only two minutes.

Esoteric Medicine (Chi)

Per/Hard

Default: Perception-6.

You can adjust a patient's *chi* to treat injury, disease, poison, and so on. See *Exploits* for applications. If you know this skill, there's little reason to learn First Aid as well.

Immovable Stance

DX/Hard

Defaults: None.

You can channel your *chi* to anchor yourself to the ground. Roll vs. skill whenever an attack would result in knockback or a fall.

Modifiers: -1 per yard of potential knockback; +4 for Perfect Balance (p. 52).

Success means you neither experience knockback nor fall down. Failure means you're knocked back but get the usual DX roll to avoid falling down. On a critical failure, you automatically suffer full knockback *and* fall down.

Kiai

HT/Hard

Defaults: None.

You can channel your *chi* outward in a mighty shout to freeze lesser foes! This counts as an attack. It costs 1 FP per attempt, successful or not.

Roll a Quick Contest: Kiai vs. your target's Will. You have -1 per *full* two yards of distance. Enemies who cannot hear resist at +2. Victory means your target is mentally stunned (*Exploits*, p. 27).

Kiai works against a single victim – everyone can hear it, but your *chi* is focused on one foe. However, a successful Kiai roll gives +2 to Intimidation vs. *everyone* in earshot.

Light Walk

DX/Hard

Defaults: None.

You can exert very little pressure when you walk. Uses include:

Move silently. Light Walk can give a bonus to Stealth against enemy Hearing. Roll vs. Light Walk. If you succeed, add half your margin of success (round *down*, but minimum +1) to Stealth.

Minimize weight. You can walk over fragile surfaces without falling through. Thin ice requires an unmodified Light Walk roll; mere paper, a roll at -8! Maximum Move under such circumstances is 1/3 normal (round *down*). You automatically avoid pressure-plate traps if this works.

Hide tracks. A successful Light Walk roll lets you leave no visible tracks. Tracking rolls to follow you fail *automatically* unless they rely on senses other than sight.

Mental Strength

Will/Easy

Defaults: None.

You can actively focus your mind to resist mental attacks. Use the *higher* of this skill or Will to resist spells, the Kiai skill, and other hostile effects normally resisted by Will. If Magic Resistance or Mind Shield would help, Mental Strength gets the same bonus.

Mental Strength *doesn't* replace most normal Will rolls. It also requires focus – it's useless if you're stunned, asleep, or unconscious.

Mind Block

Will/Average

Default: Will-5.

You can conceal your true thoughts from mental invaders. After failing to resist any kind of supernatural mind probe, roll a *second* Quick Contest between your Mind Block and the ability being used to read your thoughts. If you *win*, your foe learns nothing; if you lose or tie, the probe works normally. The risk is that critical failure means you lose *and* reveal 1d extra pieces of information of your opponent's choice!

Parry Missile Weapons

DX/Hard

Defaults: None.

You can use any ready melee weapon to parry ranged weapon attacks. If you are wearing gloves with DR 2+, or have natural DR 2+ (e.g., from Dragon Skin) or Unarmed Master, you can also parry using your hands!

Your Parry score is 3 + *half* your Parry Missile Weapons skill. Round *down*. Your skill with melee weapons or unarmed combat isn't relevant here.

Parry Modifiers: +4 vs. thrown weapons that weigh over 1 lb. (e.g., axes and spears); +2 vs. lighter thrown weapons (e.g.,

knives and shuriken); no modifier vs. arrows or Missile spells; -2 vs. crossbow bolts, blowpipe darts, and sling stones.

Power Blow

Will/Hard

Defaults: None.

You can draw on your *chi* to deliver devastating blows in melee combat. Each attack requires a separate use of this skill. Declare your intent and pay 1 FP *before* you roll to hit; roll against Power Blow *after* you hit.

Modifiers: -10 if used instantly, -5 after one turn of concentration, -4 after two turns, -3 after four turns, -2 after eight turns, -1 after 16 turns, and no penalty after 32 turns.

Success doubles your ST for damage purposes for *that attack*. If your Power Blow skill is higher than 20, you can *triple* ST by accepting an extra -10 to your Power Blow roll.

You can use this skill out of combat to double or triple ST momentarily – say, to force a door or move something heavy. Each feat cost 1 FP and requires the skill roll above.



*My weapons? Gauntlets, stompy boots, and training since I could walk.
– Masha Deathfoot, Martial Artist*

Pressure Points

IQ/Hard

Defaults: None.

You can temporarily disable *living* opponents by striking pressure points. Attack your enemy with Karate, at -2 plus hit location modifiers. If you inflict at least 1 HP of injury, roll a Quick Contest: Pressure Points vs. the victim's HT. Pressure Points is at -5 against *monsters* (rather than humans, dwarves, elves, etc.).

If you win, a *limb* or *extremity* is crippled for 5d seconds. A *vitals* hit gives -1 to HT for 2d seconds. A *neck* or *face* hit causes your choice of -1 to HT or DX, or total inability to speak, for 2d seconds. A *skull* hit causes your choice of -1 to DX, IQ, or Basic Speed, or blindness or deafness, for 2d seconds.

Push

DX/Hard

Defaults: None.

You can channel your *chi* to push away adversaries. Make an unarmed attack using Push skill to hit. Your target may attempt any legal active defense.

If you hit, find *swing* damage on the *Damage Table* (p. 10) for the *higher* of your ST or Push skill. Roll this and use double the result to evaluate *Knockback* (*Exploits*, p. 53) only – there's never any physical injury. For instance, with ST 11 and Push-17, you would roll swing for ST 17 (3d-1), and double it for knockback only.

Throwing Art

DX/Hard

Defaults: None.

You can throw *anything* you can lift! Roll against skill to hit. If you know Throwing Art at DX level, add +1 to your ST to figure throwing distance, and +1 *per die* of damage with thrown weapons. These bonuses increase to +2 if you know Throwing Art at DX+1 or better. If you have Weapon

Master (p. 54), use the *higher* of the damage bonus for this skill and that advantage.

When hurling improvised weapons (*Exploits*, p. 37), use the stats for the nearest real weapon. The damage bonuses above don't apply, but you may ignore skill and damage *penalties*. Treat random pointy objects as daggers, edged ones as shuriken. Even small stones do thrust+1 crushing damage!

Throwing Art lets you throw anything covered by Throwing or Thrown Weapon. If you have this skill, you don't need those ones.

SCOUT

You've been called "archer," "stalker," and "tracker." Though you've filled all three roles, such labels don't do justice to your full expertise. By taking the thief's stealth into the great outdoors and mixing it with the swashbuckler's mobility and skill at arms, you've become a master of guerilla warfare. You track elusive prey of all descriptions – and when the trail leads into the dungeon, you follow it without hesitation.

Attributes: ST 11 [10]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 14 [15]; FP 12 [0]; Basic Speed 7.00 [10]; Basic Move 7 [0].

Advantages: Heroic Archer [20] and Outdoorsman 2 [20].

- A further 40 points chosen from among:

ST +1 to +4 [10/level]	Luck [15] or
DX +1 or +2 [20/level]	Extraordinary Luck [30]
HT +1 to +4 [10/level]	Multi-Aim [6/level]
Per +1 to +8 [5/level]	Night Vision 1-9 [1/level]
Basic Speed +1.00 or +2.00 [20/level]	Outdoorsman 3-6 [10/level]
Basic Move +1 to +6 [5/level]	Peripheral Vision [15]
Absolute Direction [5]	Rapid Healing [5]
Acute Vision [2/level]	Signature Gear [1/item]
Combat Reflexes [15]	Silence 1 or 2 [5/level]
Danger Sense [15]	Strongbow [1]
Extra Attack 1 [25]	Telescopic Vision 1 or 2 [5/level]
Fit [5] or Very Fit [15]	Trademark Move [1/move]
High Pain Threshold [10]	Weapon Bond [1]
	Weapon Master (Bow) [20]

Disadvantages: -15 points chosen from among these traits:

Bloodlust [-10*]	Overconfidence [-5*]
Callous [-5]	Sense of Duty (Adventuring Companions) [-5]
Greed [-15*]	Stubbornness [-5*]
Honesty [-10*]	

- A further -35 points chosen from among the previous traits or:

Code of Honor (Outlaw's or Soldier's) [-5 or -10]	Intolerance (Urbanites) [-5]
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Loner [-5*]	Social Stigma (Disowned) [-5]
No Sense of Humor [-10]	Vow (Never sleep indoors) [-10]
Odious Personal Habit ("Unwashed bushwhacker") [-5]	Vow (Own no more than what can be carried) [-10]
Paranoia [-10]	
Phobia (Crowds) [-15*]	

Skills: One of these two 12-point melee skills packages:

1. *Weapon:* Any one of Broadsword-17 [12], Shortsword-17 [12], Spear-17 [12], or Staff-17 [12].
2. *Weapon and Shield:* Any one of Broadsword-16 [8], Shortsword-16 [8], or Spear-16 [8] – and also Shield-16 [4].

- All of these skills:

Bow-18 [16]	Navigation-12† [1]
Camouflage-14† [2]	Observation-14 [2]
Cartography-12 [4]	Shadowing-12 [4]
Climbing-13 [1]	Stealth-13 [1]
Fast-Draw (Arrow)-14 [1]	Survival (any)-15† [1]
Gesture-12 [2]	Tracking-16† [2]
Hiking-12 [2]	Traps-12 [4]
Mimicry (Bird Calls)-12† [2]	

- Another 8 points spent to improve any previous skill or add any of these ones:

Armory (Missile Weapons)-10 [1]	Prospecting-10 [1]
Boating-13 [1]	Riding (Horse)-13 [1]
Brawling-14 [1]	Running-11 [1]
Fast-Draw (any other)-14 [1]	Seamanship-11 [1]
First Aid-11 [1]	Search-13 [1]
Garrote-14 [1]	Skiing-10 [1]
Jumping-14 [1]	Swimming-12 [1]
Knife-14 [1]	Throwing-13 [1]
Knot-Tying-14 [1]	Weather Sense-12† [1]
	Wrestling-13 [1]

* Multiplied for self-control number; see p. 55.

† Includes +2 for Outdoorsman.

Customization Notes

The scout has one of the more specialized templates. It's built around the Bow and Tracking skills, plus supporting abilities. Thus, a scout requires interesting choices of *other* traits to stand out. Classic archetypes include:

Bounty Hunter: You capture criminals – dead or alive – supplementing archery with traps and beatings. Danger Sense helps you avoid attempts to turn the tables on you, and high Per doesn't hurt, either. Especially suitable disadvantages include Callous, Code of Honor (Outlaw's), Greed, Loner, No Sense of Humor, and Paranoia. A one-handed melee weapon skill and Shield are handy; not every hunt ends with a bow-shot. Use the flexible eight points in skills to raise Stealth and Traps, and add Brawling, Knot-Tying, and Wrestling for subduing and restraining your quarry.

Ranger: You're an honor-bound protector of roads and wild places – part patrolman, part warden. Combat Reflexes is de rigueur (*nobody* surprises a ranger), and remaining points might raise Basic Move for covering ground quickly, and add Absolute Direction. Disadvantages include several of Code of Honor, Honesty, Sense of Duty, and various Vows, plus Loner, Phobia, and/or Social Stigma to explain why you avoid others. Get sword and Shield skills, and spend your eight discretionary skill points to raise Navigation a couple of levels and buy Boating, Riding, Running, Skiing, and Swimming, so you can get anywhere at any time.

Sharpshooter: You're a "bow sniper" – basically, an assassin. You'll want some or all of higher ST, Strongbow, and Weapon Master (Bow) to elevate damage. Disadvantages ought to include a heavy dose of "negative" traits like Bloodlust, Callous, Intolerance, and No Sense of Humor. Since you use your bow whenever possible, you'll probably want only a sword skill (no Shield) for backup. Those eight points in skill choices might raise Bow *another* level, buy assassination skills such as Garrote and Knife, and add Fast-Draw for your blades.



You can never have too good a bow or too many arrows.

– Llandor the Gray, Scout

SPECIAL SCOUT TRAITS

The scout's "special abilities" include being able to raise Per to 25 instead of 20 and Basic Move to *six* levels over its figured value, plus a handful of exceptional advantages.

Heroic Archer

20 points

You can draw and shoot a bow *quickly*. To do so, take a Ready maneuver to get an arrow. On your next turn, make a Bow roll at -3 to ready your bow in no time. Failure means you can *only* ready; success lets you attack at -3 on the same

turn. Both penalties are just -1 if you also have Weapon Master (Bow). This trick shaves one second off the usual two-second ready time – you can shoot every other turn.

By making a Fast-Draw (Arrow) roll before your Bow rolls, you can ready an arrow instantly, avoiding the Ready maneuver. This lets you shoot *every* turn – or even twice per turn, if you have Extra Attack and can make all the rolls!

Whenever you Attack or All-Out Attack, add your bow's Accuracy bonus *without* taking an Aim maneuver. If you Aim, add another +1 after one second, or +2 after two. When you Move and Attack or are in close combat, ignore your bow's Bulk penalty *instead* of adding Acc.

Finally, ignore penalties for crazy positions or acrobatics while shooting, and *halve* any similar penalties to Fast-Draw (Arrow).

Multi-Aim

6 points/level

Each level of this ability lets you specify one *extra* target whenever you take an Aim maneuver or use a Wait maneuver to set up *Opportunity Fire* (**Exploits**, p. 43), granting Aim benefits against *all* of them. For instance, with Multi-Aim 2, you could cover three widely spaced doorways and get extra Aim bonuses (+1 or +2) against anyone emerging from any of them.

Silence

5 points/level

You can move and breathe noiselessly. Against those relying on hearing to find you, you get +2 per level to Stealth skill when motionless, +1 per level if moving. If scouting alone, also subtract your level from rolls for *Wandering Monsters* (**Exploits**, p. 85).

Strongbow

1 point

You've learned how best to draw a heavy bow. With Bow at DX+1 level, you can use a bow of your ST+1; at DX+2 or better, raise this to ST+2. You need a bow of that ST to realize range and damage improvements – there's no benefit when using a bow of your ST or less. The effects of this ability and an elven bow (p. 106) *are* cumulative; e.g., a ST 11 scout with Bow at DX+2 could shoot a ST 15 elven bow!

Telescopic Vision

5 points/level

You can "zoom in" with your eyes! Each level lets you ignore -1 in *range* penalties to Vision rolls at all times, or -2 in range penalties if you take a second to survey a specific target. In combat, add an extra +1/level with ranged attacks *if* you take a number of Aim maneuvers equal to the bonus; e.g., Heroic Archer lets you add Accuracy at all times and another +1 or +2 after one or two turns of Aim, but with Telescopic Vision 1, those Aim bonuses would become +2 or +3, and with Telescopic Vision 2, +2 or +4.

SWASHBUCKLER

You're living proof that the sword is mightier, speedier, and more stylish than . . . well, *everything*. In the time it takes the plodding knight to strike his first blow, you've struck two, and with more flair – and while you respect the martial artist's precision, you prefer to bring a *sword* to a swordfight. You like nothing better than to leap and tumble through battle, blade a blur, deftly covering the party's flanks and rear.

Attributes: ST 11 [10]; DX 15 [100]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0].

Advantages: Combat Reflexes [15]; Enhanced Parry 1 (Weapon skill of choice) [5]; Luck [15]; Weapon Bond (Any starting weapon) [1]; and Weapon Master (Weapon of choice) [20].

- A further 60 points chosen from among:

ST +1 to +6 [10/level]	Enhanced Time Sense† [45]
DX +1 to +3 [20/level]	Every One's a Critical [15]
Basic Speed +1.00 to +3.00 [20/level]	Extra Attack 1 or 2 [25/level]
Basic Move +1 to +3 [5/level]	Extraordinary Luck† [30] or Ridiculous Luck† [60]
Ambidexterity [5]	Great Void [10]
Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16]	Perfect Balance [15]
Armor Familiarity [1/level]	Rapier Wit [5]
Charisma 1-4 [5/level]	Serendipity [15/level]
Daredevil [15]	Signature Gear [1/item]
Enhanced Block 1-3 [5/level]	Springing Attack [10]
Enhanced Dodge 1 [15]	Striking ST 1 or 2 [5/level]
Enhanced Parry 2 or 3 (Weapon skill of choice) [5/level]	Trademark Move [1/move]
	Weapon Master (Two weapons, Fencing weapons, or Swords)† [25, 30, or 35]

Disadvantages: -15 points chosen from among these traits:

Code of Honor (Outlaw's or Gentleman's) [-5 or -10]
 Obsession (Become the best swordsman in the world!) [-10*]
 Vow (Use only weapon of choice) [-5] or (Never refuse a challenge to combat) [-10] or (Challenge every swordsman to combat or Never wear armor) [-15]

- A further -35 points chosen from among the previous traits or:

Chummy [-5] or Gregarious [-10]	Lecherousness [-15*]
Compulsive	One Eye [-15]
Carousing [-5*]	Overconfidence [-5*]
Compulsive Spending [-5*]	Sense of Duty (Adventuring Companions) [-5]
Greed [-15*]	Short Attention Span [-10*]
Impulsiveness [-10*]	Trickster [-15*]
Jealousy [-10]	Wounded [-5]

Skills: One of these three 20-point melee skills packages:

1. **Sword!** Any one of Broadsword-20 [20], Rapier-20 [20], Saber-20 [20], Shortsword-20 [20], or Smallsword-20 [20].
2. **Sword and Dagger:** Any one of Broadsword-19 [16], Rapier-19 [16], Saber-19 [16], Shortsword-19 [16], or Smallsword-19 [16] – and also Main-Gauche-16 [4].‡
3. **Sword and Shield:** Any one of Broadsword-19 [16], Rapier-19 [16], Saber-19 [16], Shortsword-19 [16], or Smallsword-19 [16] – and also either Cloak-16 [4] or Shield (Buckler)-17 [4].‡

- Either Fast-Draw (Sword)-17§ [2] or both Fast-Draw (Knife)-16§ [1] and Fast-Draw (Sword)-16§ [1].

- All of these skills:

Acrobatics-15 [4]	Savoir-Faire-11 [2] or Streetwise-10 [2]
Brawling-16 [2] or Boxing-15 [2]	Stealth-14 [1]
Carousing-13 [1]	Thrown Weapon (Knife)-16 [2] or Throwing-15 [2]
Jumping-15 [1]	Wrestling-15 [2]

- Seven of these skills:

Climbing-14 [1]	Hiking-12 [1]
Connoisseur (any)-9 [1]	Intimidation-9 [1]
Fast-Draw (any other)-16§ [1]	Lasso-14 [1]
Fast-Talk-9 [1]	Scrounging-10 [1]
First Aid-10 [1]	Seamanship-10 [1]
Gambling-9 [1]	Search-9 [1]
Gesture-10 [1]	Sex Appeal-12 [1]
	Whip-14 [1]

* Multiplied for self-control number; see p. 55.

† Pay cost *difference* from required traits: Combat Reflexes to Enhanced Time Sense is 30 points; Luck to Extraordinary or Ridiculous Luck, 15 or 45 points; and Weapon Master (Weapon of choice) to (Two weapons), (Fencing weapons), or (Swords), 5, 10, or 15 points.

‡ Optionally, transfer 4 points from sword skill (lowering it to 18) to off-hand skill (raising Cloak or Main-Gauche to 17, or Shield (Buckler) to 18).

§ Includes +1 for Combat Reflexes.

Customization Notes

The swashbuckler is built around fighting well with one *specific* variety of sword, the choice of which has repercussions for customization. Choose your weapon, associate Weapon Bond (and potentially Signature Gear) with such a blade, specialize Weapon Master to that kind of sword, take the correct skill to wield it, and get Enhanced Parry for that skill. If selecting the Vow pertaining to weapons of choice, make sure *that* matches, too.

Obviously, this makes the swashbuckler a real weapon specialist – a lot like the scout. The difference is that the swashbuckler has greater latitude with advantages.

It's possible to create completely different characters by focusing on offense (more ST, Every One's a Critical, Springing Attack, and Striking ST), defense (Armor Familiarity, Enhanced Block/Dodge/Parry, and Great Void, not to mention extra Luck), or dash and flair (Appearance, Charisma, Daredevil, Rapier Wit, and Serendipity).

Interesting skill choices are equally important. Some swashbucklers are fops with Savoir-Faire and every known Connoisseur specialty. Others are rakes or pirates with Climbing, Fast-Talk, Gambling, Streetwise, and possibly Seamanship – and of course Search for looting dead bodies!

Most swashbucklers would benefit from trading the five points from quirks for *Extra Money* (p. 95) for a nice sword. With that covered, look into buying even *higher* weapon skills – or branch out by borrowing a few bard or thief skills.

SPECIAL SWASHBUCKLER TRAITS

The swashbuckler's "special abilities" include the option to improve Basic Speed to *four* levels over its figured value, as well as some specialized advantages.

Armor Familiarity

1 point/level

You're accustomed to fencing in armor. Buy this ability separately for Main-Gauche, Rapier, Saber, or Smallsword skill. Each level (maximum four) allows you to ignore -1 in encumbrance penalties to attack and parry with that one skill.

Daredevil

15 points

Fortune favors the bold! On any turn when you take a *real* and *unnecessary* risk (GM decides), you get +1 on all success rolls. You may also reroll any critical failure, taking the second result instead. These benefits apply when your behavior endangers you out of combat, too.

Example: If you sneak around a dragon, or stick close to allies when surrounded by a zombie horde, Daredevil gives no bonuses. If you call out the dragon (whose lethal flame you cannot parry with your sword) or wade into the horde (meaning zombies may attack you from behind), you get its benefits!

Enhanced Time Sense

45 points

You're just *that* fast!

In the combat turn sequence (*Exploits*, p. 28), you act before everyone who lacks this trait, *regardless* of your Basic Speed or DX. If several combatants have Enhanced Time Sense, they act in the standard order first, after which those without it act in *their* usual order.

You're also too fast to interrupt with a Wait unless the *other* fighter has this trait as well. Against foes who lack it, complete your action normally, *then* resolve their Wait.

In most fights, you'll act before *everyone*, however fast or prepared – even would-be ambushers, unless you're surprised. You're unlikely to be surprised, however, because Enhanced Time Sense includes Combat Reflexes (p. 48). This advantage *replaces* that one and gives all its benefits.

Speaking from Experience

Judge strength only by lumpy body? Ha! Strength comes from hitting fast, like cat. Strength comes from springing, also like cat. Strength comes from stabbing a hundred jillion times until you are master of stabbing. Poking holes in dragons without being big ol' barbarian? Miao Miao approve!

– Miao Miao, Swashbuckler

Every One's a Critical

15 points

Not *every* attack, but you score critical hits remarkably often in melee combat. When your effective melee combat skill is 17+, an attack roll of 3-7 is a critical hit. What's more, if your result on the *Critical Hit Table* disappoints you, you may reroll it – but then you *must* take the second outcome, even if you have second thoughts.

Great Void

10 points

You're *very* mobile when fighting. When retreating, you may step an *extra* yard away from your foe. This doesn't boost your retreat bonus – it just lets you cover more ground when falling back.

Rapier Wit

5 points

This works like the bard's Song of Humiliation (p. 18), except you don't need to sing. Witty speech will do – use the higher of IQ or Intimidation skill instead of Singing.

Springing Attack

10 points

To use this ability, you must first take a Ready maneuver to crouch, brace against a solid object, or otherwise "store up" energy. You can do nothing else but a free action (e.g., use Fast-Draw).

On your *next* turn, you have +2 to ST with your attacks, normally giving +2 to swing damage or +1 to thrust. If you take an Attack maneuver, you may opt to spend 1 FP for an extra step, springing an extra yard forward to attack, or springing one yard and then stepping away at the end.

THIEF

You're a "procurement expert," whatever unflattering terms others may use. You take things that *need* taking. Of course, the best stuff is inevitably in trapped chests behind locked doors guarded by monsters in mazes. This frames your business relationship with the party: they merely have to take care of the monsters. You'll handle finding treasures *and* unlocking doors *and* bypassing traps – for a reasonable consideration, naturally. Oh, and those rumors that you moonlight as an assassin or spy? Nonsense!

Attributes: ST 11 [10]; DX 15 [100]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 11 [0]; Basic Speed 6.00 [-10]; Basic Move 7 [5].

Advantages: Flexibility [5]; High Manual Dexterity 1 [5]; *and* Perfect Balance [15]. • A further 30 points chosen from among:

DX +1 [20]	Gizmos 1-3 [5/level]
IQ +1 [20]	High Manual Dexterity 2-6 [5/level]
Per +1 to +6 [5/level]	Honest Face [1]
Basic Speed +1.00 [20]	Luck [15] <i>or</i>
Basic Move +1 <i>or</i> 2 [5/level]	Extraordinary Luck [30]
Ambidexterity [5]	Night Vision 1-9 [1/level]
Catfall [10]	Peripheral Vision [15]
Combat Reflexes [15]	Sensitive Touch [10]
Danger Sense [15]	Serendipity [15/level]
Double-Jointed† [15]	Signature Gear [1/item]
Enhanced Dodge 1 <i>or</i> 2 [15/level]	Silence 1 <i>or</i> 2 [5/level]
Expert Backstabbing 1-10 [2/level]	Wealth (Comfortable <i>or</i> Wealthy) [10 <i>or</i> 20]
	Weapon Master (Knives) [20]

Disadvantages: *One* of Greed (12) [-15], Kleptomania (12) [-15], *or* Trickster (12) [-15].

- *One* of Callous [-5], Code of Honor (Outlaw's) [-5], *or* Curious (12) [-5].
- A further -20 points chosen from either of the two previous lists *or*:

Bad Temper [-10*]	Cowardice [-10*]
Bloodlust [-10*]	Laziness [-10]
Compulsive Carousing [-5*]	Lecherousness [-15*]
Compulsive Gambling [-5*]	Loner [-5*]
Compulsive Lying [-15*]	One Eye [-15]
Compulsive Spending [-5*]	Overconfidence [-5*]

Post-Combat Shakes [-5*]
Sense of Duty (Adventuring Companions) [-5]

Skinny [-5]
Social Stigma (Criminal Record) [-5]

Skills: *One* of these three 2-point melee skills packages:

1. *Blade and Shield:* Any *one* of Knife-15 [1], Main-Gauche-14 [1], Rapier-14 [1], Saber-14 [1], Shortsword-14 [1], *or* Smallsword-14 [1] – and also *either* Cloak-14 [1] *or* Shield (Buckler)-15 [1].
2. *Single Blade:* Any *one* of Knife-16 [2], Main-Gauche-15 [2], Rapier-15 [2], Saber-15 [2], Shortsword-15 [2], *or* Smallsword-15 [2].
3. *Sword and Dagger:* Any *one* of Rapier-14 [1], Saber-14 [1], Shortsword-14 [1], *or* Smallsword-14 [1] – and also Main-Gauche-14 [1].

• *One* of these ranged skills:

Bow-14 [1]	Throwing-14 [1]
Crossbow-15 [1]	Thrown Weapon (Knife)-15 [1]
Sling-13 [1]	

• *All* of these skills:

Acrobatics-14‡ [1]	Lockpicking-17§ [4]
Brawling-15 [1]	Pickpocket-15§ [2]
Carousing-11 [1]	Search-14 [2]
Climbing-18†‡ [1]	Shadowing-13 [2]
Escape-16† [1]	Sleight of Hand-14§ [1]
Filch-15 [2]	Smuggling-13 [2]
Forced Entry-15 [1]	Stealth-18 [12]
Gambling-12 [1]	Streetwise-13 [2]
Gesture-13 [1]	Traps-14 [4]
Holdout-13 [2]	Urban Survival-14 [2]

• Another 7 points spent to improve any previous skill *or* add any of these ones:

Cartography-12 [1]	Hiking-10 [1]
Connoisseur (any)-12 [1]	Knot-Tying-16§ [1]
Counterfeiting-11 [1]	Lip Reading-13 [1]
Disguise-12 [1]	Merchant-12 [1]
Fast-Draw (any)-15 [1]	Observation-13 [1]
Fast-Talk-12 [1]	Panhandling-13 [1]
First Aid-13 [1]	Poisons-11 [1]
Forgery-11 [1]	Scrounging-14 [1]
Garrote-15 [1]	Seamanship-13 [1]



There's no profit in standing outside a locked door or being killed by a trap. To make money, spend a little – hire a pro.

– Puddin' Noddington, Thief

* Multiplied for self-control number; see p. 55.

† Skills include +3 for Flexibility. If buying Double-Jointed, pay the cost difference (10 points) and improve bonus to +5.

‡ Includes +1 for Perfect Balance.

§ Includes +1 for High Manual Dexterity.

Customization Notes

Thieves aren't built around toughness or combat capability, nor do they have access to supernatural abilities. They're broadly trained experts at *mundane* skills. Thus, they're best-suited to players who prefer supporting roles in pre-combat scouting and post-combat looting. A party won't live long without one thief, and may consist *entirely* of thieves.

The *burglar* specializes in getting in and stealing things. Valuable advantage choices include Catfall, Double-Jointed, Sensitive Touch, and more High Manual Dexterity. Such a thief often suffers from Kleptomania and is Curious, and frequently has traits like Overconfidence and Skinny. Discretionary skill points might improve Climbing, Forced Entry, and/or Lockpicking, leaving a point or two for something like Observation (for casing targets).

The *mastermind* is a plotter. More IQ is wise – plus Wealth to bankroll schemes. This kind of thief is classically a Trickster with a perverse Code of Honor about splitting up loot, and often Compulsive Lying. Those last 7 points go toward “urban” skills: higher Streetwise and Urban Survival, and things like Counterfeiting, Forgery, and Merchant.

The *assassin* uses sneaky skills not to steal but to kill for hire. Expert Backstabbing, Gizmos (for concealed weapons), Silence, and Weapon Master all help. Bloodlust, Calous, Greed, and Loner are common. Flexible skill points go toward raising combat skills and buying Fast-Draw, Garrote, and Poisons.

Thieves often put the five points from quirks into *more* skills – you can never be too good at sneaking or finding traps!

SPECIAL THIEF TRAITS

Thieves are “special” mainly for their skill set, but they can buy a few extraordinary advantages.

Catfall

10 points

You subtract five yards from a fall automatically. This counts as an automatic success against Acrobatics – don't roll for *that* again – but a successful DX roll *halves* falling damage. To enjoy these benefits, your limbs must be unbound and your body free to twist as you fall.

Expert Backstabbing

2 points/level

You're extra-deadly when attacking by surprise! This ability works only with a *melee* attack that allows *no* active defense (not just a defense penalized for stun or attack from the side) because the victim couldn't see it coming – you're behind

them, invisible, or in a social situation where they completely trust you. In that situation, add your advantage level to ST to work out damage; e.g., ST 11 and Expert Backstabbing 10 let you attack as with ST 21.

Gizmos

5 points/level

Each Gizmo lets you pull one piece of gear out of thin air once per game session. You might scrounge it, find it in the pack of an ally who has ST to spare, or whatever – don't overthink this!

A Gizmo can be no heavier than your Basic Lift/10 lbs., no longer than reach 1 (if a melee weapon), and have Bulk no worse than -4 (if a ranged one). It must also meet *one* of these criteria:

Item you own but didn't specify you were carrying. Once revealed, it's as if you had had the thing all along, and it counts as encumbrance. For example, with BL 24 and a limit of 2.4 lbs., you could “remember” a spare shortsword (reach 1, 2 lbs.) that you own but thought was back in town – whereupon it's *really* there until you discard it.

Nonmagical consumable suitable to a thief. For this, cost matters as well. The article must be a single, *expendable* item worth no more than \$50, or one *use* of a kit worth at most \$250; e.g., caltrops or a nageteppe to hurl, an application of monster drool, or one use of good-quality lockpicks. The Gizmo does its harm or good and then vanishes.

Minor, common implement anybody might have. This works like thief gear, but the cost cutoffs are just \$10 for a single item, or \$50 for one use of a kit. Common choices are a lone alchemist's match, arrow, bandage, candle, crossbow bolt, meal, or torch, or one use of a first aid kit.

High Manual Dexterity

5 points/level

You have remarkably fine motor skills. Each level of this advantage gives +1 to the Knot-Tying, Lockpicking, Pickpocket, and Sleight of Hand skills, and to DX-based Forgery and Traps rolls. This bonus *doesn't* apply to IQ-based tasks, large-scale DX-based ones, or any combat-related dice rolls.

Sensitive Touch

10 points

Your fingertips are extremely sensitive. You get +4 to Touch rolls (in addition to any Acute Touch bonuses) and on rolls to work by touch – including all Search rolls to find loot on bodies, and Traps rolls to feel out or intercept tiny mechanisms.

Silence

5 points/level

This is identical to the scout ability of the same name; see p. 35.

WIZARD

You're the only truly *learned* delver. Your grasp of magic is deeper than the cleric or druid's – notably, your spells don't rely on power borrowed from mercurial supernatural beings. The party needs your mighty wizardry, knowledge of strange creatures and lore, and staggering intellect. Not that you don't need the party! The greatest magical secrets are buried in the darkest pits, and you're smart enough to travel with bodyguards.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 12 [-15]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Energy Reserve 3 (Magical) [9] and Magery 3 [35]. • A further 30 points chosen from among:

DX +1 [20]	Intuition [15]
IQ +1 [20]	Language Talent [10]
Will +1 to +5 [5/level]	Languages (any)
FP +1 to +4 [3/level]	[3 or 6/language]
Eidetic Memory [5] <i>or</i>	Luck [15] <i>or</i>
Photographic Memory [10]	Extraordinary Luck [30]
Energy Reserve 4-13	Magery 4-6 [10/level]
(Magical) [3/level]	Mind Shield [4/level]
Gizmos 1-3 [5/level]	Signature Gear [1/item]
Improved Magic Resistance	Spirit Empathy [10]
[5/level]	Wild Magic 1 [21]

Disadvantages: -15 points chosen from among these traits:

Curious [-5*]	Social Stigma
Frightens Animals [-10]	(Excommunicated) [-10]
Obsession (Become the	Unfit [-5] <i>or</i> Very Unfit
world's most powerful	[-15]
wizard, a lich, etc.) [-10*]	Unnatural Features 1-5
Pyromania [-5*]	[-1/level]
Skinny [-5]	Weirdness Magnet [-15]

• A further -20 points chosen from among the previous traits or:

Absent-Mindedness [-15]	Low Pain Threshold [-10]
Bad Temper [-10*]	Nervous Stomach [-1]
Clueless [-10]	Oblivious [-5]
Combat Paralysis [-15]	Overconfidence [-5*]
Cowardice [-10*]	Post-Combat Shakes [-5*]
Hard of Hearing [-10]	Sense of Duty (Adventuring
Klutz [-5] <i>or</i> Total Klutz [-15]	Companions) [-5]
Loner [-5*]	Stubbornness [-5*]

Skills: One of these two 8-point melee skills packages:

1. *Staff:* Staff-14 [8].
2. *Wand and Buckler:* Shield (Buckler)-14 [4] and Small-sword-13 [4].

• One of these ranged skills:

Innate Attack (any)-14 [4]	Throwing-13 [4]
Sling-12 [4]	Thrown Weapon (Dart)-14 [4]

• All of these skills:

Alchemy-15 [8]	Occultism-15 [2]
Hazardous Materials-14 [1]	Research-14 [1]
Hidden Lore (Demons, Magic	Speed-Reading-14 [1]
Items, Magical Writings,	Teaching-14 [1]
<i>or</i> Spirits)-15 [2]	Thaumatology-15† [1]
Meditation-14 [2]	Writing-14 [1]

• Nine of these skills:

Body Sense-10 [1]	Hidden Lore (any other)-14 [1]
Cartography-14 [1]	Hiking-10 [1]
Climbing-11 [1]	Physiology
Diplomacy-13 [1]	(monster type)-13 [1]
Fast-Draw (Potion <i>or</i>	Savoir-Faire-15 [1]
Scroll)-12 [1]	Scrounging-12 [1]
First Aid-15 [1]	Stealth-11 [1]
Gesture-15 [1]	Strategy-13 [1]

Spells: Spend one point on each of 30 wizardly spells. With the +3 for Magery, these will be at 16 if IQ/Hard or 15 if IQ/Very Hard.

* Multiplied for self-control number; see p. 55.

† Includes +3 for Magery.

Customization Notes

Unlike other casters, wizards lack powers distinct from their spells – their spell lists define them. Near-unrestricted access to magic makes generalizations difficult, but there are some classic archetypes.

The *artillery mage* specializes in direct damage, choking smoke, deafening crashes, and so on. Such wizards love fire-, lightning-, light-, and sound-based spells – especially area effects. Extra Magery often enables higher damage dice, while the Innate Attack skill is indispensable for hitting with Missile spells.

The *controller* prefers to tilt the odds in battle and to defeat foes with one-shot “save or lose” spells. The Body Control, Illusion, Mind Control, and Movement colleges all have their moments here. A Photographic Memory for monster weaknesses is helpful. Many such wizards learn the Strategy skill.

The *thaumatologist* deals in the occult for its own sake, gleaning information through Knowledge spells and manipulating magic via Meta-Spells. Improved Magic Resistance and Wild Magic reflect a deeper grasp of structure. Languages unlock mysterious tomes, while Hidden Lore specialties reflect past learning.

A wizard can never have too much magical energy! Invest in FP and Energy Reserve if you can. Also consider trading the five points quirks grant to get *Extra Money* (p. 95) for a high-capacity power item (p. 115) and a belt stocked with paut (p. 116).

MAGERY

Magery is the advantage needed to cast wizardly spells – a process *Spells* describes in detail. You *must* purchase Magery 0 before buying higher levels! To simplify your character sheet, list Magery once, adding the 5 points for Magery 0 to the cost of higher levels; e.g., “Magery 3 [35]” instead of “Magery 0 [5]” and “Magery 3 [30].”

Magery 0

5 points

This is basic “magical awareness.” It has three effects:

- You can cast wizardly spells!
- You can sense wizardly magic items. The GM will secretly roll vs. your Perception when you first see a (permanent) wizardly magic item, magic potion, or wizardly scroll – and again when you first touch it. Success means you realize it’s magical. A roll of 3 or 4 also tells you whether the magic is helpful or dangerous, and about how strong.
- You can sense the boundary between mana levels. The GM will roll secretly against your Perception, at -3 unless you’re specifically searching for the boundary.

Magery 1+

10 points/level

Higher Magery levels (maximum six) make all aspects of magic *much* easier for you! Add Magery to IQ when learning spells or the Thaumatology skill, and to Perception when trying to sense magic items or mana levels. For instance, with IQ 15, Per 12, and Magery 3, you base spells and Thaumatology on effective IQ $15 + 3 = 18$, and sense magic as if you had Per $12 + 3 = 15$.

As *Spells* explains, advanced spells require more than Magery 0. Higher Magery also lets you produce more powerful results with many basic spells.

SPECIAL WIZARD TRAITS

A wizard’s *true* “special abilities” are Magery and spells. Still, a few other neat tricks are common.



Gizmos

5 points/level

Works like the thief version (p. 39) with respect to size and cost limits – but costlier consumables must suit a *wizard*. Fitting expendables worth up to \$50 are paper and ink, chemicals (pp. 114-115) like acid or a glow vial, or things like “eye of newt” when a puzzle in the dungeon calls for it. Kits worth up to \$250 for one-off use are mostly manuals (p. 114) – this reflects digging in personal notes. Use the \$10 or \$50 cutoffs for other gear.

Improved Magic Resistance

5 points/level

This works as Magic Resistance (p. 51) except that it doesn’t interfere with your *own* ability to cast spells! Thus, you can combine it with Magery.

Wild Magic

21 points/level

Once per game session per level of Wild Magic, you may cast *any* wizardly spell as if your skill level were IQ + Magery. If you have an unspent character point available *and* know the spell’s prerequisites, you may also opt to gamble on learning the spell. Success at the casting lets you spend the point on the spell at once – but unless you roll a critical success, there’s a one-month period during which you cast your new spell at -2 and cannot improve it. Failure means you can’t spend the point. Critical failure causes you to *lose* your point!

CHAPTER THREE

RACES

Humans aren't the only intelligent humanoids in the *Dungeon Fantasy* world! Many nonhuman **races** (that is, species) inhabit dungeons and other sinister places. These are normally suitable only as opponents for delvers. **Monsters** describes several examples: orcs, ogres, trolls, etc.

Then there are races that most townsfolk consider "people" and that monsters usually regard as enemies. This chapter describes several of these. *If the GM agrees*, players may create delvers who belong to these races. This is a complication, however – ask the GM first.

A collection of traits called a **racial template** describes each race. Such a template differs from a professional one in several important ways.

BUYING A RACIAL TEMPLATE

Each racial template lists a **racial cost**. To belong to a race, you must pay this out of the points your professional template allocates to advantage choices – buying a racial template usually means having fewer professional advantages.

If you can't *quite* afford a racial template that way, you can chip in points earned from quirks. If your professional template offers a discretionary budget for skills, you can use some of that, too.

Example: Thieves get 30 points in advantage choices, 7 points in skill choices, and 5 points in quirks (like everyone). They can swing 42 points for a racial template. The cat-folk template costs 40 points – a thief could *just* manage it by making some sacrifices.

You can buy only *one* racial template! If you buy no racial template, you're assumed to be (mostly) human.

UNDERSTANDING RACIAL TEMPLATES

The traits on a racial template apply to *every* member of the race. They might define the race's physiology, psychology, and supernatural powers – even its dominant culture.

Each racial trait appears with its point cost in brackets []. Racial cost is the total of these costs. When you buy a racial template, *don't* record its name and cost as you would an advantage – add all its traits to your character sheet, at their usual costs.

Attribute Modifiers: These adjust the attributes you purchase for your delver; e.g., "ST-1; DX+1" means "subtract

one from ST; add one to DX." Apply modifiers *after* buying your professional template and adjusting its attributes using advantage points. Attribute modifiers also adjust maximum allowed values; for example, a human can buy ST 20, or 25 if a barbarian, but a race with ST+4 raises these limits to ST 24 and 29.

Secondary Characteristic Modifiers: Calculate your secondary characteristics from your final attributes and then apply these racial modifiers. Here again, modifiers adjust limits; e.g., a human's Basic Move can be up to the figured value +3, or +6 if a scout, while a race with Basic Move+1 can have +4 or +7. Size Modifier (p. 12) appears here, where it differs from SM 0.

Advantages: Gifts every member of the race has. You *must* take these. If they overlap advantages required by or chosen from your professional template, you get whatever level the total points can afford. If that number of points can't buy a higher level of the trait, for whatever reason, keep the level you *can* buy and spend the leftover points on further professional advantages.

Disadvantages: Problems every member of the race has. You *must* take these, too – and if they overlap choices from your professional template, choose different traits from that template unless there's a way to combine the two to get a more severe level. Racial and professional disadvantages together can exceed the standard -50 points.

Features: Differences from humanity that are neither net benefits nor net drawbacks. Features cost 0 points.

Speaking from Experience

Elves hate half-breeds but I got the last laugh: I inherited their wizardly gifts. Every intelligent race has gifts. Halflings are born to skullduggery; dwarves, to unearthing treasure. Even unintelligent races have their uses: ogre-spawn stop arrows well.

– Zephyra, Wizard

Example: Jen decides to play a cat-folk swashbuckler. The swashbuckler template (pp. 36-37) allocates 60 points for advantages – but the cat-folk template (p. 43) costs 40 points, so Jen will have only 20 points left for professional advantages.

The swashbuckler template lists ST 11, DX 15, IQ 10, HT 13, HP 11, Will 10, Per 10, FP 13, Basic Speed 7.00, and Basic Move 7. Jen spends 20 advantage points to improve DX to 16, incidentally raising Basic Speed to 7.25.

The cat-folk template gives ST-1, changing Jen's ST to 10 [0] and thus HP to 10. Cat-folk also get DX+1, raising Jen's DX to 17 [140], further increasing Basic Speed to 7.50. Finally, cat-folk have Per+1, improving Per to 11 [5]. Jen's final scores are ST 10, DX 17, IQ 10, HT 13, HP 10, Will 10, Per 11, FP 13, Basic Speed 7.50, and Basic Move 7.

As a swashbuckler, Jen *must* take Combat Reflexes [15] – but all cat-folk have that. The 15 points for the extra copy aren't enough to improve Combat Reflexes to Enhanced Time Sense [45], so Jen spends them on further professional advantages. She raises Enhanced Parry from 1 to 2, for 5 points, and buys Striking ST 2 [10]. Since cat-folk get Striking ST 2, this gives Striking ST 4, as explained in *Maximum Advantage Level* (p. 46). No other cat-folk and swashbuckler advantages overlap.

Although most cat-folk disadvantages aren't options for swashbucklers, one is: Impulsiveness. Cat-folk have Impulsiveness (12) [10]. Jen had already chosen that trait from the swashbuckler template. She *could* merge the two into Impulsiveness (6) [-20], but that looks fatal – since cat-folk *must* have Impulsiveness, she changes her professional choice to Short Attention Span (12) [-10].

Finally, Jen reviews the effects of her choices. Having DX 17, Per 11 instead of the DX 15, Per 10 the swashbuckler template assumes raises all DX-based skills by two levels and Per-based skills by one level. Jen's decision to buy another level of Enhanced Parry means her Parry score gets +2 instead of +1, *on top of* the effects of higher skill. And with ST 10 and Striking ST 4, Jen looks up ST 14 when she visits the *Damage Table* (p. 10).

PLAYER CHARACTER RACES

The following races are widespread enough to be found in good-sized human towns, where most shops sell equipment suited to them. In human *cities*, they have their own neighborhoods where businesses cater specially to them. Dwarves, elves, gnomes, and halflings also have settlements of their own; cat-folk aren't organized enough, and half-*anything* races aren't numerous enough.

Racial traits sometimes include special abilities. Descriptions of these follow the template.

CAT-FOLK

Racial Cost: 40 points

Cat-folk are the most common of the so-called “beastmen.” Their physical gifts make them exceptional adventurers. A cat-boy or -girl (as they prefer to be known) resembles a lithe human with classic feline ears, whiskers, teeth, claws, and tail. Cat-folk fur is short, often with rosettes, spots, tabby markings, or tiger stripes.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Catfall [10]; Combat Reflexes [15]; Night Vision 5 [5]; Sharp Claws [5]; Sharp Teeth [1]; Striking ST 2 [10]; Temperature Tolerance 1 (Cold) [1].

Disadvantages: Impulsiveness (12) [-10]; Laziness [-10]; Phobia (Entering Water) (15) [-2].

Features: Tail (not prehensile, and easily tucked into armor).

Special Cat-Folk Traits

Catfall: Identical to the thief ability of the same name; see p. 39.

Sharp Claws: Punches and kicks inflict *cutting* damage – not crushing. Gloves and footwear that expose claws cost no extra. They let you deal cutting damage *instead of* crushing damage at +1 for gauntlets or boots; see *Striking (Exploits,*

pp. 38-39). Existing armor can be modified – roll as in *Fixer-Uppers (Exploits,* p. 15), but at an extra -1.

Sharp Teeth: Bites inflict *cutting* damage – not crushing.

Temperature Tolerance: Identical to the barbarian ability of the same name; see p. 16.

DWARF

Racial Cost: 20 points

Dwarves are essentially hardy-but-stumpy humans who see well in the dark and like caves and gold. There's doubtless much more to them than that, as any dwarf will argue if you foolishly say that aloud. “Bearded” and “likes ale” generally aren't qualifications sought by adventuring parties, however.

A dwarf is usually between 3'3” and 4'8” tall, averaging just under 4'. Weights range from 120 lbs. at the short end to well over 350 lbs.; even an *average* dwarf can weigh in at nearly 200 lbs.! A dwarf's girth offsets height enough to give SM 0, like a human, but dwarves and humans can't wear each other's armor.

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: FP+3 [9]; Basic Move-1 [-5].

Advantages: Dwarven Gear [1]; Lifting ST 2 [6]; Night Vision 5 [5]; Pickaxe Pendant 1 [5]; Resistant to Poison 6 [6]; Tough Skin 1 [3].

Disadvantages: Greed (12) [-15]; Stubbornness (12) [-5].

Features: Armor isn't interchangeable with human armor.

Special Dwarf Traits

Dwarven Gear: 10% off the final price of gear qualified as “dwarven”: armor, rations, shields, weapons, whetstones, etc.

Lifting ST: Identical to the barbarian ability of the same name; see p. 16.

Pickaxe Pendant: You're a natural at fighting, bashing, and mining with axes and picks. Add +1 per level to the Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), and Two-Handed Axe/Mace skills. Also add +1 per level to Dodge or DX rolls to avoid falling rocks, collapsing walls, burial alive, etc. You may buy up to three more levels in play, for 5 points/level.

Tough Skin: Identical to the barbarian ability of the same name; see p. 16.

ELF

Racial Cost: 20 points

Elves have pointy ears, stand some 2" taller than humans of similar weight, and boast remarkable eye and hair colors. They're long-lived enough that most have goals grander than adventuring (their lifespan provides *no* benefit to a delver and costs no points), and the majority are reclusive or haughty enough to avoid non-elves. You're an exception – a "wood elf" or "green elf" with a hands-on approach to defending nature.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Secondary Characteristic Modifiers: Basic Move+1 [5].

Advantages: Appearance (Attractive) [4]; Elven Gear 1 [1]; Forest Guardian 2 [10]; Magery 0 [5].

Disadvantages: Sense of Duty (Nature) [-15].

Features: Green hair.

Special Elf Traits

Elven Gear: 10% off the final price of gear qualified as "elven": armor, rations, weapons, etc.

Forest Guardian: You're the product of eons of selective breeding for the mission of sneaking around in the bushes, peppering litterers with arrows. Add +1 per level to the Bow, Camouflage, Fast-Draw (Arrow), Stealth, and Survival (Woodlands) skills. Also add +1 per level to reaction rolls from druids, faeries, and bunnies. You may buy up to two more levels in play, for 5 points/level.

Magery 0: If you're a wizard, this overlaps Magery (p. 41) and you can spend the 5 points on other professional advantages. If you belong to another profession, you can sense mana and magic items. You can also learn (and cast!) wizardly spells that don't require Magery 1+, *if* you meet the spells' other prerequisites – but you'll need to find a teacher in play. If you're a bard, cleric, or druid, list spells learned through Magery 0 separately, as they obey the rules for wizards, not your profession; e.g., an elven bard who learned Sense Foes as a wizard would get no Bardic Talent bonus but wouldn't need to sing to cast it.

Half-Elf

Racial Cost: 20 points

Half-elves are the most common variety of "elves" ordinary folk encounter (which speaks volumes about the virtue of elves . . .). They resemble slender humans with vivid dye jobs.

Elves *don't* extend them the courtesy of Elven Gear. Half-elves reciprocate by kicking the occasional bunny.

Attribute Modifiers: DX+1 [20].

Advantages: Magery 0 [5].

Disadvantages: Social Stigma (Half-Breed) [-5].

Features: Any hair color *but* a reasonable human one.

GNOME

Racial Cost: 20 points

Gnomes are diminutive craftsmen who are equally at home in rolling hill country and underground. They aren't "runty dwarves" but a distinct, proud race. Rumors abound of "Hell Gnomes" – a tribe that went bad. Gnomes claim this term refers to demonic imps, not proper gnomes (but don't seem comfortable with the topic, all told).

Like a dwarf, a gnome is usually between 3'3" and 4'8" tall. Gnomes aren't as hefty – weights range from 90 to 250 lbs. An average gnome stands 3'9" or 3'10" and weighs 140-150 lbs. This gives gnomes SM -1. Their armor is no lighter than the standard SM 0 kind, but the two aren't interchangeable.

Secondary Characteristic Modifiers: SM -1; FP+3 [9]; Basic Move-1 [-5].

Advantages: Honest Face [1]; Night Vision 5 [5]; Resistant to Poison 5 [5]; Widget-Worker 2 [10].

Disadvantages: Curious (12) [-5].

Features: Armor interchangeable only with that of SM -1 races.

Special Gnome Traits

Widget-Worker: Your deft hands and clockmaker's mind help you locate parts and assemble and disassemble mechanisms – crossbow triggers, door hinges, locks, etc. Add +1 per level to the Armory (Missile Weapons), Forced Entry, Lock-picking, Scrounging, and Traps skills. Also add +1 per level to all rolls to avoid harm when things go wrong while you're tampering with a mechanism. You may buy up to two more levels in play, for 5 points/level.

HALF-OGRE

Racial Cost: 20 points

Ogres are huge, hideous humanoids. Sometimes (*don't* ask) one interbreeds with an orc or human. The result? A half-ogre, which isn't as large, clumsy, or stupid as an ogre, and thus can pass as a big, dumb (mostly) human. A half-ogre's Social Stigma holds even when parentage is unclear – all such creatures are clearly half-*something* and wholly uncouth.

A half-ogre's height and weight are comparable to a muscular human's – usually no less than 6'2" and 170 lbs.

Attribute Modifiers: ST+4 [40]; IQ-1 [-20]; HT+1 [10].

Advantages: Fearlessness 1 [2]; Night Vision 3 [3]; Tough Skin 1 [3].

Disadvantages: Appearance (Ugly) [-8]; Social Stigma (Savage) [-10].



Special Half-Ogre Traits

Tough Skin: Identical to the barbarian ability of the same name; see p. 16.

HALF-ORC

Racial Cost: 20 points

Goblin-kin are a huge category of ugly, borderline-civilized brutes who discriminate among themselves on the basis of size and purity of blood: Orcs are the medium-sized, not-too-stupid ones that bully the others. Half-orcs aren't *half* anything (never ask "Half orc and half *what?*") – they're the product of generations of inbreeding among offspring of orc rapine. Those accepted by orcs are found glowering across the battlefield at delvers; the rejects are found in town, where they often become delvers for want of a job.

Half-orcs are roughly human-sized, though those with lots of orc (or ogre) blood can be 1" or 2" taller and 5-20 lbs. heavier.

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: HP+1 [2].

Advantages: Acute Hearing 1 [2]; Night Vision 5 [5]; Rapid Healing 5 [5]; Resistant to Disease 5 [5]; Resistant to Poison 5 [5].

Disadvantages: Appearance (Unattractive) [-4]; Social Stigma (Savage) [-10].

HALFLING

Racial Cost: 0 points

Halflings are half human height, whence the name. They enjoy food, stealing, drink, sneaking, tobacco, and

shooting things. While most are rosy-cheeked and good-natured, there are plenty of sallow, evil-tempered halflings. Given their natural predilections, they gravitate toward organized crime. Mobster halflings like little better than whacking rival gangsters, grabbing the dough, and enjoying a spaghetti dinner afterward.

Halflings range from 2'5" to 3'6" in height, with weights between 45 and 150 lbs. *Average* ones are 2'7" to 3' tall and weigh 60-90 lbs. They're extremely stocky, but even so have SM -2. Their armor is no lighter than the SM 0 kind but not interchangeable with it – and halflings usually stick to light armor owing to their low ST.

Attribute Modifiers: ST-3 [-30]; DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: SM -2; HP+2 [4]; Basic Move-1 [-5].

Advantages: Halfling Marksmanship 2 [10]; Honest Face [1]; Silence 2 [10].

Disadvantages: Gluttony (12) [-5]; Kleptomania (12) [-15].

Features: Hairy feet. Armor interchangeable only with that of SM -2 races.

Special Halfling Traits

Halfling Marksmanship: You're a crack shot with ranged weapons. Add +1 per level to the Bow, Sling, Throwing, and Thrown Weapon (Dart, Knife, and Stick) skills. Also add +1 per level to reaction rolls, Merchant rolls, and Streetwise rolls when trying to buy or sell a ranged weapon at a favorable price. You may buy up to two more levels in play, for 5 points/level.

Silence: Identical to the scout ability of the same name; see p. 35.

CHAPTER FOUR

ADVANTAGES

An **advantage** is a useful trait that gives you a mental, physical, or social “edge” over someone else who otherwise has the same abilities as you. Like all traits, each has a cost in character points. For some advantages, this cost is fixed. Others are bought in **levels**, usually at a flat cost per level;

e.g., “5 points/level.” Still others come in several varieties, each with its own cost.

Maximum Advantage Level

When an advantage comes in levels or varieties, the higher levels and more capable varieties cost more character points. In most cases, there’s a cap on the number of levels allowed or points you can spend. That’s the *highest* of these three limits:

- The maximum noted on your professional template; e.g., Magery 6 for a wizard or Outdoorsman 4 for a druid.
- The maximum under *Exceptional Abilities (Exploits, p. 93)*, which covers character growth in play; e.g., Enhanced Dodge 3 for a martial artist or Ridiculous Luck for a holy warrior.
- The maximum noted in the advantage description itself.

If your racial template includes an advantage that comes in levels, raise your limit by the included number of levels. For instance, professional templates generally permit just two levels of Striking ST, but cat-folk get two levels as a racial trait, so *cat-folk* can have up to Striking ST 4.

If *none* of the above applies, there’s no limit – you’re welcome to buy as much of the trait as you can afford!



ADVANTAGE LIST

The advantages described in this chapter are available to *anyone* . . . in theory. Most are options for several professions; a couple, for *every* profession. Even if your template omits one of them, you’re free to use points from quirks to buy it. The catch is that with just five points, you’ll be limited to the most modest traits and the lowest levels of those that come in levels.

Advantages restricted to members of particular professions or races don’t appear in this list, but under the relevant templates. The only way to start with such abilities is to create that kind of character! However, you *might* be able to acquire them later if the GM uses *Exceptional Training (Exploits, p. 93)* or *Traits Gained in Play (Exploits, p. 94)*.

Absolute Direction

5 points

You always know which way is north, and you can always retrace any path you’ve followed within the past month, no

matter how faint or confusing. This ability doesn’t work in strange planes of existence, but it *does* work underground and underwater. It gives you +3 to the Body Sense and Navigation skills.

Acute Senses

2 points/level

Each Acute Sense is a separate advantage that gives +1 per level to all Sense rolls (*Exploits, p. 9*) you make – or the GM makes for you – using *one particular sense*:

Acute Hearing gives a bonus to hear things (e.g., an enemy sneaking around) and to notice sounds. *2 points/level.*

Acute Taste and Smell gives a bonus to notice tastes and smells (e.g., poison). *2 points/level.*

Acute Touch gives a bonus to detect something (e.g., a concealed mechanism) by touch. *2 points/level.*

Acute Vision gives a bonus to see things and to visual searches (e.g., for traps or footprints). *2 points/level*.

With the GM's permission, you may also buy Acute Sense advantages for Detect Evil (p. 20), Detect Good (p. 26), and similar supernatural senses.

Ambidexterity

5 points

Most people have one dominant hand, and suffer -4 to DX when fighting or otherwise acting with the other ("off") hand. You don't! You can use both hands equally well. This *doesn't* enable extra actions in combat – get Extra Attack (p. 49) for that.

Animal Empathy

5 points

You're unusually talented at reading the motivations of animals. When you meet one, the GM will roll against your IQ and tell you what you "feel." This will reveal the beast's emotional state (friendly, frightened, hostile, hungry, etc.) and whether it's under supernatural control – and for that matter whether it's natural or summoned, an illusion, or similar.

Also make a reaction roll (3d), at -5 for a genuine monster but with a bonus equal to your level of Animal Friend, if any. On a roll of 10+, it waits for long enough to let you try an Influence roll (**Exploits**, p. 10), usually meaning Intimidation. To attempt Diplomacy or Fast-Talk, you'll need Song of the Wild (p. 18), Speak with Animals (p. 24), or a Beast Speech spell (**Spells**, p. 18).

Animal Friend

5 points/level

You have a gift for interacting with animals. You get +1 per level (maximum four) to the Animal Handling, Disguise (Animals), Mimicry (Animal Sounds and Bird Calls), Riding, and Veterinary skills. You also get +1 per level on reaction rolls from all animals, be they mundane, giant, or dire.

Appearance

4, 12, or 16 points

You're unusually good-looking, giving you bonuses to reaction rolls and Sex Appeal skill. The levels of favorable Appearance are:

Attractive: +1 on reactions and Sex Appeal. *4 points*.

Handsome/Beautiful: +4 on reactions from those attracted to members of your sex, and on Sex Appeal; +2 reactions from everyone else. *12 points*.

Very Handsome/Very Beautiful: +6 on reactions from those attracted to members of your sex, and on Sex Appeal; +2 reactions from others. *16 points*.

You may specify that your looks are impressive *instead* of sexy. This gives you a flat reaction bonus from everyone: +1 for Attractive, +3 for Handsome/Beautiful, or +4 for Very Handsome/Very Beautiful. There's no Sex Appeal bonus, but cost is unchanged.

Reaction modifiers for Appearance affect only those who can *see* you. As well, they apply only to humans and the races in Chapter 3 – though the GM is free to extend them to demons, faeries, gods, and other supernatural entities that take humanoid forms.

If you're unpleasant-looking, Appearance is a *disadvantage*; see p. 56. Most delvers have "Average" Appearance, which costs nothing, does nothing, and isn't worth noting.

Born Entertainer

5 points/level

Crowds love you – they really *love* you! You get +1 per level (maximum four) to the Acting, Dancing, Performance, Public Speaking, and Singing skills. Moreover, after a successful performance with any of those skills, you get +1 per level to the *first* reaction roll or Influence roll (**Exploits**, p. 10) involving any audience member or several of them as a group.

USING ADVANTAGES

Most advantages either work all the time or are available the moment you need them. Animal Friend (above) gives a *permanent* skill bonus, Attractive (above) grants a *full-time* reaction bonus, Energy Reserve (pp. 48-49) can be spent *instantly* if it isn't empty, Extra Attack (p. 49) applies *whenever* you attack, Tough Skin (p. 16) *constantly* protects you, and so on.

This also holds for advantages that work in secret. For example, Danger Sense (p. 48) requires *you* to do nothing – the GM will roll if there's danger nearby! No special time or effort is involved.

A few advantages work only by request. To invoke Empathy (p. 48), Intuition (p. 50), Luck (p. 51), or Wild Talent (p. 54), for instance, you must tell the GM. This still takes no time or effort beyond that of any task affected – but you *do* have to ask.

An advantage requires actual time – or a maneuver in combat – only if its description says as much. No trait in this chapter works this way, but some professional abilities do; e.g., Control Animal (p. 24) needs a Concentrate maneuver and Uninterrupted Flurry (p. 31) requires a Ready maneuver.

Born War-Leader

5 points/level

You intuitively understand the codes, tools, and methods of the warrior class. You get +1 per level (maximum four) to the Connoisseur (Weapons), Leadership, Savoir-Faire, Strategy, and Tactics skills. You also get +1 per level on reaction rolls from professional fighters.

Charisma

5 points/level

You have a natural ability to impress and lead others. Each level gives +1 on all reaction rolls and Influence rolls (*Exploits*, p. 10) when you *actively* interact – negotiate, petition, trade, etc. – with IQ 6+ beings, though the GM may rule that Charisma doesn't affect Elder Things and similar alien entities. You also get +1 per level to the Leadership, Panhandling, and Public Speaking skills.

Most delvers are limited to Charisma 4. Bards can have *any amount!*

Combat Reflexes

15 points

You have extraordinary reactions, and are rarely surprised for more than a moment. You get +1 to all your active defense scores (Dodge, Block, and Parry), +1 to Fast-Draw skill, +2 to Fright Checks (*Exploits*, pp. 10-11), and +6 on all IQ rolls to wake up and to recover from mental stun (*Exploits*, p. 27).

Speaking from Experience

Many people focus on the others' flaws. The gods forgive, however, so I think it better to recognize virtues – especially when assembling a group to battle Evil. Rather than judge others, I offer myself to be judged: I lack the warrior's reflexes and the bard's charisma, yet Heaven has blessed me with deep reserves of Holy energy. My prayers heal the fighting man, let the rhymester rhyme in any tongue. In a battle of weapons or words, does that make me a liability or a valuable ally?

– Francesco Zombani, Cleric

Cultural Adaptability

10 points

You're familiar with a broad spectrum of cultures. When dealing with IQ 6+ beings of *any* kind, you may ignore -3 of any penalty the GM assesses for them being foreign, alien, or monstrous. This includes the entire -3 under *Making Deals* (*Monsters*, p. 5) and the first -3 under *Monster Reactions* (*Exploits*, pp. 11-12).

Danger Sense

15 points

You can't depend on it, but sometimes you just know *something's wrong* . . . If you have Danger Sense, the GM will roll once against your Perception, secretly, in any situation involving an ambush, impending disaster, hidden hazard, etc. Success will give you enough of a warning that you can take action. A roll of 3 or 4 will also provide a little detail as to the danger's nature.

Eidetic Memory or Photographic Memory

5 or 10 points

You have an amazing memory! *Anyone* may try an IQ roll to recall the general sense of past events – the better the roll, the truer the memory, but the GM will never volunteer more than sketchy details. *You* can do better. This trait comes in two levels:

Eidetic Memory: You *automatically* remember the general sense of everything you concentrate on. To recall precise details – the weakness of a monster fought in the past, the orcs' password, which floor tiles are trapped, etc. – make an IQ roll. Success means the GM must remind you truthfully. *5 points.*

Photographic Memory: As above, but no IQ roll is ever required. Whenever you, the *player* forget a precise detail your *character* has experienced, the GM must remind you if you ask! *10 points.*

Empathy

15 points

You have a "feeling" for *people* – meaning *natural* IQ 6+ beings (and specifically not animals, plants, or supernatural entities, which call for Animal Empathy, Plant Empathy, or Spirit Empathy, respectively). Whenever you interact with someone like that, you may ask the GM for a secret IQ roll.

On a success, the GM will tell you that individual's general emotional state; whether their intentions toward you are friendly or hostile; whether they're lying to you (*not* the truth – just whether they're being truthful!); whether they're under the influence of mind control or possession; and, for someone you know, whether you're dealing with them or an impostor (illusion, doppelganger, etc.). Failure means the GM *lies!*

You also get +3 to your Detect Lies skill, regardless of who you're using it on.

Energy Reserve

3 points/level

You have a separate pool of energy points you can spend as Fatigue Points (pp. 10-11) on magic of one specific kind. You can't use this energy for *anything* else – but by the same token, external attacks, conditions, and circumstances that sap FP can't deplete it! Your Energy Reserve recharges separately from FP at one point per 10 minutes, no matter what you're doing. The related Recover Energy spell (*Spells*, p. 38) accelerates this as usual.

This trait comes in three varieties:

Energy Reserve (Druidic): Used to cast druidic spells normally or from scrolls, and to power Druidic abilities or druidic magic items that cost FP. Affected by druidic Recover Energy. *3 points/level.*

Energy Reserve (Holy): Used to cast clerical spells normally or from scrolls, and to power Holy abilities or clerical magic items that cost FP. Affected by clerical Recover Energy. *3 points/level*.

Energy Reserve (Magical): Used to cast wizardly spells normally or from scrolls, and to power Bard-Song abilities or wizardly magic items that cost FP. Affected by wizardly Recover Energy. *3 points/level*.

Spellcasters may buy up to 20 levels of the appropriate Energy Reserve. Everybody else is limited to three levels (to help power scrolls, magic items, etc.).

Enhanced Block, Dodge, or Parry

5 or 15 points/level

You're unusually adept at one specific active defense (*Defense Rolls*, **Exploits**, pp. 46-47):

Enhanced Block: You have +1 per level to your Block score with *either* Cloak or Shield skill. You must specialize in one particular Block defense. *5 points/level*.

Enhanced Dodge: You have +1 per level to your Dodge score. *15 points/level*.

Enhanced Parry: You have +1 per level to your Parry score *either* unarmed or with one specific melee weapon skill – specify which. *5 points/level*.

Most delvers can buy just *one* level of each trait. Combat Reflexes (p. 48) gives +1 to *all* defenses for 15 points, so buy that before Enhanced Dodge.

Extra Attack

25 points/level

Dungeon Fantasy normally limits you to *one* attack per turn regardless of how many weapons or limbs you have. Each level of Extra Attack grants you one *additional* attack on any turn when you select the Attack, All-Out Attack, or Move and Attack maneuver, subject to these rules:

Legal Attacks: Attacks can be unarmed or use any *ready* weapon, melee or ranged.

Limbs: Extra Attack *doesn't* cancel the -4 for the "off" hand (get Ambidexterity, p. 47), the -2 for kicking (get Seven Secret Kicks, p. 31), or any similar penalty.

All-Out Attack: When you All-Out Attack (**Exploits**, p. 30), you must select *one* type of bonus for *all* your attacks that turn. You can't take All-Out Attack (Determined) with one attack, All-Out Attack (Strong) with another. If you choose All-Out Attack (Double) to increase your number of attacks, you get *one* additional attack.

Move and Attack: When you Move and Attack (**Exploits**, pp. 30-31), all restrictions from that maneuver affect *all* your attacks that turn.

Rapid Strike/Dual-Weapon Attack: No matter how many attacks Extra Attack and All-Out Attack (Double) give you, you may trade only *one* per turn for *either* a Rapid Strike (**Exploits**, p. 38) or a Dual-Weapon Attack (**Exploits**, p. 36), at the usual

penalty. Your remaining attacks are in addition to this, and don't suffer the penalty.

Multiple Targets: You may distribute multiple attacks among foes however you like.

Feinting: You may exchange attacks for feints. Roll exactly as for the Feint maneuver (**Exploits**, p. 30). If the attack used would have a penalty for the "off" hand, Move and Attack, Rapid Strike, or Dual-Weapon Attack, this also applies to your feint. If the feint works, it benefits all attacks *on the same foe* that follow it *this turn*.

Barbarians, holy warriors, and scouts can buy Extra Attack 1. Knights, martial artists, and swashbucklers can get Extra Attack 2. Thieves and spellcasters *cannot* usually have this trait.

Fearlessness

2 points/level

You're difficult to frighten or intimidate! Add your Fearlessness level to your Will whenever you make a Fright Check (**Exploits**, pp. 10-11) or roll to resist supernatural fear. Against the Intimidation skill (p. 79), add Fearlessness to Will *and* subtract it from your rival's skill level.

Fit or Very Fit

5 or 15 points

You resist adversity better than your HT suggests. This trait comes in two levels, neither of which is compatible with Unfit or Very Unfit (p. 67):

Fit: You get +1 to *all* HT rolls (to avoid knockdown, unconsciousness, or death, to resist disease, poison, or magic, etc.). This *doesn't* improve your HT attribute or HT-based skills! You also recover FP at twice the normal rate. *5 points*.

Very Fit: As above, but the bonus to HT rolls is +2. In addition, you *lose* FP to heat, exertion, and other mundane exhaustion at half the normal rate (this has no effect on FP spent to power spells or special abilities, or lost to attacks, disease, or poison). *15 points*.

Flexibility or Double-Jointed

5 or 15 points

Your body is unusually flexible. This advantage comes in two levels:

Flexibility: You get +3 to the Climbing and Escape skills, and to all attempts to break free from a grapple or pin (**Exploits**, p. 41). You may ignore up to -3 of any penalties the GM assesses for working in close quarters. *5 points*.

Double-Jointed: You get +5 to Climbing, Escape, and attempts to break free, and may ignore up to -5 in penalties for close quarters. When using a one-handed melee weapon, you may make attacks to the *opposite* side of your body without a Wild Swing (**Exploits**, p. 38) and try to parry attacks from that side (**Exploits**, p. 47). *15 points*.



Green Thumb

5 points/level

You have a knack for understanding plants and their uses. You get +1 per level (maximum four) to the Herb Lore, Naturalist, and Pharmacy skills. You also get +1 per level on reaction rolls from sentient plants and fungi.

Hard to Kill

2 points/level

You're incredibly difficult to kill. Each level of Hard to Kill gives +1 to HT rolls made for survival at $-1 \times \text{HP}$ or below, and on any HT roll where failure means instant death (due to heart failure, poison, etc.).

Hard to Subdue

2 points/level

You're hard to knock out. Each level of Hard to Subdue gives +1 to all rolls to remain conscious – including HT rolls at 0 HP or less, Will rolls at 0 FP or less, and any roll that a poison, potion, spell, or monster ability allows to resist sleep or unconsciousness.

Healer

10 points/level

You're gifted at healing. You get +1 per level (maximum four) to the Diagnosis, Esoteric Medicine, First Aid, Pharmacy, Surgery, and Veterinary skills. This helps you see frailties, too – add the same bonus to Physiology and Psychology. Finally, when you care for a patient your skills and spells cannot cure directly, your efforts *still* give +1 per level to that person's HT rolls for *Natural Recovery* (*Exploits*, p. 62) and recovery from disease and poison.

High Pain Threshold

10 points

You're as susceptible to injury as anyone else, but you don't *feel* it as much. You suffer no shock penalty (*Exploits*, p. 60) for injury, and half of the normal penalty (drop fractions) for other sorts of pain. You also get +3 on HT rolls to avoid knock-down (*Exploits*, p. 60), and on all rolls to resist physical torture, spells that inflict pain, and so on.

Honest Face

1 point

You look generally harmless – true or not! When your group is stopped by the Town Watch or King's Men, it's never *your* pack they inspect. Outside of town, bad guys never assume *you* are the dangerous one who must be taken out first (too bad for your pals . . .). You also get +1 to Acting skill rolls for the sole purpose of “acting innocent.”

Intuition

15 points

You usually guess right. Faced with a number of clear alternatives and no logical way to choose between them, you can ask the GM to let you use your Intuition. The GM will make a secret IQ roll for you, at +1 per “good” choice and -1 per “bad” choice. Success means the GM will steer you toward a good choice; on a critical success, this is the *best* choice. Failure gives you no information – but on a critical failure, the GM will guide you toward a *bad* choice. Only one roll per question is allowed.

The GM should never allow Intuition to short-circuit an adventure – for instance, by avoiding every trap by asking “Left or right?” before each step. At most, Intuition would point the delver to the corridor with the fewest traps.

Language Talent

10 points

You have a knack for languages. You pay just 2 points for written *or* spoken comprehension of a language other than Common, or 4 points for both. This useful mostly to delvers who want to learn five or more written *and* spoken languages. See *Obscure Tongues* (p. 9) for a list.

Languages

3 or 6 points/language

As *Language, Please!* (p. 9) explains, written *or* spoken comprehension of each language beyond Common costs 3 points. Written *and* spoken comprehension costs 6 points per language.

Luck, Extraordinary Luck, or Ridiculous Luck

15, 30, or 60 points

You're just plain lucky! This trait comes in three levels:

Luck: Once per hour of *play*, you may reroll a single dice roll twice and take the best of the three rolls! You must declare that you're using your Luck immediately after you roll the dice – once you or anyone else has made another roll, it's too late. When the GM rolls in secret (e.g., to see if you notice something), you may state that you're using your Luck ahead of time, in which case the GM will roll three times and give you the best result. *15 points.*

Extraordinary Luck: As above, but usable every 30 minutes. *30 points.*

Ridiculous Luck: As above, but usable every 10 minutes! *60 points.*

Your Luck applies only to *your* success, damage, or reaction rolls; on outside events that affect you or your whole party; or when *you* are attacked, in which case you may make the attacker roll three times and take the *worst* roll!

After using Luck, you must wait an hour of *real* time (30 minutes for Extraordinary Luck, 10 minutes for Ridiculous Luck) before doing so again. You can't use Luck at 11:58 and then again at 12:01. And you can't save up Luck, playing for hours without using it and then invoking it several times in a row.

Magic Resistance

2 points/level

Magic is less likely to affect you. Subtract your Magic Resistance from the skill of anyone casting a clerical, druidic, *or* wizardly spell on you (Bard-Song abilities count as spells for this purpose). Also add it to your resistance roll against these things, if any. For instance, if you have Magic Resistance 3, spellcasters have -3 to cast spells on you *and* you get +3 to resist. As well, you may roll against HT + Magic Resistance to resist the effects of magic potions.

Magic Resistance interferes only with *spells cast directly on you*. It provides no benefit against Missile spells (which are cast on the wizard's hand and *hurled* at you), attacks by magic weapons, or information-gathering spells that don't specifically have you as their subject. It also has no effect on Chi Mastery, Druidic Arts, Holy Might, or innate monster abilities that don't explicitly count as spells.

You *cannot* "turn off" Magic Resistance to let friends cast spells on you (e.g., to heal you) or to benefit from helpful potions! You also *cannot* combine it with Bardic Talent, Magery, Power Investiture, or Power Investiture (Druidic) – even one level of Magic Resistance means you can't cast spells at all (though you can still use magic weapons).

Mind Shield

4 points/level

You have a "shield" that warns you of and defends against mental attacks. Add your Mind Shield level to IQ, Will, or Per whenever you resist a supernatural attempt to affect your *mind*: Communication and Empathy spell, Mind Control spell, Bard-Song ability, or any monster ability involving emotion control, mental illusions, mind control, mind reading, possession, etc.

Your shield also resists supernatural attempts to *locate* your mind. Such abilities must win a Quick Contest against your Will + Mind Shield level to find you.

Mind shield never interferes with *your* abilities. You may voluntarily lower it to keep it from blocking others; e.g., to let a friend read your mind. Lowering or raising it is a free action, but must take place at the start of your turn in combat. Mind Shield protects while you're asleep or unconscious, unless you fell asleep or were knocked out while it was voluntarily lowered.

Night Vision

1 point/level

Your eyes adapt rapidly to darkness. Each level of this ability (maximum nine) allows you to ignore -1 in combat and Vision penalties due to darkness, provided there's at least some light; e.g., Night Vision 4 eliminates darkness penalties up to -4 and reduces -7 to just -3.

Regardless of level, Night Vision works only in *partial* darkness – it has no effect on the -10 for *total* darkness.

Outdoorsman

10 points/level

You have a great rapport with the great outdoors. You get +1 per level (maximum four) to the Camouflage, Disguise (Animals), Fishing, Mimicry (Animal Sounds and Bird Calls), Naturalist, Navigation, Survival, Tracking, and Weather Sense skills. You also get +1 per level on HT rolls to avoid harm when *failure* with those skills exposes you to cold, poisonous berries, etc.

Penetrating Voice

1 point

You can really shout! In situations where you *want* to be heard, this gives others +3 to their Hearing rolls. You also get +1 to Intimidation rolls when you surprise someone by yelling.

Perfect Balance

15 points

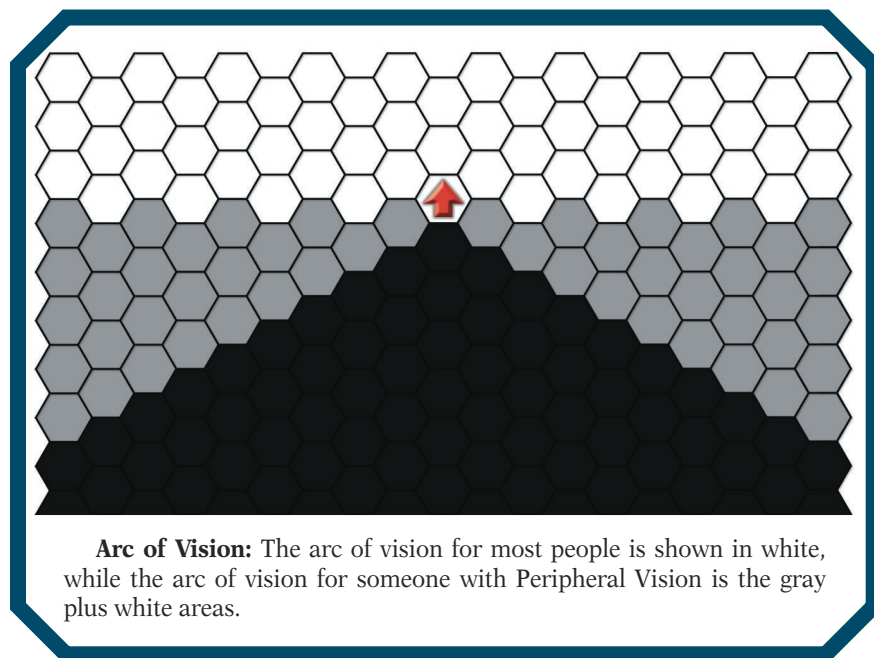
No matter how narrow the walking surface (tightrope, ledge, tree limb, etc.), you can always keep your footing without having to make a dice roll under normal conditions. If the surface is wet, slippery, or unstable, you get +6 on rolls to keep your feet. In combat, you get +4 to DX and DX-based skill rolls to stay standing or avoid being knocked down (e.g., by knockback). Finally, you get +1 to the Acrobatics and Climbing skills.

Peripheral Vision

15 points

You have an unusually wide field of vision. You can see a 180° arc in front of you without turning your head, and have 30° of peripheral vision to either side of *that*. This gives you a 240° “arc of vision” for observation and ranged attacks. The figure below shows the arc of vision for most people (white) and for someone with Peripheral Vision (gray plus white).

On a battle map, you can make melee attacks into your side (right and left) hexes as well as your front hexes – although a one-handed attack to the opposite side (e.g., attacking your left hex with your right hand) is clumsy and considered a Wild Swing (*Exploits*, p. 38). You still cannot attack a foe directly behind you except with a Wild Swing.



Arc of Vision: The arc of vision for most people is shown in white, while the arc of vision for someone with Peripheral Vision is the gray plus white areas.

This also helps on defense! If you're attacked from your right or left hex, you defend at no penalty. Even against attacks from behind, your active defense is at only -2.

Out of combat, you get +3 to all rolls to detect Shadowing attempts or ambushes from behind, and the GM will *always* make a Vision roll for you to spot dangers “behind your back.”

Rapid Healing or Very Rapid Healing

5 or 15 points

Your wounds heal quickly. This trait comes in two levels:

Rapid Healing: Add +5 to all HT rolls to recover lost HP or see if you can get over a crippling injury. *5 points.*

Very Rapid Healing: You get the +5 above. Moreover, whenever you heal by *any* means, multiply HP healed by 2 if your HP score is 1-19, 3 if 20-29, 4 if 30-39, and so on – see *Effects of Healing (Exploits*, p. 62). *15 points.*

Very Rapid Healing is usually reserved for barbarians. Neither level hastens recovery from *short-term* injury effects like stunning and knockout.

Recovery

10 points

You recover from unconsciousness quickly! When you're unconscious for *any* reason – including poisons, potions, and spells that cause sleep – divide duration by 60: hours become minutes, minutes become seconds. This applies whether revival is automatic or depends on a roll, but it doesn't make HT rolls to avoid death while mortally wounded, comatose, etc. any more frequent.

Resistant to Disease

1 point/level

You're innately less vulnerable to disease, natural or supernatural. Add your level (maximum six) to all HT rolls against it.

Resistant to Poison

1 point/level

You're naturally resistant to poison. Add your level (maximum six) to all HT rolls against it. This doesn't affect magic potions, helpful *or* hostile.

Serendipity

15 points/level

You're regularly in the right place at the right time. Each level of Serendipity entitles you to one fortuitous-but-plausible coincidence per game session.

The GM determines the details. Effects should be *at least* as good as a successful skill roll to find a person, place, or thing, even if the delver isn't trying – and perhaps as good as a *critical* success if the adventurer succeeds at such a roll.

Examples: Getting Stuff Cheap (Exploits, pp. 13-14) offers an example for town – success at Scrounging normally yields a \$10 find (loose change, ordinary quarterstaff, etc.), but you might scrounge something valuable, like a wizard's staff. On the road, you might stumble upon the herb that cures an ally's disease, or a friendly farmstead when the party is starving. In the dungeon, you might find a secret door by accidentally leaning on it!

You're free to *suggest* serendipitous occurrences, but the GM has the final say. If the GM fails to work Serendipity into the game session, you'll get your lucky breaks next session.

Signature Gear

1 point/item

You have a distinctive possession that's as much a part of your personal legend as are your reputation and skills. You must pay for this normally using some combination of *Starting Money* (p. 95) and *Extra Money* (p. 95). It has to be a single item (e.g., weapon), a toolkit (e.g., lockpicks), or several pieces of armor of one type bought as a set (from a pair of gloves to a suit of plate armor). It cannot be consumable, like arrows or a potion, but there are no other limits – if you can afford a fine, magical sword, it can be Signature Gear!

Spending the point to make an item Signature Gear "insures" it against the vagaries of adventuring. If you misplace it or sell it unwillingly, or it's stolen or confiscated, the GM must give you an opportunity to recover it during the course of the adventure. If it's truly lost forever through no fault of your own, the GM will contrive to replace it with similar equipment of comparable value. But if you sell or give away Signature Gear of your own free will, it's *gone* – along with the point you spent!

Spirit Empathy

10 points

You're in tune with spirits: angels, demons, elementals, ghosts, spirit-animals, totems, etc. (*not* Elder Things!). Whenever you encounter such a being, you may ask the GM for an IQ roll like the one described for Empathy (p. 48); success gives you a feeling for the entity's general intentions. As well, you may attempt Influence rolls (*Exploits*, p. 10) on spirits, which most mortals cannot. Spirit Empathy *doesn't* prevent spirits from seeking to harm you – it just gives you a fighting chance against their plots.

Striking ST

5 points/level

You can deliver more powerful blows than your ST score would indicate. Add your Striking ST (maximum two levels)

to base ST for the purposes of finding thrust and swing damage (*Damage Table*, p. 10), meeting the ST requirements of weapons, and determining the range of thrown and missile weapons. Striking ST has no effect on HP or Basic Lift.

*The weapon is important.
The warrior, even more so.
Whether with shining sword
or humble club, there
is no substitute for
striking true and, above
all, striking hard.*



*– Samar Alqatil,
Holy Warrior*

Trademark Move

1 point/move

You have a distinctive set of actions you favor in combat. You *must* pick a maneuver from among Attack, Move and Attack, or a specific All-Out Attack option; you *may* tack on Dual-Weapon Attack (*Exploits*, p. 36) or Rapid Strike (*Exploits*, p. 38), or Deceptive Attack (*Exploits*, p. 38). For each attack this gives, you *must* also select a weapon, attack mode, and hit location (*Exploits*, pp. 53-54). The total modifier to each attack roll has to add up to -1 or worse; note the penalty and the damage roll in each case.

Examples: This can be as simple as, "Attack with an axe swing to the neck (-5 to hit, 2d+2 cutting)" – or as complex as, "All-Out Attack (Strong) done as a Dual-Weapon Attack, with a saber thrust to the vitals made as a Deceptive Attack giving -1 to defenses (-9 to hit, 1d+2 impaling) and a knife swing to the throat (-9 to hit, 1d+1 cutting)."

When you do *precisely* this move – no substitutions! – you get +1 to all attack rolls.

The cunning plan is to avoid wasting precious game time consulting obscure rules, finding modifiers to attack and damage rolls. The GM should do all this *once* for each Trademark Move, and require the player to *write down* the details.

Unfazeable

15 points

It's *impossible* to frighten or intimidate you! You're totally immune to Fright Checks (*Exploits*, pp. 10-11), the Intimidation skill (p. 79), and all varieties of supernatural fear. This makes Fearlessness (p. 49) redundant for you, and prohibits you from having any kind of Phobia (p. 64).

Voice

10 points

You have a naturally clear, resonant, and attractive voice. This gives you +2 with the Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing skills. You also get +2 on any reaction roll made by someone who can hear your voice.

Wealth

10, 20, or 30 points

You have excellent financial connections in town. Most delvers start out with \$1,000 (*Starting Money*, p. 95) and sell loot other than coins or gems at a mere 40% of its value (*Getting a Good Price*, *Exploits*, pp. 15-16). You can do better. Favorable Wealth comes in three levels:

Comfortable: You start with \$2,000 and sell at 60%. 10 points.

Wealthy: You start with \$5,000 and sell at 80%. 20 points.

Very Wealthy: You start with \$20,000 and sell at 100%! 30 points.

If you're poorly connected, Wealth is a *dis-advantage*; see p. 67. Most adventurers have "Average" Wealth, which costs nothing.

Weapon Bond

1 point

You own a weapon that's uniquely suited to you, and get +1 to effective skill when using it. This has nothing to do with magic or quality – you're just *used* to your weapon. If you lose the weapon, you lose the point you spent! To avoid this fate, also define the weapon as Signature Gear (p. 53).

You may start play with a bond to any weapon you can afford. If you acquire a better weapon later on, you can buy a new Weapon Bond but *not* transfer an existing one.

Weapon Master

Variable

You have legendary training or unnerving talent with a particular class of weapons:

- All weapons! 45 points.
- Swords (any blade used with the Broadsword, Knife, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, or Two-Handed Sword skill). 35 points.
- Fencing weapons (any blade used with the Main-Gauche, Rapier, Saber, or Smallsword skill). 30 points.
- Knightly weapons (anything used with the Axe/Mace, Broadsword, Flail, or Shield skill). 30 points.
- Two weapons normally used together (e.g., broadsword and shield, or rapier and main-gauche). 25 points.
- One specific weapon (e.g., nunchaku or rapier). 20 points.

• Bow (all weapons used with the Bow skill, which simply don't differ much). 20 points.

• Knives (any blade used with the Knife or Main-Gauche skill – which is the same price as one weapon because knives aren't terribly effective). 20 points.

When using a suitable weapon, you gain these benefits:

• Add +1 *per die* to basic thrust or swing damage if you know the relevant weapon skill at DX+1. Add +2 per die if you know that skill at DX+2 or better!

• Halve the penalty for a Rapid Strike in melee combat; see *Rapid Strike* (*Exploits*, p. 38). If you also have Heroic Archer, reduce the rapid-shooting penalty from -3 to -1.

• Halve the penalty to parry more than once per weapon or hand; see *Number of Parries* (*Exploits*, p. 48).

• When wielding a weapon within your class with which you're unskilled, you enjoy an improved default with its skill: DX-1 if DX/Easy, DX-2 if DX/Average, or DX-3 if DX/Hard. This doesn't save you points when you *learn* these skills.

If a weapon within your class can be thrown, all relevant benefits *also* apply when throwing it.

Speaking from Experience

Good warrior fights not so bad with any ol' sword. Great warrior makes deal with one sword: "I take care of you an' you take care of me, okay?" Bond with sword, master sword, make sword part of you. Sword will repay you by hitting hard an' fast an' true! Sword will always come back, too. Adventure life way too cray-cray to be sure you'll always find better sword in chest or replace lost sword in dungeon.

– Miao Miao, Swashbuckler

Wild Talent

20 points/level

You can simply *do* things without knowing how. Once per game session per level of Wild Talent, you may attempt a roll against *any* skill, using your score in its controlling attribute at no default penalty: straight IQ if IQ-based, DX if DX-based, and so on. All situational and equipment modifiers apply normally, as do modifiers for advantages or disadvantages.

The skill used doesn't need to have a default; e.g., you can try Alchemy or an obscure Hidden Lore specialty. It might even be limited to specific professions, allowing Esoteric Medicine, Exorcism, and Herb Lore. You must have Trained by a Master (p. 31) to use chi skills this way, however. Likewise, while you can cast spells, you need Bardic Talent or Magery for wizardly spells, Power Investiture for clerical ones, or Power Investiture (Druidic) for druidic ones; roll against IQ plus the level of the enabling advantage.

Wild Talent has no effect on skills you *know*. Most delvers can have only one level, martial artists can have two, and bards (who hoard lore) can have any amount!

CHAPTER FIVE

DISADVANTAGES

A **disadvantage** is a problem or imperfection that renders you less capable than your attributes, advantages, and skills would indicate. That includes anything with a negative character point cost – not just the traits in *this* chapter.

But why give heroic adventurers flaws?

The completely pragmatic motive is this: Because disadvantages have negative character point costs, they *give you extra points* with which to improve your character in other ways. The calculating gamer should be aware that they also limit you in proportion to their point value. Always study disadvantage descriptions to know what you're getting into!

As well, not every disadvantage would be seen as a problem *in the game world*. Traits like Charitable, Honesty, Selfless, Sense of Duty, and Truthfulness are *virtues*, as their names suggest. (Choose different examples if your exaggerated fantasy “alignment” of choice is Evil or Chaos rather than Good or Order, but the basic principle holds.) People often respect Codes of Honor and Disciplines of Faith, even if they don't share them. Such qualities are still disadvantages in game terms because they limit your freedom of action; e.g., Truthfulness means you'll have trouble lying, even to your archenemy.

Finally, the most memorable fantasy heroes are defined not by perfection but by their valiant struggles to overcome “tragic flaws,” be those physical disabilities (like missing body parts) or moral shortcomings (e.g., greed, lust, or rage). A few imperfections make your character *more interesting* – and hopefully more fun to play!

Self-Control Rolls

Many mental disadvantages don't affect you constantly – you may attempt to control your urges. An asterisk (*) appears next to the point cost of any disadvantage that offers a chance to resist. For each such trait, choose a **self-control number**: the number you must roll less than or equal to on 3d to avoid giving in. This multiplies point value as follows:

Self-Control Number:	6	9	12	15
Point Value Multiplier:	2x	1.5x	1x	0.5x

Drop all fractions; e.g., $-15 \times 1.5 = -22.5$ points, which becomes -22 points.

For the listed base cost, your self-control number is 12; you must roll 12 or less on 3d to avoid giving in to your problem. Choose 15 for a tendency, 9 for a severe case, or 6 for a *crippling* flaw. Note the self-control number in parentheses after the disadvantage's name on your character sheet; e.g., if you can resist Berserk on a roll of 9 or less, write “Berserk (9).”

In circumstances likely to trigger your problem, you may opt to roll 3d against your self-control number to see whether your disadvantage affects you. A roll less than or equal to this number means you resist – this time. Otherwise, you suffer the listed effects. This is called a **self-control roll**.

Self-control rolls are subject to modifiers. Exceptionally mild or severe stimuli can give bonuses or penalties; drugs, magic, pain, and countless other things can influence your resolve. See the disadvantage description for specific examples. Beneficial traits such as high Will and Mind Shield *never* help self-control rolls, though – that's part of what makes your mental problems *disadvantages*.

You never *have* to try a self-control roll – you can always give in willingly, and it's good roleplaying to do so. The roll is for times when you really *need* to resist your urges. If you attempt self-control rolls frivolously or too often, the GM may penalize you for bad roleplaying by giving you fewer earned points; see *Awarding Bonus Character Points (Exploits, p. 92)*.

*Sincerity and altruism are
all too often disadvantages in
the scheming mortal world –
but enduring that ordeal
without faltering assures one
of a place in the Eternal.*



– Sister Miriam
Suntemple, Cleric

Old War Wounds

Some severe physical disadvantages appear here mostly because permanent crippling or dismemberment can inflict them during adventures; see *Effects of Crippling (Exploits, p. 61)*. These bear a dagger (†) as a warning: *They're best avoided by delvers*. You can choose them anyway, but be prepared to live with the consequences!

If you acquire such a disadvantage in play, it lowers your point value until you get magical healing; see *Healing Magic (Exploits, pp. 62-63)*. If you choose it during character creation, however, eliminating it has a higher cash cost *and* a point cost; see *Buying Off Disadvantages (Exploits, p. 93)*.

DISADVANTAGE LIST

Whereas advantages are often restricted to particular professions – with only a modest list truly available to all – *anyone* can have almost *any* disadvantage described here. That doesn't mean they're universally suitable! A warrior who suffers from Combat Paralysis, Low Pain Threshold, Post-Combat Shakes, and Very Unfit won't survive for long, while a spellcaster will find Illiteracy maddening. To guide players away from bad choices and toward appropriate ones, each template recommends spending its disadvantage budget on only a subset of problems.

That said, *players are always free to choose the disadvantages they prefer*, subject to these rules:

- You *must* take disadvantages on your professional template that aren't selected by spending a budget on a list; e.g., all martial artists have Disciplines of Faith (Chi Rituals) because that's what makes their powers work. Such traits are fixed and mandatory.
- You cannot have disadvantages explicitly forbidden to your profession; e.g., a cleric can't be Excommunicated.
- You cannot select a disadvantage that one of your advantages mitigates or negates; e.g., if you have Acute Hearing, you

cannot take Hard of Hearing. Contradictory disadvantages, such as Skinny and Overweight, are also mutually exclusive.

- You cannot have more disadvantages than are budgeted for on your professional template, except as a result of racial disadvantages.
- You cannot alter racial disadvantages.

The GM *may* make exceptions to any of this. The GM's only *obligation* is to exercise sadistic creativity to ensure that each of a PC's disadvantages comes up at least once per adventure!

As with advantage prices, disadvantage cost is fixed in some cases, per level for others, and variable for yet others.

Absent-Mindedness

-15 points

You have trouble focusing on any noncombat activity that isn't of immediate personal interest. You have -5 on all IQ and IQ-based skill rolls except those for the task you're currently concentrating on.

If you're assigned or obliged to undertake a *boring* or *repetitive* task (e.g., guard duty or counting money), roll vs. Will at -5 every five minutes. Failure means you get lost in thought: That -5 to IQ-based rolls affects whatever you're supposed to be doing, and you must make a Perception roll at -5 to *notice* any event short of personal physical injury!

Finally, you tend to forget trivial tasks and items. Whenever it's important that you performed such a task or brought such an item – e.g., “Did the last one in bar the door?” or “Did you bring a spare torch?” – the GM will call for an IQ roll at -2. Failure means the detail slipped your attention.

Appearance

-4 or -8 points

Your looks are unappealing, penalizing reaction rolls and Sex Appeal skill. Two levels of unfavorable Appearance are available to delvers (monsters can be uglier!):

Unattractive: -1 on reactions and -2 to Sex Appeal. -4 points.

Ugly: -2 on reactions and -4 to Sex Appeal. -8 points.

These reaction penalties affect only those who can *see* you. They're usually limited to humans and the races in Chapter 3, but the GM is free to extend them to beings that take humanoid forms.

If you're good-looking, Appearance is an *advantage*; see p. 47. Most delvers have “Average” Appearance, which costs no points and has no special effect.

DISADVANTAGE LIMIT

Each professional template includes -50 points of negative-cost traits and no more. There are good reasons for this.

On one hand, cunning players will carefully pick weaknesses their characters' strengths can compensate for. Even if they don't, *Dungeon Fantasy* heroes are *powerful* – their problems rarely limit them much. Thus, disadvantages effectively increase the game's power level by generating extra points which go toward yet more abilities, which in turn render the disadvantages even *less* relevant. Letting this go too far leads to starting delvers who are as capable as experienced ones. Such “power creep” defeats the purpose of a game about heroes improving as they face ever-greater threats.

On the other hand, inexperienced gamers who take too many disadvantages risk crippling their characters. This can make the players unhappy, even turn the entire game into a less-than-epic tale of freakish crazy people. The more points in disadvantages permitted, greater the odds of this.

To avoid these fates, the GM is *strongly* advised to limit negative-cost traits to -50 points, plus another -5 points from quirks (p. 68) – even if the players beg for “. . . just five more points so I can afford this cool ability.” This is extra-important when using *Custom Professions* (p. 14).

Racial disadvantages are an exception. Such problems are over and above the recommended limit. That's because each racial template spends its extra points on abilities that suit the race – they player doesn't get them to spend on whatever is most powerful.

Bad Temper

-10 points*

You aren't in full control of your emotions. Make a self-control roll in any stressful situation. If you fail, you lose your temper and must insult, attack, or otherwise act against the cause of the stress.

Berserk

-10 points*

You tend to rampage out of control! Make a self-control roll whenever you suffer injury over HP/4 in the space of one second *or* fail a self-control roll for Bad Temper. Failure means you go berserk. You may *deliberately* go berserk by taking a Concentrate maneuver and making a successful Will roll.

Once you're berserk, the following rules apply:

- If armed with a melee weapon, you must make an All-Out Attack each turn a foe is in range. If no foe is in range, you must use a Move maneuver to get as close as possible to a foe – and if you can Move and Attack, you will.
- If the enemy is more than 20 yards away and you have a ranged weapon ready when you go berserk, you may use it with an All-Out Attack (Determined) maneuver – no Aim maneuver allowed! – before you charge into melee combat.
- If for any reason you end up in a posture other than standing, you must use the Change Posture maneuver to stand as soon as possible.
- You're *immune* to shock, knockdown, and stun, and your injuries cause no penalty to your Move score. You make all rolls to remain conscious or alive at +4 to HT. If you fail no rolls, you remain alive and madly attacking until you reach -5×HP. Then you fall – dead!
- When you down a foe, you may (if you wish) attempt another self-control roll to see if you snap out of the berserk state. If you fail or don't roll, you remain berserk and attack the next foe. You'll treat any friend who attempts to restrain you as a foe! You get to roll again each time you down a foe, and you get one extra roll when no more foes remain. If you're still berserk, you'll start to attack your friends . . .

Once you snap out of the berserk state, all your wounds affect you immediately. Any remaining HT rolls required – for crippling, consciousness, etc. – are *not* at +4.

Blindness†

-50 points

You cannot see *at all*. On adventures, you must travel slowly and carefully, or have a companion lead you. Many actions are impossible for you – the GM should use common sense.

You have -6 to all combat skills. You *can* use melee weapons but you *cannot* target a particular hit location. With a ranged weapon, you can only attack randomly, or engage targets so close you can hear them. All this assumes you're accustomed to blindness. If you *suddenly* lose your eyesight, you fight at -10, as though in total darkness. In either case, you suffer no *extra* penalties for operating in the dark.

Blindness is incompatible with vision abilities. If you have such traits when blinded in play, they do nothing until your Blindness is cured.

Bloodlust

-10 points*

You want your enemies *dead*. In battle, you must go for killing blows, and put in an extra shot to make sure of a downed foe. You must make a self-control roll whenever you need to accept a surrender, evade a sentry, take a prisoner, etc. Failure compels you to try to kill your foe instead – even if that means compromising stealth, straying from a plan, or (in town) breaking the law. Out of combat, you never forget that a foe is a foe.

This applies only to “legitimate” enemies: bandits, monsters, etc. In a tavern brawl or a scuffle over treasure with your allies, you're free to fight less lethally.

Speaking from Experience

Ah, the deplorable “flaw” of hating the enemy. Clerics prattle about mercy – a wonderful fantasy for townsfolk! Out in the wilds, ruthlessness is the law. It's a kill-or-be-killed world. The barbarians have it right: Slaughter foemen in a berserk rage and leave mercy to the gods.

– Llandor the Gray, Scout

Bully

-10 points*

You like to push people around whenever you can get away with it. This might mean physical attacks or intellectual or social harassment. Make a self-control roll to avoid *gross* bullying when you know you shouldn't – but to roleplay your character properly, you should bully anybody you can. Since nobody likes a bully, others react to you at -2.

Callous

-5 points

You don't care about others' feelings or pain; if you take note of their emotions, it's only to manipulate them. When you interact socially with anybody who has previously experienced your callousness – or who possesses the Empathy advantage – you have -1 to reaction rolls and -3 to skill rolls. You also get a permanent -3 to the Teaching skill.

Ruthlessness has its perks! Add a permanent +1 to the Interrogation and Intimidation skills. However, merely seeing you use either skill (or hearing the screams . . .) counts as experiencing your callousness; you'll have permanent social penalties with all witnesses.

Callous is incompatible with Charitable (p. 58) and Selfless (p. 65).

Charitable

-15 points*

You're acutely aware of others' emotions, and feel compelled to help those around you – even legitimate enemies. Make a self-control roll in any situation where you could render aid or are specifically asked for help, but should resist the urge. If you fail, you *must* offer assistance, even if that means violating orders or walking into a potential trap.

Charitable is incompatible with Callous (p. 57).

BROKEN PROMISES

Disadvantages that cause neither penalties (to skills, reaction rolls, etc.) nor gross physical effects (like One Arm) compel you, *the player*, to be a good sport and have your character act appropriately. If you don't – especially with Code of Honor (below) or Vow (p. 67) – the GM can withhold bonus character points until enough accrue to eliminate the trait, and then buy it off for you. See *Awarding Bonus Character Points (Exploits*, p. 92) and *Buying Off Disadvantages (Exploits*, p. 93). If you keep your promises, you'll be able to use those points to improve your abilities – it's your choice.

Sense of Duty (pp. 65-66) is special in this regard: The GM may *override* you if you ignore it! That's the tradeoff for its powerful ability to override all your other mental problems.

Chummy or Gregarious

-5 or -10 points

You work well with others and seek out company. This trait comes in two levels, neither of which is compatible with Loner (p. 63):

Chummy: When alone, you're unhappy and distracted, and suffer -1 to IQ-based skills. -5 points.

Gregarious: You're *miserable* when alone, and use IQ-based skills at -2 – or at -1 if in a group of four or less. -10 points.

Clueless

-10 points

Sophisticated manners, clever wit, and many everyday social graces are beyond you. Most people find you annoying and react to you at -2. You also get -4 to the Savoir-Faire skill. Realizing that your cluelessness is causing problems – or that you're the butt of a joke – takes an IQ roll at -4.

Unless you have Gullibility (p. 61), you're no easier to take advantage of or influence with Fast-Talk – except when someone is trying to convince you that an attractive person is interested in you. Then you resist at -4. As an upside, you're oblivious to *actual* attempts to seduce you, and resist Sex Appeal at +4.

Code of Honor

-5, -10, or -15 points

You take pride in a set of principles that you live up to at all times. You must do more than pay lip service to this Code of Honor to claim points for it – you have to be a true follower! This will often require dangerous, even *reckless* behavior, and foes who know you're honorable may force you into unfair situations.

The point value of a Code depends on how much trouble it's liable to get you into and how arbitrary and irrational its requirements are:

Code of Honor (Outlaw's): You live by the rules (really *guidelines*) of the Thieves' Guild, a pirate crew, or a gang: Always avenge an insult, regardless of the danger; your buddy's foe is your own; never attack a buddy except in a fair, open duel. Anything else goes! -5 points.

Code of Honor (Gentleman's): Never break your word. Never ignore an insult, which may be wiped out only by an apology or a duel (*not* necessarily to the death!). Never take advantage of an opponent in any way; weapons and circumstances must be equal. This holds only among civilized folk – merchants and authorities, elves and dwarves, lords and ladies (even *Evil* ones), etc. Treat outlaws and monsters as horribly as you wish. -10 points.

Code of Honor (Soldier's): If you lead, do so from the front and look out for your troops; if you follow, obey orders and look out for your buddies; either way, be willing to fight and die for your unit's honor. This normally applies toward your adventuring party – but if the adventure involves actual armies and warfare, you must obey the "rules of war," treat an honorable enemy with respect, and take care of any gear you're issued. -10 points.

Code of Honor (Bushido): As Code of Honor (Gentleman's) – but in addition, you cannot turn down a challenge from an honorable foe (anyone who follows a Code worth -10 or -15 points) and would risk suicidal danger before accepting defeat. -15 points.

Code of Honor (Chivalry): As Code of Honor (Gentleman's) – but in addition, you must protect anyone weaker than yourself and never refuse to defend civilization against Evil, however hopeless the battle. -15 points.

Combat Paralysis

-15 points

You tend to "freeze up" in combat situations, and receive -2 to Fright Checks. This has *nothing* to do with Cowardice (p. 58) – you may be brave, but your body betrays you!

Whenever personal harm seems imminent, make a HT roll. Don't roll until the instant you need to fight, run, etc. Regardless of HT, any roll of 14+ is a failure. Success lets you act normally. Failure means you're mentally stunned (*Exploits*, p. 27). To break the freeze, make another HT (*not* IQ) roll every second, at a cumulative +1 per turn after the first;

if a friend uses up a turn to give you a quick slap, add +1 to your cumulative roll. Once you succeed, you won't freeze again until the current danger is over.

Combat Paralysis is mutually exclusive with Combat Reflexes (p. 48).

Compulsive Behavior

-5 or -15 points*

You have a habit that clouds your judgment. You'll indulge whenever you have the opportunity, unless you can make a self-control roll. If you cannot indulge for more than a day (common on an adventure!), you'll suffer from Bad Temper (p. 57) with the same self-control roll as your Compulsive Behavior until you can scratch your itch.

In addition, *most* forms of Compulsive Behavior raise the \$150/week cost of living in town (p. 96) and penalize certain rolls. Varieties that raise cost of living are incompatible with Miserliness (p. 63) – and cost of living increases from multiple types add! These effects are tied to self-control number:

Self-Control Number	Cost of Living Increase	Penalty
6	+\$120/week	-4
9	+\$90/week	-3
12	+\$60/week	-2
15	+\$30/week	-1

Specific varieties are:

Compulsive Carousing: You love to party! Make a self-control roll to avoid trying a mind-altering substance, accepting a drink, dancing with satyrs, etc. In town, feasting and partying raise cost of living. You receive +1 to reactions from fellow partiers, but puritanical folk (GM's decision) react to you at the penalty on the table. *-5 points.**

Compulsive Gambling: You live to gamble. Make a self-control roll to avoid playing a game of chance, accepting a bet, etc. In town, constant wagering raises cost of living – though if you know the Gambling skill, *Scoring Extra Cash (Exploits, p. 14)* may offset this. You're widely viewed as a credit risk; apply the penalty on the table to *Finding a Sponsor (Exploits, pp. 14-15)*. *-5 points.**

Compulsive Generosity: You're too open-handed. Make a self-control roll whenever a hard-luck case asks for cash; failure means donating at least \$5 times your margin of failure (*more is good roleplaying!*). In town, such charity raises cost of living. You get +1 to reactions from temples and beggars, but suffer the penalty on the table when you must resist calls for monetary aid via Fast-Talk, mind control, etc. *-5 points.**

Compulsive Lying: You lie constantly. Make a self-control roll to tell the truth *even to your friends* (roll out of sight of the other players!). Failure means you *lie* – regardless of the consequences. There's no cost of living increase, but the penalty on the table applies to reactions from any NPC who catches (or has *ever* caught) you lying. As this trait can endanger the whole party, the GM may wish to forbid it. *-15 points.**

Compulsive Spending: You live large! Make a self-control roll anytime you're given a chance to buy something that matches your quirks or interests *and* you have more than twice

the asking price on hand. Failure means you buy. Upgrades to essential delving gear count – but you can sell off old stuff to keep costs down. In town, your tastes raise cost of living. Apply the penalty on the table to Merchant or Streetwise rolls for *Getting Stuff Cheap (Exploits, pp. 13-14)*. *-5 points.**

Compulsive Vowing: You never simply *decide* to do something; you must make it an oath. There's no penalty or cost of living increase – but at all times you must have *and adhere* to the equivalent of Vows (p. 67) equal in point value to this trait. *-5 points.**

Cowardice

-10 points*

You're extremely careful about your physical well-being. Make a self-control roll whenever you're called on to risk physical danger – at -5 if you must risk *death*. Failure means you must refuse to endanger yourself unless threatened with *greater* danger!

Cowardice also penalizes Fright Checks whenever physical danger is involved:

Self-Control Number:	6	9	12	15
Fright Check Penalty:	-4	-3	-2	-1

Curious

-5 points*

You're naturally very inquisitive. This isn't the curiosity that affects *all* adventurers ("What's in the dungeon?"), but the *rash* kind ("What happens if I drink *this* potion?"). Make a self-control roll when presented with an interesting or unfamiliar item or situation. Failure means you must examine it – push buttons, pull levers, open doors, etc. – even if you *know* it will be dangerous. Faced with a genuine mystery, failure compels you to investigate further; you simply cannot turn your back on it.

Disciplines of Faith

-5 or -10 points

You live by a strict set of rules in order to achieve a greater understanding of your faith – whether as a personal decision or as a requirement of your religion. Point value reflects the inconvenience:

Disciplines of Faith (Chi Rituals): See *Chi Abilities* (pp. 30-31) for requirements and effects. *-10 points.*

Disciplines of Faith (Mysticism): You engage in trance-like contemplation when you can, and chant and fuss with prayer beads the rest of the time. The GM will give you -2 to notice danger in the first case, and give danger +2 to notice *you* in the second (most monsters *detest* incense and mantras). Speaking in riddles causes everyone but devout coreligionists to react to you at -2. *-10 points.*

Disciplines of Faith (Ritualism): You have an elaborate ritual for every aspect of life – waking, eating, *everything* – but aren't *quite* as annoying as a mystic. Effects are half as severe as for Mysticism. *-5 points.*



Easy to Read

-10 points

Your body language betrays your true intentions. Others get +4 on *all* rolls to discern your motives or the truth of your words: Detect Lies skill, Gambling skill when you're bluffing, IQ rolls for Empathy, and even Communication and Empathy spells to divine your emotions or whether you're lying.

This *isn't* the same as Truthfulness (p. 67). You have no moral problem with lying, but your face or stance gives the game away.

Fanaticism

-15 points

You believe so strongly in a philosophy or religion that you put it ahead of everything else! You obey its behavior codes and leaders *willingly* and *unquestioningly*. You never get a self-control roll – or even a roll to realize when you're being used.

If you're unprepared to follow blindly and “do whatever it takes” – even risk death – *don't take this disadvantage*.

Frightens Animals

-10 points

Your supernatural aura triggers fear and aggression in beasts. You can't have Animal Empathy (p. 47) or Animal Friend (p. 47), and receive -4 on reaction rolls from animals – mundane, giant, or dire – and to the Animal Handling and

Disguise (Animals) skills. This causes peaceful beasts to shy away (horses won't let you ride them, and you can't keep ordinary pets), while vicious ones like watchdogs and dire animals attack savagely. Anyone who witnesses these reactions, and those with Animal Empathy, will react to you at -1. Sentries with guard beasts will decide how to deal with you based on the *animal's* reaction roll, not their own!

Gluttony

-5 points*

You're overly fond of food and drink. Given the chance, you must always burden yourself with extra provisions. You should never willingly miss a meal. Make a self-control roll when presented with a tempting morsel or good wine that you should resist for some reason. Failure means you partake – regardless of the consequences.

Greed

-15 points*

Even more than most delvers, you lust for wealth! Make a self-control roll whenever riches are offered – as payment for fair work, treasure, spoils of crime, or even obvious bait.

Modifiers: -5 if the offer exceeds twice the cash you currently have on hand. If you have Honesty (p. 61), +5 for a shady deal or +10 for outright crime.

Failure means you'll do whatever it takes to get the payoff, however illegal or ill-advised.

Gullibility

-10 points*

There's one born every minute, and you're it. Make a self-control roll whenever you're confronted with a lie – or even an improbable truth.

Modifiers: -6 for a lie involving something with which you have no familiarity (e.g., anything to do with magic for a barbarian), -3 for a *plausible* lie concerning a topic you are familiar with (e.g., anything to do with wilderness or weapons for that barbarian), or no modifier for something utterly outlandish (e.g., "Of course all wizards are vampires – everyone knows *that!*").

Failure means you believe what you were told! You also have -3 to the Merchant skill and on any roll to resist having your credulity exploited. You can *never* learn the Detect Lies skill.

Ham-Fisted

-5 points/level

You have unusually poor motor skills. Each level of this disadvantage (maximum two) gives -3 to the Fast-Draw, Knot-Tying, Lockpicking, Pickpocket, and Sleight of Hand skills, and to *DX*-based Traps rolls. This *doesn't* affect IQ-based tasks, large-scale *DX*-based ones, or any combat-related rolls other than Fast-Draw.

This disadvantage is mutually exclusive with High Manual Dexterity (p. 39).

Hard of Hearing

-10 points

You're at -4 on Hearing rolls, and on any skill roll where it's important to understand sounds or speech. When *you* are talking, this disadvantage has no effect. Hard of Hearing is mutually exclusive with Acute Hearing (p. 46).

Honesty

-10 points*

You *must* obey the law and do your best to convince others to do so. This limits your options in civilized lands – particularly in town. You cannot trade on the black market, shoplift, pick pockets, debase coin, or violate a contract with a sponsor; see *Scum and Villainy (Exploits, p. 14)*. You can fight or kill only in self-defense or a formal contest (dueling counts in *Dungeon Fantasy*). You cannot commit robbery, burn thatched-roofed cottages, etc. If jailed but treated fairly and assured of a trial, you won't try to escape.

Make a self-control roll when faced with the "need" to do such things. Failure means you won't, whatever the consequences. Success lets you try – but if you go through with it, make a *second* self-control roll afterward. Failure compels you to turn yourself in to the Town Watch or King's Men!

In uncivilized wilderness or a dungeon, you're free to slaughter monsters and bandits, loot the bodies, and pillage

their treasure. You needn't recognize the "laws" of Evil: dark lords, demons, etc. If captured by such villains, you may do whatever it takes to escape.

You tend to assume that other civilized humanoids – *not* monsters – are as honest as you are. Make an IQ roll to realize that someone might be dishonest if you haven't seen proof.

While one meaning of "honest" is "truthful," Honesty is not Truthfulness (p. 67). You may lie freely as long as you don't break the law!

Illiteracy

-3 points

You cannot read or write Common; see *Language, Please!* (p. 9).

Impulsiveness

-10 points*

You prefer action! When you're alone, you'll act first and think later. In a group, you hate talk and debate. When your friends stop to discuss something, put in your two cents' worth quickly – if at all – and then *do something!*

Make a self-control roll whenever hasty action seems unwise. Failure means you *must* act.

Intolerance

-5 or -10 points

You're openly prejudiced against some or all people (*not* monsters!) who are different from you. Those affected react to you at -1 if you don't speak or act, -3 if you just talk, or -5 if you take action. Point value depends on scope:

Intolerance (Targeted): You despise *one narrow group*. Examples are Evil religions (clerics, holy warriors, and cultists of sinister faiths), urbanites (inhabitants of large cities – not merely villagers or townfolk), or a specific race (e.g., elves). -5 points.

Intolerance (Broad): You detest *anybody* who isn't like you in one particular regard. The most common examples are all religions *but* your own (for clerics and holy warriors, this affects not only members of Evil faiths but also druids, devotees of foreign religions, and anybody else who doesn't support the temple) and all intelligent races *but* your own (e.g., anyone but elves). -10 points.

Jealousy

-10 points

You're cold toward those who seem better than you in any way, and you *hate* it when someone else has the limelight! If a PC you see as a rival proposes a plan, you suffer the effects of Stubbornness (p. 66) automatically. You effectively have Intolerance (above) of NPC "rivals," and suffer the reaction penalties described for that disadvantage.

Kleptomania

-15 points*

You're compelled to steal. Make a self-control roll whenever you have a chance to steal – at up to -3 if the item is especially interesting to you (not necessarily *valuable*, unless you're low on cash or have Greed). Failure means you must try to steal it. You may keep or sell stolen goods, but you may not return or discard them.

Klutz or Total Klutz

-5 or -15 points

You're prone to gross physical blunders. You may have up to DX 13 and still choose this trait, but you're more awkward than your DX suggests. This disadvantage comes in two levels:

Klutz: The GM will make a secret DX roll for you once per day. Failure means you'll drop, knock over, or stumble into *something* at an ill-timed moment. You'll often end up paying for broken goods at shops in town, and when a "random" party member blunders into an undetected trap on an adventure, it's usually you. -5 points.

Total Klutz: As above, but in addition, failures on *noncombat* DX and DX-based skill rolls (e.g., most uses of Climbing or Stealth) are considered *critical* failures for you! -15 points.

Speaking from Experience

Everybody has weaknesses; for instance, I know next to nothing about magic. The whole point of banding together to raid a dungeon is to cover for each other. But there are weaknesses and then there are liabilities. Somebody who blunders into every deathtrap and slips on every climb – or who's missing an important body part as a result of such an accident – is a liability. I don't expect everybody I travel with to be as fit as a lifelong student of the martial arts, but I do believe in avoiding liabilities.

– Masha Deathfoot, Martial Artist

Lame†

-10, -20, or -30 points

You've lost the use of one or both legs.

Crippled Leg: You have both legs but one is damaged. You're at -3 on anything that requires use of the legs, including all melee combat skills (but not *ranged* combat skills). You *must* reduce Basic Move to half your Basic Speed, dropping fractions; you get full points for this. -10 points.

Missing Leg: You've *lost* a leg. You're at -6 on tasks that require use of the legs. You can still kick, but the -2 for a kick adds to this -6. A peg leg lets you stand up and walk slowly.

You *must* reduce Basic Move to 2; you get full points for this. Without your peg leg, you cannot stand, walk, or kick. -20 points.

Legless: Both legs are crippled or missing. You're at -6 on tasks that require use of the legs, and you cannot stand, walk, or kick at all. You *must* reduce Basic Move to 0; you get full points for this. -30 points.

For simplicity's sake, active defenses are at -1 if your penalty is -3, or -3 if it's -6.

Someone with Crippled Leg or Missing Leg can opt to fight from a sitting posture at -2 to melee attacks, -2 to defenses. Any Lame person can fight lying down at -4 to melee attacks, -3 to defenses. These penalties are *instead* of -3 or -6 to melee attacks and the corresponding -1 or -3 to defenses.

Missing legs are harder to cure magically than crippled ones, but they can't be struck for injury.

Laziness

-10 points

You're averse to labor. In town, halve cash and discounts from *Getting Stuff Cheap* (**Exploits**, pp. 13-14) unless you're shoplifting something specific; e.g., a mere \$5 of freebies if scrounging, -5% if bargain hunting, or -10% if crafting or brewing. Do the same for *Scoring Extra Cash* (**Exploits**, p. 14) – even petty crime is too much like work. *Scrap* (**Exploits**, pp. 16-17) and *Selling the Tale* (**Exploits**, p. 17) also earn you half as much; you won't shop around. And when you roll for *Finding a Sponsor* (**Exploits**, pp. 14-15), backers supply half as much gear because you just don't seem like a go-getter.

On adventures, when the whole party stops to rest, you get *half* that time for anything but lazing around and recovering FP.

Lecherousness

-15 points*

You have an unusually strong desire for romance. Make a self-control roll whenever you have more than the briefest contact with an attractive person of the right sex.

Modifiers: -5 if this person is Handsome/Beautiful; -10 if Very Handsome/Very Beautiful.

Failure means you act . . . inappropriately. This earns -3 to reactions from your victim and any onlookers, doubled if your interest would be unacceptable even if you *weren't* a creep (e.g., when pursuing a chaste cleric).

You also resist Sex Appeal – and seduction using supernatural abilities or spells – at a penalty:

Self-Control Number:	6	9	12	15
Resistance Penalty:	-4	-3	-2	-1

This improves the odds of seducers with penalties to Sex Appeal for nasty Appearance (p. 56), like orcs – low self-control means low standards! Failed resistance has the effects in *Influencing PCs?* (**Exploits**, p. 10).

Loner

-5 points*

You require a lot of “personal space.” Make a self-control roll whenever anyone lingers nearby, watches over your shoulder, etc. Failure means you lash out at that person as if you had Bad Temper (p. 57).

Loner is incompatible with Chummy or Gregarious (p. 58).

Low Pain Threshold

-10 points

You're very sensitive to pain. *Double* all penalties for shock (*Exploits*, p. 60) or any other kind of pain. You also suffer -4 on HT rolls to avoid knockdown (*Exploits*, p. 60), and on rolls to resist physical torture, spells that cause pain, and so on. Whenever you're wounded for more than 1 HP, you must make a Will roll; failure means you cry out, possibly giving away your presence.

Low Pain Threshold is mutually exclusive with High Pain Threshold (p. 50).

Miserliness

-10 points*

You're preoccupied with conserving your wealth. Make a self-control roll whenever you're called on to spend money, at -5 for large expenditures (GM's decision). Failure means you won't spend the money. Even success compels you to try to talk the price down; see *Getting Stuff Cheap* (*Exploits*, pp. 13-14).

You'll pay a *mandatory* expense like a fine or toll, but your attitude earns a reaction penalty from those collecting it:

Self-Control Number:	6	9	12	15
Reaction Penalty:	-4	-3	-2	-1

Nervous Stomach

-1 point

You have -3 to HT rolls to avoid illness (typically attribute penalties or vomiting) brought on by rich or spicy food, strong drink, etc.

No Sense of Humor

-10 points

You never get jokes, and think everyone is earnestly serious at all times. Likewise, you never joke, and *are* earnestly serious at all times. You suffer -2 to reaction rolls in all but the most solemn of situations – and the GM may extend this to Carousing rolls at the tavern, unless the crowd is equally dour.

Oblivious

-5 points

You're the classic “nerd”! You don't fully understand others' motivations, making you awkward in situations involving social manipulation. You have -1 to the Diplomacy, Fast-Talk,

Intimidation, Savoir-Faire, Sex Appeal, and Streetwise skills, and -1 to resist Influence rolls (*Exploits*, p. 10).

Obsession

-5 or -10 points*

A single goal dominates your life and thinking. Make a self-control roll whenever you believe (rightly or wrongly!) a course of action would bring you even a *bit* closer to this. Failure compels you to pursue that path regardless of the consequences.

Point value depends on how realizable your goal is:

Obsession (Short-Term): An outcome you could reasonably achieve, like finding a fabled treasure, slaying a powerful monster, or learning a specific ability. This mostly leads you into ill-advised battles and dangerous quests. -5 points.*

Obsession (Long-Term): An *implausible* goal, like becoming the King, a profession's best or most powerful member, an undead lord . . . even a demigod. This will eventually lead to life-threatening rituals, treason, sacrilege, deals with The Devil, etc. -10 points.*

Should you attain your goal, you must substitute another or buy off your Obsession; see *Buying Off Disadvantages* (*Exploits*, p. 93).

Odious Personal Habit

-5 points

Many disadvantages give reaction penalties. If you can't find one you like (or simply want to be repellent!), use this trait to *define* your own: annoying humming, bad hygiene, coarse manners, etc. This gives -1 to reaction rolls.

You can take this twice (-10 points) for two habits – or a single truly disgusting one – that gives -2 to reactions. Only monsters are foul enough to go beyond this.

One Arm†

-20 points

You've lost an arm. You cannot use two-handed weapons, wield two weapons at once (including weapon and shield), or do anything that *requires* two arms. You get -4 on tasks *possible* with one arm but normally executed with two (e.g., most Climbing and Wrestling rolls). You have no penalty on tasks that require just one arm. When in doubt, try a quick reality check if possible – but the GM's ruling is final!

If you *start* with One Arm, assume that you lost the left arm if right-handed, or vice versa. In play, you lose whichever arm the monster bites off . . .

One Eye†

-15 points

You've lost an eye. You suffer -1 to DX and DX-based skills in combat, and on any task involving hand-eye coordination – and -3 on ranged attacks, unless you Aim first.

In the violent world of *Dungeon Fantasy*, this disability is so common that nobody much notices it – but if you're vain or a pirate, feel free to wear an eye-patch.

One Hand†

-15 points

You've lost a hand. Use the rules for One Arm (p. 63), with three differences:

- You may make unarmed parries with a handless arm.
- You can strap a shield (*not* a buckler or cloak) to the arm.
- You can wear a hook. Buy and use this as a large knife, except it cannot be dropped. It gives +1 to Intimidation skill when waved at foes.

Overconfidence

-5 points*

You believe you're far more powerful or competent than you really are. The GM may ask for a self-control roll whenever you show an unreasonable degree of caution. Failure means you *must* go ahead as though you're able to handle the situation – caution isn't an option!

You get +2 on reaction rolls from young or naive individuals (who believe you're as good as you say you are), but -2 on reactions from experienced NPCs. If you're actively boastful, that's a separate Odious Personal Habit (p. 63).

Overweight or Fat

-1 or -3 points

A higher-than-usual proportion of your weight is body fat. This penalizes rolls against Disguise (unless impersonating someone with your disadvantage) and Shadowing (your girth stands out!). Narrow openings must be wider to avoid *Squeezing* (*Exploits*, p. 21).

However, you get bonuses to Swimming rolls (fat floats) – and to effective ST when assessing knockback (*Exploits*, p. 53).

This trait comes in two levels, neither of which is compatible with Skinny (p. 66):

Overweight: -1 to Disguise and Shadowing, +25% width, +1 to Swimming, and +1 ST vs. knockback. *-1 point.*

Fat: -2 to Disguise and Shadowing, +50% width, +3 to Swimming, and +2 ST vs. knockback. Your HT cannot exceed 15. *-3 points.*

Paranoia

-10 points

You believe everyone is plotting against you. You trust only your fellow delvers . . . and you keep an eye on them, too, just in case. In a group, this divides your attention: -1 to Per and Per-based skill rolls when standing watch *or* if any allies are behind you, but +1 to notice associates attempting

to betray you! Your inability to trust causes most people to react to you at -2.

Phobia

-5, -10, -15, or -20 points*

You have an unreasonable, unreasoning, morbid fear of certain creatures, items, or circumstances. Make a self-control roll whenever you're exposed to the object of your Phobia.

Modifiers: If it's physically present, -1 for each intensifier the GM applies ("huge," "numerous," "unnatural," etc.); -2 if it's actively attacking or harming you. If it *isn't* present and foes verbally threaten you with exposure, roll at +4.

Failure counts as a Fright Check (*Exploits*, pp. 10-11) failed by the same margin; e.g., if your self-control number is 9 and you roll 13, you're mentally stunned (*Exploits*, p. 27) for four seconds *and* must roll 3d+4 to see whether you're permanently scarred. If you have any other disadvantages triggered by stress, you're likely to have those reactions as well!

Success means you've mastered your Phobia – for now. You're still shaken, and have a penalty to all DX, IQ, and skill rolls while the cause of your fear persists:

Self-Control Number:	6	9	12	15
Penalty:	-4	-3	-2	-1

For ongoing exposure, roll again every 10 minutes to see if the fear overcomes you.

Point value depends on how common the object of the fear is *for adventurers*:

Narrow: A tight category of creatures, like canines (dogs, foxes, wolves, etc.), felines (from housecats to lions and tigers), snakes, or spiders. Items or circumstances that don't arise on most adventures, such as libraries, machinery (anything more complicated than a crossbow), or an unlucky number (traditionally 13). An infrequent attack or hazard, like mind control or drowning. *-5 points.**

Broad: A big group of related creatures, such as bugs (including insects *and* spiders) or reptiles (snakes, lizards, lizard-men, dragons, etc.). Items or circumstances common on adventures but short-lived (like loud noises) or localized enough to give a wide berth (like blood or dead bodies) most of the time. Common attacks or hazards, like fire (not torches and campfires, but fire *attacks* and lava) or heights (includes pits!). *-10 points.**

Pervasive: An entire class of monsters, like all dangerous animals, all demons, or all undead. Items or circumstances common on adventures and too pervasive or persistent to avoid entirely, such as darkness or enclosed spaces (everywhere in dungeons), the sun (everywhere outdoors), or crowds (everywhere in town). Attacks or hazards found in nearly every dungeon or battle, like magic, traps, or sharp things. *-15 points.**

Unavoidable: Anything delvers cannot avoid: all combat, all monsters, all weapons, etc. The GM may prohibit such Phobias! *-20 points.**

Post-Combat Shakes

-5 points*

You're shaken and sickened by combat, but only *after* it's over. Make a self-control roll at the end of each battle. The GM may apply a penalty if the fight was particularly dangerous or gruesome. Failure counts as a Fright Check (*Exploits*, pp. 10-11) failed by the same amount. For instance, if you roll 14 against a self-control number of 12, you'll be stunned for two seconds – and more seriously, you must roll 3d+2 to find out whether you're permanently warped!

Pyromania

-5 points*

You like fires – especially *setting* fires! Make a self-control roll whenever you have an opportunity to set a fire, attack using fire, or stand around appreciating a fire. Failure means you do exactly that, regardless of the consequences.

Selfless

-5 points*

You're altruistic and self-sacrificing. When anyone other than a legitimate enemy is in immediate peril, make a self-control roll to put your needs – even survival! – before theirs. Failure means you intervene heroically, whatever the cost.

Selfless is incompatible with Callous (p. 57).

Sense of Duty

-5, -10, or -15 points

You feel a strong sense of commitment toward a particular class of people. There's no self-control roll! Instead, the GM will *override* attempts to betray or abandon the chosen group – almost the only time that's acceptable in *Dungeon Fantasy*.

On the upside, if *other* disadvantages would interfere with your commitment, the GM will *override those*, too. As well, anyone who benefits from your dedication will react to you at +2.

Varieties are:

Sense of Duty (Adventuring Companions): You must freely share equipment with and render aid to fellow PCs, and accept majority decisions. -5 points.

Sense of Duty (Coreligionists): You must respect your temple's high priests, defend the priesthood, and never let ordinary worshippers suffer or go hungry. You needn't be irrational about it unless you also have Fanaticism (p. 60), but you can't reject religious quests. -10 points.

Sense of Duty (Good Entities): You must assist servants of supernatural Good – from clerics,

through angels, to divine avatars. You can never leave them to imprisonment or torture, and must rush to their aid in combat. -10 points.

Sense of Duty (Nation): You must act in the kingdom's best interests. You can never decline a quest that would genuinely benefit the nation. Although this isn't Honesty (p. 61) – you're committed to lands, not laws – you'll obey the King's Men and accept missions *they* give you, too. -10 points.

OVERLAPPING DISADVANTAGES

Many behavioral disadvantages overlap in specific circumstances. Two rules keep these from becoming “free points.”

Positive Reinforcement

Disadvantages that overlap and cause *compatible* behavior just do their thing. If “their thing” is basically the *same* thing, though, that's getting off light. In such circumstances, make all self-control rolls first. Then look at the point values of all the traits you submitted to and those that offered no rolls in the first place. Total the points of all but the largest problem. For every full -5 points in these, you have -1 to rolls even to notice anything unrelated to the situation.

Example: You're a hero with Charitable (9) [-22], Selfless (9) [-7], and Sense of Duty (Adventuring Companions) [-5]. A party member is in need of assistance. You fail *both* self-control rolls, and Sense of Duty doesn't offer a roll. Ignoring the biggest problem, Charitable, you have -12 points in the other two. While fixated on saving your friend, you have -2 to Perception rolls to notice other dangers – like hidden enemies or traps!

I'm Torn!

Disadvantages that *always* oppose one another are incompatible, but some pull in different directions only some of the time. In situations like that, make all self-control rolls first, because if only one problem crops up, the answer is clear. But if you fail to resist several disadvantages – or have ones that don't let you resist – the trait *worth the most points* dominates. Break any ties with a dice roll.

Until the scene is over, the mental strain will give you -1 to all success rolls involved per full -5 points in other problems ignored.

Example: You're a robbing hood with Charitable (12) [-15] and Kleptomania (12) [-15]. You happen across an unconscious NPC with a big pouch of coins, and fail both self-control rolls. The GM rolls 1d even/odd to choose which trait dominates. If that's Kleptomania, you feel guilty and are at -3 while stealing (e.g., on Sleight of Hand rolls to loot the body undetected). If that's Charitable, that fat purse distracts you, giving -3 to rolls to render aid.

Sense of Duty is special – it *always* dominates negative traits where a specific group is concerned, regardless of relative point value. The tradeoff is that it *also* lets the GM *override* you if you try to violate it.

Sense of Duty (Nature): You'll never harm a plant or animal that isn't trying to harm you. If one is in need or danger, you'll react as if Charitable (p. 58) or Selfless (p. 65). You must oppose plans that involve setting wildfires, felling trees, etc. You always side with wilderness over civilization. -15 points.

Short Attention Span

-10 points*

You find it difficult to concentrate on long tasks. Make a self-control roll whenever you must focus on something for more than a few minutes, or whenever a distraction is offered. The GM might give you a bonus in situations where concentration is crucial, such as when your survival is at stake. Failure means you *automatically* fail at the task at hand!



*If society thinks I'm
a savage, I'd say that's
society's problem, not mine.*

– Grükuk Kzaash, Knight

Skinny

-5 points

You're scrawny for your ST. This gives -2 to effective ST when assessing knockback (*Exploits*, p. 53), to Disguise rolls (except to look like another Skinny individual), and to Shadowing rolls (your gauntness is distinctive). Your HT cannot exceed 14.

However, an opening can be *half* as wide as for most people before you must roll for *Squeezing* (*Exploits*, p. 21).

Skinny is incompatible with Overweight or Fat (p. 64).

Social Stigma

-5 or -10 points

You're a member of a group most people dislike or distrust. This is *obvious* to all who meet you, no thanks to an accent, ethnic or racial features, or a brand, tattoo, or magical mark you cannot conceal. You might even be notorious enough that everyone recognizes your face!

Among non-monsters who don't share your Social Stigma – that is, most people – you suffer a reaction penalty or other bad effects:

Social Stigma (Criminal Record): You're a branded criminal. In town, you have -2 on *all* rolls to buy, sell, beg for alms, or obtain quests or backers, and on all Influence rolls (*Exploits*, p. 10) and reaction rolls. Even the Thieves' Guild is reluctant to deal with anybody stupid enough to get caught! Outside town, nobody cares. -5 points.

Social Stigma (Disowned): Your family, clan, or tribe has publicly disclaimed you. You have -1 on reaction rolls in or

out of town. Double this if the GM evilly steers the adventure into the lands of your kinfolk! -5 points.

Social Stigma (Excommunicated): The temple has petitioned the *gods* to brand you an outcast. Ordinary people can't detect this, but holy powers can. Helpful clerical spells – such as healing – work at -3 on you (harmful ones *aren't* affected!), and you have -3 to the rolls for prayer under *Last Ditch (Exploits*, pp. 90-91). You cannot be a cleric. -10 points.

Social Stigma (Half-Breed): Members of both your parent races distrust you. When buying or selling goods, finding backers, or engaging in similar negotiations *anywhere* – even in the dungeon! – you get -1 to reaction rolls and -2 to skill rolls. You may ignore this if the other party is neither human nor whatever your other half is. -5 points.

Social Stigma (Minority Group): You're from a "barbarian" or "outlander" culture. You get -2 on all reaction rolls made by anyone except others of your minority. Ignore this on any adventure that takes you back to your homeland. -10 points.

Social Stigma (Savage): You're practically a monster. As with Half-Breed (above), you have penalties when negotiating in or out of the dungeon: -2 to reaction rolls and -4 to skill rolls. These don't apply among others of your kind. There's a 6 or less chance on 3d that you'll be denied entry to town; if so, you *can't* conduct business and must live as though you were on the road, eating rations and facing random encounters. -10 points.

You can have just *one* of Disowned, Half-Breed, Minority Group, or Savage. If your racial and professional templates specify conflicting Social Stigmas – as for a half-ogre barbarian – keep the racial trait and replace the professional one with its point value in other professional disadvantages. Both Criminal Record and Excommunicated can be combined with all other Social Stigmas.

Stubbornness

-5 points*

You always want your own way, and oppose perfectly reasonable plans. Make a self-control roll anytime someone else's success roll would give your own roll a bonus, as in *Complementary Skill Rolls (Exploits*, p. 6) and "*Onward to Victory!*" (*Exploits*, p. 57). Failure means you do things your way and get no bonus. Also roll whenever *Part of the Solution or Part of the Problem (Exploits*, p. 6) comes up. On a failure, you refuse to participate – make your own rolls, separate from the group's.

Refusing an NPC's aid this way causes that person to react to you at -1.

Trickster

-15 points*

You crave the thrill of outwitting *dangerous* foes. Make a self-control roll daily. If you fail, you must try to trick a deadly monster, a whole *group* of reasonably competent opponents, or a similar perilous rival. The details are up to you – but if the GM feels the deed poses no serious risk, it doesn't count.

If you resist, you get a cumulative -1 per day to your self-control roll until you finally give in!

Truthfulness

-5 points*

You hate to tell a lie – or you’re just very bad at it. Make a self-control roll whenever you must keep silent about an uncomfortable truth (lying by omission). Roll at -5 if you actually have to *tell* a falsehood! Failure means blurting out the truth or stumbling so much that your lie is obvious.

You have a permanent -5 to the Acting and Fast-Talk skills – and Truthfulness is mutually exclusive with Compulsive Lying (p. 59).

Unfit or Very Unfit

-5 or -15 points

You don’t withstand hardship as well as your HT suggests. This trait comes in two levels, neither of which is compatible with Fit or Very Fit (p. 49):

Unfit: You get -1 to *all* HT rolls (to avoid knockdown, unconsciousness, or death, to resist disease, poison, or magic, etc.). This *doesn’t* reduce your HT attribute or HT-based skills. As well, you lose FP to heat, exertion, and other mundane exhaustion at twice the normal rate (this has no effect on FP spent to power spells or special abilities, or lost to attacks, disease, or poison). -5 points.

Very Unfit: As above, but the penalty to HT rolls is -2. In addition, you *recover* FP at only half the normal rate. -15 points.

Unnatural Features

-1 point/level

Your features *stand out* in a way that doesn’t make you unappealing (that’s negative Appearance, p. 56) or unpopular (that’s Social Stigma, p. 66). Each level of Unnatural Features (maximum five) gives you -1 to the Disguise skill and Shadowing rolls, and +1 to others’ attempts to identify or follow you, including *their* Observation and Shadowing rolls.

Stylized features impossible for real-world humans – e.g., green hair and eyes wider than your mouth – are widespread in *Dungeon Fantasy* and *don’t* require this trait. Use Unnatural Features for supernatural strangeness like leaving damp footprints and having a small thundercloud hovering overhead!

Vow

-5, -10, or -15 points

You’ve sworn an oath to do (or *not* to do) something. You take this seriously – if you didn’t, it wouldn’t be a disadvantage! Point value reflects the inconvenience this causes *while adventuring*:

Minor Vow: Something like chastity or vegetarianism, which is likely to be awkward only if the GM makes a special

effort to torture you – or something that won’t often limit a capable hero (e.g., using only the weapon with which you’re a Weapon Master . . .). -5 points.

Major Vow: Something that seriously curtails wealth (like owning only what you can carry), limits combat effectiveness (e.g., using no edged weapons), makes planning and coordination difficult (for instance, never sleeping indoors means backtracking through the dungeon nightly, while keeping silence at all times prohibits shouting for help), or endangers you if word gets out (say, never refusing a challenge to combat). -10 points.

Great Vow: Something that’s likely to get you killed in short order: using no weapons at all, never wearing armor, challenging every perceived rival to combat, etc. -15 points.

Wealth

-10, -15, or -25 points

You have tenuous financial connections in town. Most delvers enter play with \$1,000 (*Starting Money*, p. 95), and sell treasure other than coins or gems at 40% of its value (*Getting a Good Price*, **Exploits**, pp. 15-16). You aren’t so fortunate. Unfavorable Wealth comes in three levels:

Struggling: You start with \$500 and sell at 20%. -10 points.

Poor: You start with \$200 and sell at 10%. -15 points.

Dead Broke: You start with nothing but rags to wear, can’t spend points on *Extra Money* (p. 95) to get around this, and sell at 0%! -25 points.

If you’re well-connected, Wealth is an *advantage*; see p. 54. Most adventurers have “Average” Wealth, which costs nothing.

Weirdness Magnet

-15 points

Bizarre things happen to you with alarming frequency. Whenever the manifestation of freaky beings, disturbing artifacts, dimensional portals, or other strangeness depends on the dice, the GM has carte blanche to pester or confound *you* without rolling; you’re the perpetual “random” party member. The GM may also add impromptu weirdness to long journeys, stays in town, your dreams, etc., just to complicate your life. This isn’t license to kill you – occasionally, weirdness will even be beneficial – but to *inconvenience* you.

Anyone with spellcasting ability can sense this trait! Wizards’ Guild members, temple priests, and similar NPCs will consider you a liability and react to you at -2.

Wounded

-5 points

You have an old wound that won’t completely heal, for whatever reason. You aren’t missing any HP, but the injury is a weak point. Foes who know about it may target it deliberately, at -7 to hit. Multiply the resulting injury by 1.5 (round *up*). Any poison that merely gets on your wound will affect you as if carried on a weapon that broke your skin.

Xenophilia

-10 points*

You're fascinated and attracted by strange people and intelligent monsters, however dangerous or frightening. Make a self-control roll whenever you meet a person or thing that is obviously sapient (IQ 6+), doesn't attack immediately, and *isn't like you*. Failure means you'll try to interact socially instead of readying weapons or fleeing – even if your friends are doing those things! This gives that being a free chance to influence you with words (*Influencing PCs?*, **Exploits**, p. 10) or verbal mind-control powers (like the bard's Song of Command, or anything The Devil says), or to cast a spell on you.

As partial compensation, you get a bonus to Fright Checks when meeting strange creatures:

Self-Control Number:	6	9	12	15
Fright Check Bonus:	+4	+3	+2	+1

QUIRKS

A **quirk** is a minor feature that distinguishes you from others. Unlike other traits, it *isn't* chosen off a list or rigidly defined by rules! It's just a few casual words (at most a short sentence) you'd use to describe your character; e.g., "Insists on being paid in gold" or "Likes cats."

You may define up to five quirks. Each is worth -1 point. Note your quirks and their value with your other traits; e.g., "Likes cats [-1]."

Each quirk you define gives you one extra character point to spend to customize your character. With a full complement of five, your alter-ego will be worth 250 points for a professional template, *minus* five points for quirks, *plus* five points of extras. Options for these extras are some or all of:

- *Anything* not reserved for specific races or professions. For instance, you could turn to Chapter 1 and spend two points on +1 HP, revisit Chapter 4 and spend two points on a level of Hard to Kill, and then use the last point for an interesting skill from Chapter 6.

- More or better abilities from your professional template. Raise your martial artist's coolest chi skill. Give your wizard some extra spells. Have your bard learn the Song of Humiliation. And so on.

- *Extra Money* (p. 95) – a good way to start with excellent weapons and armor, or an expensive power item (p. 115). Points spent this way *don't* raise your point value; a 250-point character who has five quirks and trades all five extra points for money will be a 250 - 5 = 245-point hero with superior gear.

Despite having a negative point value, quirks *aren't* disadvantages. You don't earn extra points from them because you're accepting problems. The points are a reward for bothering to define your character as an *individual* rather than as a heap of numbers and abilities. At worst, the GM might use a quirk to justify -1 or +1 to a roll once in a rare while – and this won't necessarily even work against you!

The only pressure on you is to play your character in line with the quirks you choose. You don't have to do so flawlessly – quirks aren't disadvantages and don't *compel* you to do anything. But making an effort to highlight each quirk once or twice per adventure will make the game more *fun*.

Actually, there *is* one other pressure: You have to invent interesting quirks! Here are some ideas to inspire you:

Hobbies. Adventurers aren't always adventuring – they have downtime. If you collect dwarven drinking songs, play mumblety-peg in camp, dance, or whatever, that's a quirk.

Likes and admirations. Everybody has preferences! Liking shiny blades, sculpture, or horn music without having a Compulsive Behavior or Obsession about it is a quirk. So is being extra-fond of cats, redheads, or even another PC without having a Sense of Duty.

Dislikes. Everybody has preferences: part two. You might avoid any item, situation, or group without being notably fearful (Phobia) or hateful (Intolerance). If your quirk is "Dislikes noisy people," you needn't strangle the bard. "Dislikes rubies" doesn't force you to leave rubies behind – you'll probably just trade them for gold.

Habits. Do you always look left and *then* right? Decide randomly by flipping a coin? Sniff for poison in your drink? That's a quirk!

Speech mannerisms. Something like talking quickly, slowly, loudly, or in a whisper – or always using the royal "we" – is a quirk. So is a fondness for a particular expression; you could define *all* your quirks as clever taglines for specific situations.

Dress codes. How you dress can be a quirk. You might wear a strange color, folkloric outfit, or lucky hat, for instance. As quirks are meant to distinguish you from others, the GM may reject styles everyone adopts – "Wears black" and "Never removes armor" are often *way* too popular among adventurers.

Odd beliefs. It's a quirk to be slightly superstitious or *crazy* about something trivial. Maybe you never touch toads because you don't want warts – or perhaps you claim your father was an elf when you're obviously *not* a half-elf.

Weak disadvantages. If you like the *idea* behind a disadvantage but not the *rules*, you can pay lip service to it as a quirk. This lets you ignore it without consequences when it's inconvenient. For instance, a delver who sides with Good but isn't bound by Charitable, Honesty, and Truthfulness could pick "Helps others whenever convenient," "Respects the law," and "Won't lie needlessly" as quirks. More negatively, you might be "Bitter," "Gloating," and "Smug" without going so far as an Odious Personal Habit.

Trivial disadvantages. If you have a problem that *is* binding but rarely relevant, that's also just a quirk. Examples are Codes of Honor or Vows that don't matter on adventures; e.g., rules of conduct that apply only when visiting the Wizards' Guildhall. Something like "Truthfulness when speaking to a lawful king" or "Frightens Animals toward bats" isn't likely to come up, either.

Embellishments to disadvantages. If you have a full-fledged disadvantage, a quirk can specify how it looks when it manifests. When your Bad Temper takes over, maybe your left eye bloats up, or you conjure a Fireball and glower.

CHAPTER SIX

SKILLS

A **skill** is a learned proficiency. Some skills enable you to *act*: fight with a saber, pick pockets, lead troops, conjure fireballs (spells are skills; see **Spells**), or whatever. Others let you *recall information*, be that magical theory or the latest gossip around town. A few do both. The rules in *Understanding Skills* (below), *Buying Skills* (below), and *Using Skills* (pp. 70-71) hold for *all* skills – including those that Chapter 2 limits to specific professions.

A number called **skill level** measures your ability with each of your skills – the higher the number, the greater your competence. For instance, “Shortsword-17” means “a skill level of 17 with the shortsword.” Skill levels for ordinary folks, like most NPCs in town, fall in the 8-13 range: the low end (8 or 9) for sidelines or rarely needed skills, the high end (12 or 13) for skills used to earn a living.

Skill level has no upper limit. Most delvers and exceptional NPCs – including crafty *monsters* – have some skills at 14 or better. Masters of combat skills boast levels in the 20s! Every professional template in Chapter 2 provides 15 or higher in at least a few key skills (e.g., fighting skills for warriors, spells for casters, or Stealth for thieves), a couple of supporting skills at 12 or 13, and background skills at lower levels.

UNDERSTANDING SKILLS

Each skill is qualified in several important ways.

Controlling Attribute

A skill is “based on” one of **DX**, **IQ**, **HT**, **Will**, or **Perception**. Your skill level is calculated directly from this **controlling attribute** – the higher your attribute score, the more effective you’ll be with *every* skill based on it!

Anything that raises or lowers your controlling attribute raises or lowers every skill based on it by the same amount. *If you improve DX, IQ, HT, Will, or Perception above its starting level on your professional template, increase all skills based on it by exactly the same number of levels.* When you have many skills based on an attribute, it’s most cost-effective to start with as high a level as you can afford in that attribute.

Difficulty

Not all skills demand equal amounts of study and practice. *Dungeon Fantasy* divides skills into four **difficulties** that rate the effort required to learn and improve them: **Easy**, **Average**, **Hard**, and **Very Hard**. The more difficult the skill, the more points you must spend to have it at a given skill level.

The rules use a notation that presents a skill’s controlling attribute and difficulty on either side of a slash; e.g., “DX/Average.” Difficulty may be abbreviated to E, A, H, or VH. For instance, “DX/Average” becomes “DX/A.”

Defaults

You can try to use most skills without training – although you probably won’t want to rely on this. The level at which you do so is called your **default**. A skill that can be used this way generally “defaults to” its controlling attribute at a penalty; e.g., Broadsword (DX/Average) defaults to DX-5, so if your DX is 15 and you must swing a broadsword without training, your default skill at Broadsword is $15 - 5 = 10$.

Some skills default to *another skill* instead of or as well as an attribute. For instance, Broadsword *also* defaults to Shortsword-2, so if you know Shortsword at 15, you can use Broadsword at a default of $15 - 2 = 13$.

Not all skills offer a default. If the default is “None,” then you *must* spend at least one point on the skill to use it!

Prerequisites

A few skills specify **prerequisites**: traits you *must* possess in order to spend points on the skill. If a prerequisite is another skill, you must spend at least one point on that skill. If it’s an advantage, you must have this at the indicated level. If you lack *any* of a skill’s prerequisites, you cannot acquire it.

BUYING SKILLS

To learn or improve a skill, you must spend character points. Skills are cheap to learn at first, but added improvement costs more.

A skill’s point cost depends on two things: the skill’s difficulty and the skill level you wish to attain. It’s already worked out for the skills on the professional templates in Chapter 2. But when you want to improve one of those skills – or add a new one – you’ll need to use the *Skill Cost Table* (p. 70) to find the point cost.

The first column shows the skill level you’re trying to attain, *relative to the skill’s controlling attribute* – DX for DX-based skills, IQ for IQ-based skills, and so forth. For instance, if your DX is 12, a level of “Attribute-1” is DX-1, or 11; “Attribute+0” is DX, or 12; and “Attribute+1” is DX+1, or 13.

The next four columns show the point costs to learn skills of different difficulties – *Easy*, *Average*, *Hard*, and *Very Hard* – at the desired skill level. Harder skills cost more points to learn!

Example: A thief with DX 15 wishes to learn Shortsword (DX/Average) at level 17. Since skill 17 is equal to her DX+2, she goes to the “Attribute+2” row. Then she reads along the row to the “Average” column to find the point cost: eight points.

You cannot purchase skill levels that fall between a skill’s attribute default and the level one point would buy. A dash in the table indicates *you can’t buy that level* – not that such a level is free. The only free level is default level.

Example: Shortsword (DX/Average) defaults to DX-5, so if you spend no points on the Shortsword skill, you have DX-5. If you spend one point, you get an Average skill at a level of “Attribute-1,” or DX-1 in this case. You cannot buy DX-4, DX-3, or DX-2.

This jump reflects the fact that a little training goes a long way!

Skill Cost Table

Your Final Skill Level	— Cost If Skill Difficulty Is . . . —			
	Easy	Average	Hard	Very Hard
Attribute-3	–	–	–	1
Attribute-2	–	–	1	2
Attribute-1	–	1	2	4
Attribute+0	1	2	4	8
Attribute+1	2	4	8	12
Attribute+2	4	8	12	16
Attribute+3	8	12	16	20
Extra +1	+4	+4	+4	+4

Improving Skills Directly

To increase the level of a skill you already know, spend character points equal to the *difference* between the cost of the desired skill level and that of your current level. This works the same way whether you’re using extra points from quirks to improve a starting skill on your professional template or spending character points earned in play (**Exploits**, p. 92).

When improving a skill, you need to know only how much you’ve *already* spent! All skills use the same cost progression: 1, 2, 4, and then +4 points per level after that. Thus, if you have two points in a skill, you know the *next* level costs a total of four points – so if you pay the difference, two points, you’ll get +1 regardless of difficulty or controlling attribute.

Improving Skills Indirectly

There are two other ways to raise skills:

Raise an attribute. If you pay character points to improve an attribute, *all* your skills based on that attribute go up by the same number of levels. For instance, if you raise DX by one level, all your DX-based skills go up by one level. *This doesn’t change skill levels relative to the controlling attribute;* “Attribute-1” stays “Attribute-1,” “Attribute+2” is still “Attribute+2,” and so on. But the attribute is higher, so values based on it are higher, too; e.g., if your DX goes from 13 to 14, “Attribute-1” goes from 13 - 1 = 12 to 14 - 1 = 13.

Add or improve advantages that give skill bonuses. Certain advantages give bonuses to skills; see *Skills and Advantages* (p. 71) for important details. Adding or improving one of these advantages raises the skills that receive the bonus. For instance, Chi Talent (p. 30) adds +1 per level to all chi skills – so if a martial artist improves it by one level, that boosts all chi skills by one level as well.

Speaking from Experience

*Studying dozens of intellectual arts and every spell contained in every grimoire would make a person erudite but not wise. Dwelling on specifics grants expertise and little else. Keeping one’s mind open to novel experiences benefits one’s grasp of **all** pursuits.*

– Uncle Seamus, Wizard

USING SKILLS

When you attempt a task, you (or the GM) will roll 3d against an appropriate skill, modified as the GM sees fit for the situation. If the number rolled is *less than or equal to* your adjusted skill level, you succeed! This is called a **success roll**.

For those who like to know the odds, the table below shows the probability of success at each skill level – that is, your chance of rolling less than or equal to a given modified skill level on 3d.

Skill Level	Probability of Success	Skill Level	Probability of Success
3	0.5%	10	50.0%
4	1.9%	11	62.5%
5	4.6%	12	74.1%
6	9.3%	13	83.8%
7	16.2%	14	90.7%
8	25.9%	15	95.4%
9	37.5%	16+	98.1%

Skill levels can be over 18, but a roll of 17 or 18 is an automatic failure for anyone. *Nobody* succeeds 100% of the time!

For *much* more on this topic, see **Success Rolls (Exploits)**, pp. 5-7).

Base Skill vs. Effective Skill

Your unmodified skill level is called your **base skill**. It measures your odds of success at average *adventuring* tasks – situations where your health, wealth, or gear is at risk. This needn’t mean the dungeon. Failing a roll for an outdoor trek can mean bad things for your health, while coming off second-best when haggling in town can adversely affect your wealth!

The GM will often modify your skill level. Bonuses reflect easier tasks – especially non-adventuring ones. Penalties are for harder tasks, like stabbing a monster *in the eye* instead of in 40’ of scaly belly. Your adjusted skill level after applying all modifiers is your **effective skill** for that task.

For more on this, see *Modifiers (Exploits)*, pp. 5-6 and *Base Skill vs. Effective Skill (Exploits)*, p. 7).

Using Skills with Other Attributes

The GM will sometimes find it useful to ask for a skill roll based on an attribute other than the controlling one. For such a roll, adjust the skill level by the difference between the attribute being used and the controlling attribute.

Example: Traps skill is based on IQ – but that assumes you’re *setting* traps. The roll is Perception-based when *detecting* traps, DX-based when *disarming* them. Therefore, a thief with DX 15, IQ 13, Per 14, and Traps-14 sets traps at 14, detects them at 15 (Per 14 is one higher than IQ 13, for +1), and disarms them at 16 (DX 15 is *two* better than IQ 13, giving +2).

Some gamers may find it easier to add the attribute being used and then subtract the controlling attribute. In the example, the thief’s Per-based roll would be 14 (Traps skill) + 14 (Per) - 13 (IQ) = 15. It amounts to the same thing!

Anything that affects the attribute used for the roll adjusts effective skill by the same amount. In the example, modifiers to DX (*not* IQ) would influence the thief’s chances at disarming. All other skill modifiers (e.g., for good equipment or bad lighting) apply no matter what attribute is involved.

Using Default Skill

As noted in *Defaults* (p. 69), you don’t need to *know* most skills to *use* them. If a skill lists anything other than “None” on its “Defaults” line, you can use the level indicated by the formula there: either an attribute or another skill at a penalty.

A few important details:

- If a skill lists more than one default, use your *best* one; e.g., Stealth defaults to DX-5 or IQ-5, so if your DX is higher than your IQ, use DX-5. However, when a skill roll calls for a particular attribute, you *must* use that attribute; for instance, if the GM requests an IQ-based Stealth roll, you’ll roll against IQ-5 regardless.

- Treat attributes higher than 20 as 20 when figuring default skill.

- Default skill level cannot be used as the basis of *another* default. If Skill A defaults to Skill B at -5, and Skill B defaults to IQ-5, Skill A *doesn’t* default to IQ-10 – and you can’t use Skill B-5 in place of Skill A for things that default to Skill A, either.

- You never gain a combat skill’s special benefits – like superior retreats and parries for fencing skills, or unpenalized off-hand use for Main-Gauche – when using a skill at default. *You must spend at least one point on the skill to gain these benefits.*

- Rolls against defaults are subject to all the usual modifiers.

SKILLS AND ADVANTAGES

Many advantages give skill bonuses. If an advantage’s write-up says simply that it gives a bonus to a skill, that’s a permanent modifier to skill level! Buy or improve the skill based on its controlling attribute, and *then* add any advantage bonuses of this kind.

Example: Spending one point on Forced Entry (DX/Easy) buys you a level of “Attribute+0.” If your DX is 13, you know Forced Entry at 13. If you’re a dwarf with Pickaxe Pendant 1, you get +1, making your final level 14, equal to DX+1.

Such bonuses *don’t* raise the cost to improve a skill. Ignore bonuses when buying or improving skills. Always add them at the end.

Example (cont’d): When improving your Forced Entry skill, you would spend one point to raise it from “Attribute+0” (13) to “Attribute+1” (14), and *then* add +1 for Pickaxe Pendant to get 15, equal to DX+2. You *wouldn’t* treat this as going from “Attribute+1” (14) to “Attribute+2” (15), for two points.

Such bonuses *do* count for all other purposes – including places where a skill level higher than the skill’s controlling attribute gives a bonus!

Example (cont’d): Forced Entry gives +1 to damage and ST rolls to break stuff if you have it at DX+1, or +2 at DX+2 or better. With DX 13, these bonuses apply at skill 14 and 15, whether you buy those levels directly or achieve them thanks to Pickaxe Pendant.

However, if an advantage description talks about a bonus to skill *rolls* – or to skill only in specific circumstances – it’s just another situational bonus. It doesn’t increase your permanent skill level or help you earn bonuses from high skills.

Example: Charisma (p. 48) gives a permanent +1 per level to the Leadership, Panhandling, and Public Speaking skills. This counts for all purposes. Charisma *also* gives +1 on Influence rolls. It doesn’t raise the skills used for Influence rolls – it just gives a bonus when you use those skills that way.

Only add unqualified, permanent advantage modifiers to the skill levels listed on your character sheet. The professional templates in Chapter 2 already do this for required advantages – don’t double-count! But when you improve or add a skill-boosting advantage, be sure to adjust skills to match.

SKILL LIST

The skills below are available to *everyone*. Most are fairly narrow, so you'll probably need quite a few to be capable of everything you want to do! If the skills you want aren't on your professional template, you have several options:

- Buy them using points from quirks.
- Pick them instead of some of the skills on the *final* list in the "Skills" (not "Special Skills" or "Spells") section of your template. This requires the GM's permission.
- Spend bonus character points to add them in play. If the GM wants to keep a skill rare, adding it may involve *Exceptional Training* (**Exploits**, p. 93).

Skills limited to specific professions are described after professional templates – not here. Normally, only members of suitable professions can learn such skills. For everyone else, these *definitely* require *Exceptional Training*.

SPECIALTIES

A dagger (†) next to an entry in the skill list means the skill in question is in fact an *entire category* of closely related skills. Examples include Armory (p. 72) and Survival (p. 90). The individual skills within such a category are called **specialties**.

When you acquire a skill of this kind, you *must* select a specialty. Write this in parentheses after the general skill name. Some professional templates choose for you; for instance, scouts learn Armory (Missile Weapons). Others leave the choice to you as "(any)"; for example, the barbarian gets Survival (any), so you'll have to select a Survival specialty. When buying a skill that doesn't appear on your template, check if it requires a specialty – and if it does, pick one!

You may learn skills like this several times, with a different specialty each time. There's usually a favorable default between specialties; see *Defaults* (p. 69).

Acrobatics

Default: DX-6.

This is the ability to tumble, take falls, and perform gymnastics. It's essential if you want to use athletics to circumvent obstacles; see *Dungeon Parkour* (**Exploits**, pp. 20-21). As *Falling* (**Exploits**, pp. 67-68) notes, a successful skill roll reduces the effective height of a fall by five yards. And the GM may substitute an Acrobatics roll for a DX roll in any other situation where a flip, handstand, or similar stunt would help.

DX/Hard

In battle, Acrobatics lets you defend with a flashy Acrobatic Dodge (**Exploits**, p. 48), avoid being knocked over by knockback (**Exploits**, p. 53), and perform the slick combat moves under *Speed Is Armor!* (**Exploits**, p. 58).

Perfect Balance (p. 52) gives a permanent +1 to Acrobatics.

Acting

IQ/Average

Defaults: IQ-5, Performance-2, or Public Speaking-5.

This is the art of counterfeiting emotions and pretending to be someone you are not. To fool someone, *win* a Quick Contest against their IQ. Examples include playing dead in combat (**Exploits**, p. 57) and impersonation. Impersonating someone specific – e.g., the King rather than a generic guard – requires Disguise (p. 75), and the roll is against the *lower* of the two skills.

Modifiers: Permanent bonus equal to Born Entertainer (p. 47) level; permanent -5 for Truthfulness (p. 67). +1 for Honest Face (p. 50) when acting innocent. For impersonation, an extra -5 if you aren't well acquainted with your subject; -5 if those you wish to fool *are* acquaintances of the subject (-10 for *close* acquaintances).

Alchemy

IQ/Very Hard

Defaults: None.

This is the study of materials from a magical perspective. Successful skill rolls let you analyze magic potions and certain magic items; identify chemicals and alloys, both ordinary and extraordinary; and spot and neutralize dungeon dangers involving acids, incendiaries, and potions. Analysis and identification require a backpack alchemy lab (p. 114). Details for Alchemy tasks appear in **Exploits** – usually, the GM will roll for you in secret!

Most potion *brewing* is done by NPCs. If you have time in town, though, a successful roll will let you do some of the work yourself, scoring a 20% discount. See *Getting Stuff Cheap* (**Exploits**, pp. 13-14).

Animal Handling†

IQ/Average

Default: IQ-5.

This is the ability to work with one specific category of animals; e.g., Canines (dogs, wolves, etc.), Equines (horses and donkeys), Felines (cats, great and small), or Snakes. Most specialties default either way at -4, but the GM may go with -3 or -2 for especially close specialties. Extremely different ones (e.g., Snakes and Cats) don't default to each other – use IQ-5.

A successful roll will let you distract an animal within your specialty (*Call of the Wild*, **Monsters**, p. 6), or give one command to your *trained* beast. Winning a Quick Contest against the better of Will or IQ will draw such a creature away from an ally (*Taunt and Bluster*, **Exploits**, p. 58).

Modifiers: Permanent bonus equal to Animal Friend (p. 47) level; permanent -4 for Frightens Animals (p. 60). -5 if a wild animal is a man-eater, or a trained one isn't familiar with you; -5 for a giant or dire animal.

This skill also lets you predict the behavior of animals within your specialty, giving a combat advantage. At level 15, animals' attack and defense rolls are at -1 against you. At skill 20 or more, make this -2.

Armory†

IQ/Average

Default: IQ-5.

This is the ability to tinker with a specific class of combat gear. A successful roll will identify all *mundane* properties of any item within your specialty. Though crafting from scratch is too slow for adventurers, a successful roll in town will let you work from parts or used equipment, for 20% off the price of ordinary, nonmagical gear; see *Getting Stuff Cheap* (**Exploits**, pp. 13-14).

Specialties and their additional uses are:

Body Armor: Armor but *not* shields. Roll against skill to adjust armor fit; see *Fixer-Uppers* (**Exploits**, p. 15).

Melee Weapons: Melee weapons, thrown weapons, and shields. A skill roll lets you correct *minor* damage, like the -1 to skill for a sword bent by *Bashing* (**Exploits**, p. 22).

Missile Weapons: Bows, crossbows, slings, etc. A skill roll can disable a trap that shoots projectiles, if it's accessible. Widget-Worker (p. 44) gives a permanent bonus equal to its level.

Specialties default to one another at -4.

Boating

DX/Average

Defaults: DX-5 or IQ-5.

This is the ability to handle *small* watercraft. A successful skill roll reduces overall travel time when traveling by canoe, kayak, raft, rowboat, etc.; see *Getting There Quickly* (**Exploits**, p. 17). Roll once per trip.

The GM may swap wandering monsters met during a boat trip for bad weather, rough water, or navigational hazards that require *additional* Boating rolls at -1 to -5. On even the shortest of jaunts (e.g., down the Tunnel of Hate in a dungeon), someone must roll to get under way or to dock. Anyone embarking or disembarking *in combat* has to roll, too. In all such stressful situations, failure means someone takes a swim, while critical failure capsizes the vessel!

Body Sense

DX/Hard

Defaults: DX-6 or Acrobatics-3.

This skill reflects experience with supernatural "instant movement": falling through weird portals, being teleported, and so on. Roll on arrival – and if you lack Body Sense, you'll be rolling at default. Success lets you act normally on your next turn. Failure means you're disoriented and must Do Nothing for one turn. On a critical failure, you *fall down*, physically stunned!

Modifiers: Permanent +3 for Absolute Direction (p. 46). -2 if you changed facing; -5 if you went from vertical to horizontal, or vice versa (this is a matter of *orientation*, not *posture*).

Bolas

DX/Average

Defaults: None.

This is the ability to throw the *bolas*: two or more weights connected by cords. Many special rules apply to this thrown weapon – see *Bolas* (**Exploits**, p. 44).

Camouflage

IQ/Easy

Defaults: IQ-4 or Survival-2.

This is the art of using natural materials to conceal yourself, your position, or your equipment outdoors. To see through your camouflage, an observer must win a Quick Contest of Vision or Observation (p. 84) – with the modifiers under *Vision* (**Exploits**, p. 9) – against your Camouflage skill. *Camping and Posting Watches* (**Exploits**, p. 18) describes an important application.

Camouflage doesn't improve Stealth (pp. 89-90) – but if you're camouflaged, anyone who beats your Stealth to *hear* you must still overcome your Camouflage skill to *see* you.

Modifiers: Permanent bonuses equal to Forest Guardian (p. 44) and Outdoorsman (p. 51) levels. A *penalty* equal to Size Modifier when camouflaging objects larger than SM 0 (e.g., -4 for an SM +4 hut).

Carousing

HT/Easy

Default: HT-4.

This is the skill of socializing and partying! In town, frequenting taverns and making a successful Carousing roll can glean rumors of quests. Roll weekly; see *Finding a Quest* (**Exploits**, p. 14).

As well, at a tavern or party, Carousing permits a complementary skill roll (**Exploits**, p. 6) that gives +1 or +2 to *reaction* rolls if it succeeds. Alternatively, you can use it *directly* to make an Influence roll (**Exploits**, p. 10) on fellow partiers.

Modifiers: +1 for \$25, +2 for \$125, or +3 for \$500 blown partying; -2 for No Sense of Humor (p. 63) in most cases.

Cartography

IQ/Average

Defaults: IQ-5 or Navigation-4.

This is expertise at creating maps. A successful roll helps avoid errors when *Mapping* (*Exploits*, p. 18). With a week's work, it can even create a map fancy enough to sell; see *Selling the Tale* (*Exploits*, p. 17).

Delvers don't usually have to roll to *interpret* maps – but if a map is old, incomplete, deliberately deceptive, or created by especially weird beings (insect-men, Elder Things, etc.), the GM may require Cartography rolls to follow it or realize its flaws.

Speaking from Experience

When I travel with adventurers, I am reminded how uncouth so many of them are. I have seen vulgar-ians seeking riches slash silk pillows and smash vessels brimming with ambergris or finest wine. I have watched them pursue a treasure map for weeks without pausing to ask travelers coming down the road what's ahead. It would behoove these fools to learn civilized graces! I, too, want wealth – but not everything of worth is gold and not everyone you meet is a rival in your hunt for it.

– Jag Fairchild, Bard

Climbing

DX/Average

Default: DX-5.

This is the ability to climb mountains, ropes, walls, and anything else more difficult than a ladder; see *Climbing* (*Exploits*, p. 20). The GM may require *ST*-based rolls for stunts like pull-ups (*Exploits*, p. 21).

Modifiers: Permanent +3 for Flexibility or +5 for Double-Jointed (p. 49); permanent +1 for Perfect Balance (p. 52). Encumbrance penalties (p. 12).

Cloak

DX/Average

Defaults: DX-5, Net-4, or Shield (any)-4.

This is the skill of wielding a cloak or cape as a weapon. Offensively, you can use it for a Feint maneuver or to grapple. See *Beyond the Block* (*Exploits*, p. 48).

Defensively, it works much like a shield. It provides the Defense Bonus on the *Shield Table* (p. 107). It also permits

a Block defense equal to 3 + *half* skill, rounded down; see *Blocking* (*Exploits*, p. 48).

To use a garment this way, you must take it off and hold it in your hand. This requires a number of Ready maneuvers equal to its Defense Bonus. However, either hand will do – there's no "off" hand when using a cloak.

Connoisseur†

IQ/Average

Defaults: IQ-5 and others.

This is a knowledge of valuables that goes beyond what's usual for greedy delvers! Specialties are:

Art: A successful roll lets you recognize a painting, sculpture, sheet of music, etc. that's important because of its creator or period of origin. You can then try Forgery (p. 77) to spot a fake, or Merchant (pp. 82-83) for appraisal.

Luxuries: A successful roll lets you tell good cloth, perfume, wine, etc. from cheap. As the difference is one of price, this skill can *evaluate* such goods, too. Also defaults to Savoir-Faire-3.

Weapons: A successful roll identifies the quality, composition, and other mundane properties of any weapon or armor. Born War-Leader (p. 47) gives a permanent bonus equal to its level. Also defaults to unpenalized Armory for that type of gear – but Connoisseur covers *every* type.

Counterfeiting

IQ/Hard

Defaults: IQ-6 or Forgery-2.

This risky skill lets you get rich quick by debasing coin: shaving off precious metals to sell, or adding impurities to increase weight. See *Debasing Coin* (*Exploits*, p. 14) for rules. When someone pays *you* with debased coin, the GM will make a secret *Per*-based Counterfeiting roll to see if you spot it.

Your familiarity with such matters also lets you roll to recast precious metal items as ingots, if needed (say, to disguise their origins).

Current Affairs

IQ/Easy

Defaults: IQ-4 or Research-4.

This is general knowledge of news and hearsay, gained by paying attention to criers and bards in town, and talking with fellow travelers on the road. A successful skill roll can find rumors of quests. Roll weekly, as noted in *Finding a Quest* (*Exploits*, p. 14).

The GM may permit rolls to locate people with specific commercial interests, too. An example is "anyone interested in buying scrap"; see *Scrap* (*Exploits*, p. 16).

Current Affairs deals in *overt* happenings in *civilized* lands. Get Streetwise (p. 90) for underworld gossip. For arcane secrets, news of the Undead Empire, etc., learn a suitable Hidden Lore (p. 78) specialty.

Dancing

DX/Average

Default: DX-5.

This is the ability to dance well enough to get paid for it. It's mostly used to earn a bit of money in town; see *Scoring Extra Cash* (**Exploits**, p. 14). Such a Dancing roll can do double duty as a complementary skill roll (**Exploits**, p. 6) for an associate working the audience using Pickpocket (p. 85).

You can also use Dancing as a complementary skill to your own Carousing (pp. 73-74) and Sex Appeal (p. 88) skills.

Born Entertainer (p. 47) gives a permanent +1 per level to Dancing.

Detect Lies

Per/Hard

Default: Perception-6.

This is the ability to tell when someone is lying to you. When you ask to use this skill, the GM will roll a *secret* Quick Contest: your Detect Lies skill vs. your subject's IQ (or Acting or Fast-Talk skill). Victory means the GM will tell you whether that person is lying. If you tie or lose, the GM may lie to you about whether you were lied to, or just say, "You can't tell."

This skill reads emotions and body language. It's worthless against all constructs and Elder Things, plus any demon, elemental, faerie, undead, or similar supernatural being with the Unfazeable trait.

Modifiers: Permanent +3 for Empathy (p. 48). +4 if subject is Easy to Read (p. 60).

Diagnosis

IQ/Hard

Defaults: IQ-6, First Aid-8, or Veterinary-5.

This is the ability to deduce what's wrong with the sick and injured. It's used mainly to identify disease; a successful roll avoids -5 to the Cure Disease spell. It can also reveal what's going on when healing doesn't work, distinguish a trance or suspended animation from death, and so on. No Diagnosis roll is needed for *obvious* things, like open wounds and missing limbs!

Diagnosis works only on *living* beings.

Modifiers: Permanent bonus equal to Healer (p. 50) level. Rare or *weird* conditions may give penalties of any size!

Diplomacy

IQ/Hard

Default: IQ-6.

This is the skill of negotiating, compromising, and getting along with others. Around monsters, it's used for *Negotiation* (**Monsters**, p. 5). When dealing with people in town, met on the road, etc., Diplomacy is also useful for Influence rolls

(**Exploits**, p. 10) – and unlike most skills, it will never give you a worse result than if you had tried an ordinary reaction roll, so it's usually safe.

Modifiers: Permanent +2 for Voice (p. 54); permanent -1 for Oblivious (p. 63).

If you know Diplomacy at level 20 or better, you get +2 on all reaction rolls where you have a chance to converse!

Disguise†

IQ/Average

Default: IQ-5.

This is the skill of altering someone's appearance using clothing and makeup. It isn't needed to don a simple disguise (e.g., a helmet or stolen livery), but such disguises fool only the inattentive! A *good* disguise requires this skill and 30 minutes of preparation per person. Don't roll until the disguise has to trick someone – then roll a Quick Contest of Disguise vs. the Perception or Observation skill (p. 84) of *each person* it must deceive.

When combining Acting (p. 72) with Disguise for impersonation, roll against the *lower* of the two skills.

Modifiers: Penalty equal to the Unnatural Features (p. 67) level of the person being disguised. -1 to -5 to disguise the subject as someone very different (GM's decision); race-crossing gives -2 between civilized species, -5 for humanoid monsters. Overweight and Fat (p. 64), and Skinny (p. 66), give penalties, except when disguised as someone who looks like that. Differences in Size Modifier – or between humanoids and non-humanoids – make Disguise *impossible*.

Deceiving beasts its own specialty:

Disguise (Animals): This is the skill of wearing animal skins, smearing your body with musk or dung, etc. See *Trickery* (**Monsters**, pp. 5-6) for smart animals with IQ 6+, or "*Good (Three-Headed) Doggie!*" (**Monsters**, p. 6) for the ordinary IQ 1-5 kind. Use the following modifiers *instead* of those above.

Modifiers: Permanent bonuses equal to Animal Friend (p. 47) and Outdoorsman (p. 51) levels; permanent -4 for Frightens Animals (p. 60). -5 to fool giant or dire animals rather than natural ones.

Escape

DX/Hard

Default: DX-6.

This is the ability to contort your way out of a tight situation. To slip free of restraints (ropes, shackles, etc.) takes one minute for the first attempt, 10 minutes per subsequent attempt. The GM may apply penalties for particularly secure bonds, or require you to win a Quick Contest against your captor's Knot-Tying (pp. 79-80). Critical failure inflicts 1d HP of injury.

Negotiating a narrow opening requires an uncontested Escape roll with encumbrance penalties (p. 12). See *Squeezing* (**Exploits**, p. 21) for details.

Flexibility or Double-Jointed (p. 49) gives a permanent +3 or +5 to Escape.

Speaking from Experience

*Squeeze under the gate, distract the guard with baf-flegab until I can flick out a shiv and shank 'em, and whisk the prize off the trapped pedestal? All in a night's work for a skilled thief. Warriors and spellcasters burden themselves with heavy armor and ponderous thoughts – they **need** somebody with fast hands and a fast mind.*

– Hap Badapple, Thief

Fast-Draw†

DX/Easy

Defaults: None.

This skill lets you *quickly* draw a particular kind of gear from a belt, sheath, or hiding place. A successful roll readies the item as a free action – you can use it on the same turn without a Ready maneuver! Failure forces you to use your turn for a Ready maneuver to draw it normally. Critical failure means you *drop* it.

Specialties are:

Arrow: Lets you ready a single arrow, bolt, or dart instantly, reducing the time needed to reload a bow, crossbow, or blowpipe by one turn. For this specialty, failure means you drop the projectile. Critical failure scatters the contents of the *whole quiver* everywhere! Forest Guardian (p. 44) gives a permanent bonus equal to its level.

Knife: Blades used with Knife or Main-Gauche skill.

Potion: Grenades carried in delver's webbing or a potion belt.

Scroll: Scrolls carried in delver's webbing or a scroll belt.

Sword: Blades used with Broadsword, Rapier, Saber, Shortsword, or Smallsword skill.

Two-Handed Sword: Blades used with Two-Handed Sword skill.

Modifiers: Permanent +1 for Combat Reflexes (p. 48); permanent -3 per level for Ham-Fisted (p. 61).

Fast-Talk

IQ/Average

Defaults: IQ-5 or Acting-5.

This is the skill of talking others into doing things against their better judgment. On adventures, its definitive application is *Trickery* (**Monsters**, pp. 5-6). In town and during your travels, it's useful in any situation that calls for

a reaction roll – you may make an Influence roll (**Exploits**, p. 10) against Fast-Talk instead.

Modifiers: Permanent +2 for Voice (p. 54); permanent -1 for Oblivious (p. 63) and -5 for Truthfulness (p. 67). At the GM's discretion, your approach and your story's plausibility may further modify the roll.

If you have Fast-Talk at level 20 or better, you get +2 on all reaction rolls where you're allowed to talk!

Filch

DX/Average

Defaults: DX-5, Pickpocket-4, or Sleight of Hand-4.

This skill lets you steal objects sitting in plain sight without being spotted. In town, it's commonly used for *Shoplifting* (**Exploits**, p. 14). Filch covers only the theft; leaving town with stolen goods requires a roll against Smuggling (p. 89).

Modifiers: Valuables get better security: -1 if value is at least \$100, and another -1 per doubling (-2 at \$200, -3 at \$400, and so on); an extra -3 for rare or magical goods. In some situations (GM decides), your confederates can try complementary skill rolls (**Exploits**, p. 6) against flamboyant skills as a diversion; maximum bonus is +3.

In the dungeon, use Filch – not Sleight of Hand (p. 89), which covers *tiny* items – to quickly swap two objects (like a sandbag for a gold statue) to foil a trap.

First Aid

IQ/Easy

Defaults: IQ-4 or Veterinary-4.

This is training at treating injuries in the field; see *Patching Up* (**Exploits**, p. 63) and *Medic!* (**Exploits**, p. 63) for rules. If you know Esoteric Medicine, First Aid is essentially “backup” for times when you lack that skill's tools.

First Aid works only on living humanoids. Use Veterinary (p. 94) for beasts.

Modifiers: Permanent bonus equal to Healer (p. 50) level. +1 for a first aid kit (p. 111).

Fishing

Per/Easy

Default: Perception-4.

This is the ability to catch fish with a hook and line or a net. When traveling, it's used for *Foraging* (**Exploits**, p. 18) to reduce ration dependency. On voyages by boat or ship, Fishing is the *only* skill allowed for this – no Naturalist or Survival!

In the dungeon, the GM may call for a DX-based roll anytime it's necessary to cast a hooked or weighted line to fetch or pull something, like a distant treasure or lever.

Outdoorsman (p. 51) gives a permanent +1 per level to Fishing.

Forced Entry

DX/Easy

Defaults: None. You don't need this skill to break stuff, though!

This skill enhances your efficiency at demolishing chests, portals, and other objects. It aids the bashing, forcing, and bending tasks described in *Muscle (Exploits, pp. 21-23)*.

When striking an inanimate object with any tool or melee attack (armed or unarmed), add +1 per die to basic thrust or swing damage if you have this skill at DX+1, +2 per die if you know it at DX+2 or better. Add a similar bonus (+1 or +2) to ST rolls for forced entry.

Hitting inanimate targets is usually automatic. When it isn't, use the *higher* of Forced Entry or your melee skill to hit.

Pickaxe Pendant (p. 44) and Widget-Worker (p. 44) each give a permanent +1 per level to Forced Entry.

Forgery

IQ/Hard

Defaults: IQ-6 or Counterfeiting-2.

This is the study of fakes: artworks, historical artifacts, maps, and so on. Roll vs. skill – at a penalty for a good forgery – to spot a phony. For anything *unique*, lack of past experience means you must look for tiny telltales; the roll is *Per*-based (adjusted for Acute Senses, Sensitive Touch, etc.) and the GM will apply at least -5.

You can also use Forgery to modify a generic item to resemble a specific one, usually to satisfy a quest-giver. You must *win* a Quick Contest of Forgery against the recipient's skill (Connoisseur, Forgery, etc.). Your roll is *DX*-based, with the following modifiers.

Modifiers: +1 per level of High Manual Dexterity (p. 39) or -3 per level of Ham-Fisted (p. 61); -5 if trying to fake something genuinely *unique*.

Gambling

IQ/Average

Default: IQ-5.

This is skill at playing games of chance. Its main use is to get rich quick – or try to – in town. See *Scoring Extra Cash (Exploits, p. 14)* for rules.

Cheating uses something like Sleight of Hand (p. 89) or spells, not Gambling – but this skill can *spot* a cheater. To do so, win a Quick Contest of Vision or *Per*-based Gambling, whichever is *higher*, vs. the skill your opponent is using to cheat.

Finally, Gambling can replace Detect Lies (p. 75) in the specific situation where you suspect someone is *bluffing* about their odds, numbers, or capabilities – at +4 if they're Easy to Read (p. 60).

Garrote

DX/Easy

Default: DX-4.

This is the ability to strangle a victim with a cord or wire. See *Garrotes (Exploits, p. 39)* for rules. You can use Garrote only to attack from behind, never to parry or on an aware victim.

Gesture

IQ/Easy

Default: IQ-4.

This is the ability to communicate simple concepts with hand signals. This is useful both for silent *Signaling (Exploits, p. 20)* among a group of delvers and for *Negotiation (Monsters, p. 5)* with creatures that don't speak your language.



In the dungeon, know your rivals and signal from a safe distance. An elf's "Let's negotiate!" is an orc's "Yo mama!"

– Jag Fairchild, Bard

Hazardous Materials

IQ/Average

Default: IQ-5.

This is knowledge of tricks for handling materials that are unsafe not because they're corrosive or toxic (use Poisons, pp. 85-86), but because they produce effects similar to hostile spells. Roll against skill to dispose of a magic potion used as a trap, as *Dangerous Stuff (Exploits, p. 23)* explains, or to extract supernaturally active stuff from monster corpses, as described in *Dead Monster Bits (Exploits, p. 24)*.

The GM may require *DX*-based rolls to transport things that are dangerous to touch, look at, or carry; e.g., unholy water, Medusa's severed head, or a cursed relic. Success lets you exploit a loophole to do so cleverly and safely. Failure curses, blights, or dooms you.

Heraldry

IQ/Average

Defaults: IQ-5 or Savoir-Faire-3.

This is the skill of recognizing coats of arms, crests, flags, and so on. It's valuable in two common delving situations: fighting and looting.

In a potential combat situation, success at Heraldry will identify an *organized* enemy by their banners, livery, shields, or standards. This may advise you of favorite tactics, dangerous champions, even weaknesses; see *Recognition (Monsters, p. 4)*.

When looting, success will let you recognize maker's marks, arms of storied owners, symbols of countries of origin, and the like. This can help identify items, as explained in *Antiques and Objets d'Art* (**Exploits**, p. 74).

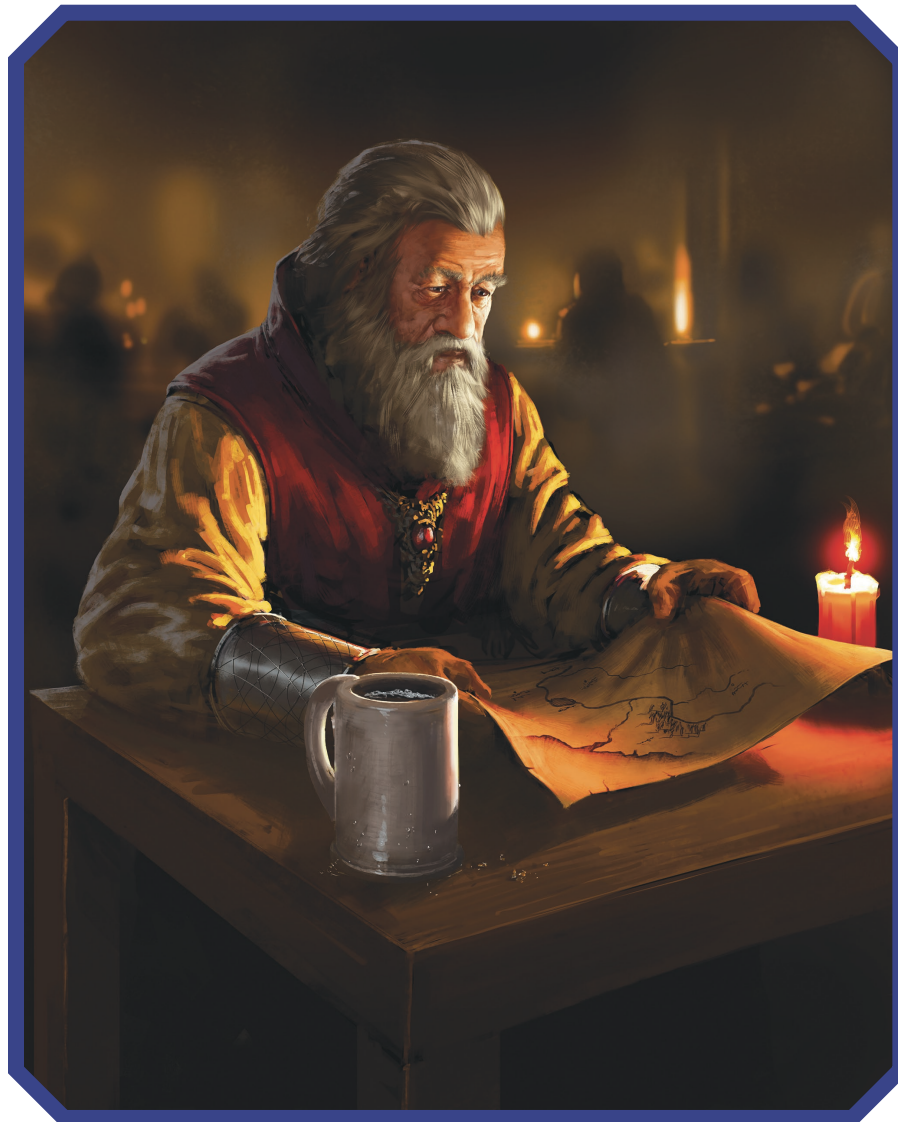
Modifiers: +1 to +5 for a well-known design; -1 to -5 for an obscure or retired one.

Hidden Lore†

IQ/Average

Defaults: None.

This is knowledge that's lost or deliberately kept secret. Each kind of lore is its own skill, *utterly unknown to delvers without points in it*. After the game begins, it might be impossible to add these skills without access to a suitably ancient manuscript or master (GM's decision).



For specialties concerning supernatural beings, a successful roll generally reveals a few powers or flaws; see *What Are We Dealing With?* (**Monsters**, pp. 4-5). It may also warn when you're about to enter a place created by such entities. Most such specialties correspond to standard monster classes – *Demons*, *Divine Servitors*, *Elder Things*, *Elementals*, *Faeries*, *Spirits*, or *Undead* – but one does not:

Nature Spirits: Supernatural beings of *any* class dwelling in and tied to Nature; e.g., spirit animals, “wild” elementals (fire in volcanoes, water in lakes, etc.), nymphs, fauns, and spirits of place (entities embodying forests, rivers, and so on).

Other specialties are:

Lost Civilizations: Knowledge of nations or races that perished eons ago – usually after dabbling in Bad Juju. A successful roll lets you recognize the ruins or relics of such a civilization.

Magic Items: Knowledge of *legendary*, typically named and unique, items of power. A successful roll lets you recognize such an artifact and recall some of its capabilities.

Magical Writings: Knowledge of texts weirder than mere spellbooks or scrolls. A successful roll will hint at the lore in such a work and warn of its dangers.

Hiking

HT/Average

Default: HT-5.

This is training at long-distance walking, marching, and snowshoeing. It covers foot care, balancing your load, pacing, etc. A successful skill roll reduces total travel time on foot; see *Getting There Quickly* (**Exploits**, p. 17). Roll once per trip.

To avoid spending hours gaming out a trek, the GM may swap some of the wandering monsters for DX or HT rolls to avoid twisted ankles and similar annoyances. You may substitute a Hiking roll based on the relevant attribute, if better.

Holdout

IQ/Average

Defaults: IQ-5 or Sleight of Hand-3.

This is the skill of concealing items on yourself. In the dungeon, it's used to surprise enemies in combat as described in *Hidden Weapons* (**Exploits**, p. 58).

In town, a Holdout roll lets you carry items where they're prohibited. If guards are actively searching people, you must *win* a Quick Contest of Holdout vs. their Search skill (p. 88). Otherwise, you're caught!

Modifiers: For non-weapons, go by weight: +3 if negligible ("neg."); +2 at up to 0.1 lb.; +1 at up to 0.2 lb.; 0 at up to 0.5 lb.; -1 per pound if heavier. Ranged weapons use Bulk (e.g., 0 for a shuriken, -2 for a grenade potion). For melee weapons, add weight in lbs. (treat "neg." as 0) to *longest* reach in yards (treat "C" as 0) if rigid, *shortest* reach if flexible (garrote, whip, etc.); round up and apply a penalty of that size. You *can't* hide rigid objects longer than your height!

Innate Attack†

DX/Easy

Default: DX-4.

This skill is used to hit your target with a magic jet, Missile spell, or other supernatural attack projected from the body. It has four specialties, which default to one another at -2. Two are common among spellcasters:

Beam: Any *jet* or *ray* emitted from the hands. Requires at least one unrestrained hand, which needn't be *empty*.

Projectile: Any *projectile* or *pseudo-solid bolt* (like a Missile spell) emitted from the hands. Requires at least one unrestrained hand, which needn't be *empty*.

The remaining specialties are more common among monsters:

Breath: Any attack exhaled or spat from the mouth. You cannot be gagged and you *must* be facing your target.

Gaze: Any attack emitted from the eyes. You cannot be blindfolded and you *must* be facing your target.

You use this skill to *direct* a spell, not to *cast* it; therefore, notes on restraints refer only to your ability to attack enemies. If you can cast while restrained, no Innate Attack roll is needed to attack your restraints!

To improve your odds with spells that require a touch, learn an unarmed combat skill – or a melee weapon skill for wielding a wizard's staff or wand (p. 118).

Interrogation

IQ/Average

Defaults: IQ-5 or Intimidation-3.

This is the ability to question someone who cannot simply flee to avoid answering. You must *win* a Quick Contest of Interrogation vs. the prisoner's Will for each question. See *Interrogations* (**Exploits**, p. 10) for complete rules.

Interrogation includes torture; that isn't its own skill. In the not-so-enlightened world of *Dungeon Fantasy*, interrogations *normally* "get medieval" (in every sense!). That's why there are no penalties against monsters – though iron Will is often an issue.

Callous (p. 57) gives a permanent +1 to Interrogation.

Intimidation

Will/Average

Defaults: Will-5 or Acting-3.

This is the skill of hostile persuasion. On adventures, it's used to drive off foes; see *Taunt and Bluster* (**Exploits**, p. 58). Around town, you can substitute an Influence roll (**Exploits**, p. 10) against Intimidation for any reaction roll. Both applications are Quick Contests – and if you win *and* roll a critical success, or your target loses *and* rolls a critical failure, your victim must make a Fright Check in addition to the other results!

Modifiers: Permanent +1 for Callous (p. 57); permanent -1 for Oblivious (p. 63). Size matters – add your Size Modifier and subtract the subject's. +1 for Penetrating Voice (p. 52) and +2 for success at Kiai (p. 32), if you're willing to sacrifice any chance of stealth. Subtract the *subject's* Fearlessness (p. 49) from skill *and* add it to their Will; if they're Unfazeable (p. 53), Intimidation *won't work*. -3 if your goal is to request aid.

Group Intimidation: You may attempt to intimidate a group of up to 25, at -1 to skill per five members (or fraction thereof). Multiple intimidators can combine forces against proportionally larger groups; e.g., three adventurers could try to intimidate 75 orcs! Base the skill penalty on the size of the target group divided by the number of intimidators (round up). Resolve the outcome with a single Quick Contest: the *highest* effective Intimidation skill from among the intimidators vs. the *highest* modified Will in the target group.

Jumping

DX/Easy

Defaults: None. You don't *need* this skill to jump, however!

This is *trained* jumping ability. Whenever you roll for a difficult jump or to hop over the trigger of a trap, use the *better* of Jumping or DX. Also use the higher of Jumping/2 or Basic Move/4 as your basic horizontal jumping distance. For more on such stunts, see *Jumping* (**Exploits**, p. 20) and *Running Climb* (**Exploits**, p. 21).

Knot-Tying

DX/Easy

Defaults: DX-4, Climbing-4, or Seamanship-4.

This is the ability to tie all kinds of knots quickly and efficiently. Delvers often use it to bind captives; see *Prisoners* (**Exploits**, p. 25). Subjects with the Escape skill (pp. 75-76) must *win* a Quick Contest against your Knot-Tying to get free.

A Knot-Tying roll can prepare a rope for use with Lasso (p. 80). Except on a critical success, the resulting lariat is an improvised weapon (**Exploits**, p. 37): -1 to skill.

Finally, the GM may let Knot-Tying *replace* other skills for tasks involving fastening or unfastening ropes; e.g., to secure lines to hoist allies who don't have Climbing (p. 74), or to rig trigger lines and trip-ropes without needing Traps (p. 92).

Modifiers: Permanent +1 per level of High Manual Dexterity (p. 39) or -3 per level of Ham-Fisted (p. 61).

Lasso

DX/Average

Defaults: None.

This is the skill of throwing the *lariat*: a long rope or thong with a sliding noose at one end, useful for entangling enemies, snaring treasures, and even *Swinging* (**Exploits**, p. 21). For detailed rules, see *Lariats* (**Exploits**, p. 44).

Leadership

IQ/Average

Default: IQ-5.

This is the ability to coordinate a group. When working with PCs, its only real use is to rally them against fear and mind control; see "*Onward to Victory!*" (**Exploits**, p. 57).

If you're the rightful leader of *NPCs* – anything from hired thugs to knights assigned to you by the King – you can use Leadership for Influence rolls (**Exploits**, p. 10) as well. These can replace not only reaction rolls but also the Loyalty checks described in *Hirelings* (**Exploits**, p. 90).

Modifiers: Permanent bonuses equal to Born War-Leader (p. 47) and Charisma (p. 48) levels. When substituting an Influence roll for a Loyalty roll: -10 for Loyalty of 6 or less, -5 at 7-9, 0 at 10-12, +5 at 13-15, and +10 at 16-18. If Loyalty is 19 or higher, you win automatically!

Lifting

HT/Average

Defaults: None.

This is training at *Extra Effort* (**Exploits**, p. 20) to increase Basic Lift for stunts like *Lifting and Shifting* (**Exploits**, p. 22). Extra effort normally requires a Will or Will-based skill roll – but *you* may make a standard HT-based Lifting roll, if that would be better. Thus, Lifting works best for heroes who put matter (HT) over mind (Will).

Lifting assists momentary feats of strength – roll once per extra-effort lift. It has no effect on encumbrance or carrying capacity.

Lip Reading

Per/Average

Default: Perception-10.

This is the ability to *see* what others are saying. You must be within seven yards, or have a means of bringing your viewpoint this close. Success lets you understand what's being said *if* you know the language. Critical failure means you're seen – or if concealed or invisible, that you make noise trying to get a better look.

Lip Reading works only on a creature that has a mouth that moves when it speaks!

Modifiers: All modifiers under *Vision* (**Exploits**, p. 9).

Lockpicking

DX/Average

Default: DX-5.

This is the ability to open a lock without its key. Each attempt requires one minute. If you succeed, reduce the time you needed to pick *that* lock by five seconds per point of success.

Lockpicking is mostly about everyday latches and tumblers. Peculiar mechanisms might demand *IQ*-based rolls or take far longer to open. Trapped locks use the *lower* of Lockpicking or Traps (p. 92). *Magical* seals are completely beyond Lockpicking!

Modifiers: Permanent bonuses equal to High Manual Dexterity (p. 39) and Widget-Worker (p. 44) levels; permanent -3 per level of Ham-Fisted (p. 61). -5 if using only a knife; bonuses for superior lockpicks (p. 113). -5 if working in total darkness. Cheap or fancy locks can give bonuses or penalties of any size.

Speaking from Experience

People often ask me, "But Brother! After the monastic life, how do you hope to survive the dungeon?" I intend to use skills I've honed all my life. I am versed in prayer: who needs divine aid more than delvers? I have trained as a healer: who needs healing more than delvers? I have studied the signs and portents of Evil: who encounters Evil more than delvers? Not every danger can be evaded by stealth or crushed with steel. Adventurers ignore the learned arts at their peril.

– Francesco Zombani, Cleric

Meditation

Will/Hard

Defaults: Will-6 or Autohypnosis-4.

This is the ability to calmly focus your thoughts on your situation. A successful roll can turn your mind's eye inward for inspiration relevant to your circumstances (meaning a vague hint from the GM), or outward to petition the gods for direct assistance. See *Last Ditch* (**Exploits**, pp. 90-91) for details.

Melee Weapon Skills

This isn't one skill but a *collection* of skills – one per class of closely related melee weapons. Rules that refer to a skill apply only to the weapons covered by that specific skill.

See the *Melee Weapons Table* (pp. 98-103) to learn exactly what those are.

Below, these skills are grouped into several broad categories. Whenever a rule refers to a category, it applies to *all* the melee weapon skills within it and *all* the weapons those skills cover. For instance, “fencing weapons” is short for “all weapons used with any of the Main-Gauche, Rapier, Sabre, or Smallsword skills.”

To attack an opponent with a melee weapon skill, make a skill roll. Fancy moves – e.g., hitting body parts other than the torso, or striking to disarm – will impose penalties or require extra rolls.

You may also defend with these skills. Your Parry defense is 3 + *half* skill, rounded down. See *Parrying (Exploits, pp. 48-49)*.

Fencing Weapons

A **fencing weapon** is any light, one-handed weapon optimized for parrying. When you parry with a fencing weapon, you enjoy an improved retreating bonus and suffer *half* the usual penalty for parrying more than once with the same hand. See *What Am I Parrying With? (Exploits, p. 49)*.

On the downside, you must stay relatively mobile to capitalize on fencing weapons’ speed and maneuverability, so all attacks and parries take encumbrance penalties (p. 12); e.g., Heavy encumbrance gives -3 to hit and to parry. As well, fencing weapons aren’t substantial enough to parry flails or kusaris.

In addition to the specific defaults listed below, all skills in this category default to one another at -3.

Main-Gauche (DX/Average): Covers many Knife and Jitte/Sai weapons. When you wield a suitable weapon with this skill, you may ignore the penalty for using the “off” hand on defense (*attacks* still have -4) and the -1 for parrying with a knife. *Defaults*: DX-5, Jitte/Sai-4, or Knife-4.

Rapier (DX/Average): Any long (over one yard), light, primarily thrusting sword. *Defaults*: DX-5 or Broadsword-4.

Saber (DX/Average): Any light cut-and-thrust sword. (Not the heavy *cavalry* saber, which uses Broadsword.) *Defaults*: DX-5, Broadsword-4, or Shortsword-4.

Smallsword (DX/Average): Any short (up to one yard), light thrusting sword. Also covers one-handed staves and wands. *Defaults*: DX-5 or Shortsword-4.

Flails

A **flail** is any flexible, unbalanced weapon with its mass concentrated in the head. Such a weapon cannot parry if you’ve already attacked with it on your turn. Flails tend to wrap around an opponent’s shield or weapon, giving enemies -2 to block and -4 to parry. Fencing weapons and knives *cannot* parry them! Unarmed fighters *can* parry them, but at -4 in addition to any penalty for parrying unarmed.

Flail (DX/Hard): Any one-handed flail. *Defaults*: DX-6, Axe/Mace-4, or Two-Handed Flail-3.

Two-Handed Flail (DX/Hard): Any two-handed flail. *Defaults*: DX-6, Flail-3, Kusari-4, or Two-Handed Axe/Mace-4.

Impact Weapons

An **impact weapon** is any rigid, unbalanced weapon with its mass concentrated in the head. Such a weapon cannot parry if you’ve already attacked with it on your turn. These skills get a permanent bonus equal to your level of Pickaxe Pendant (p. 44).

Axe/Mace (DX/Average): Any one-handed impact weapon. *Defaults*: DX-5, Flail-4, or Two-Handed Axe/Mace-3.

Two-Handed Axe/Mace (DX/Average): Any two-handed impact weapon. Nearly all such weapons become *unready* after a swing. *Defaults*: DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4.

Pole Weapons

Pole weapons are long, usually wooden shafts, often adorned with striking heads. All require two hands.

Polearm (DX/Average): Any long, unbalanced pole weapon with a heavy striking head. Most polearms become *unready* after a swing, but not after a thrust or parry, and cannot parry if you’ve already attacked with them on your turn. *Defaults*: DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4.

Spear (DX/Average): Any long, balanced pole weapon with a thrusting point. *Defaults*: DX-5, Polearm-4, or Staff-2

Staff (DX/Average): Any long, balanced pole *without* a striking head – including the wizard’s staff. This skill makes good use of the staff’s extensive parrying surface when defending, giving +2 to your Parry score. *Defaults*: DX-5, Polearm-4, or Spear-2.

Swords

A **sword** is any rigid, hilted blade. All swords are balanced, and can attack and parry without becoming unready.

Broadsword (DX/Average): Any *balanced*, two- to four-foot blade wielded in one hand. Also covers sticks and clubs of similar size and balance to such blades, as well as bastard swords, katanas, and longswords used one-handed. *Defaults*: DX-5, Rapier-4, Saber-4, Shortsword-2, or Two-Handed Sword-4.

Jitte/Sai (DX/Average): Any *tined*, one-handed sword designed to catch weapons. Jitte/Sai weapons are built for disarming, and give +2 in the Quick Contest to disarm an opponent; see *Attacking Weapons (Exploits, p. 37)*. If you attempt to disarm on the turn *immediately* after you parry a weapon, you needn’t roll to hit that weapon first – just state that you’re attempting to disarm and move directly to the Quick Contest! This still counts as an attack. *Defaults*: DX-5, Main-Gauche-4, or Shortsword-3.

Knife (DX/Easy): Any rigid, hilted blade less than one foot long. A knife has a very small parrying surface, giving -1 to your Parry score, and *cannot* parry flails or kusaris. *Defaults*: DX-4, Main-Gauche-3, or Shortsword-3.

Shortsword (DX/Average): Any *balanced*, one-handed blade one to two feet in length. Also covers sticks and clubs of comparable size and balance. *Defaults*: DX-5, Broadsword-2, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3.

Two-Handed Sword (DX/Average): Any *balanced*, two-handed blade over four feet in length. Also covers quarterstaves wielded like swords, as well as bastard swords, katanas, and longswords used two-handed. *Defaults:* DX-5 or Broadsword-4.

Whips

A **whip** is a flexible weapon made from a length of chain or leather. Such weapons tend to wind around their target, making them excellent for disarming; see *Attacking Weapons (Exploits, p. 37)*. However, their lack of rigidity makes them poor parrying weapons (-2 to your Parry score), and you *cannot* parry if you've already attacked with them on your turn.

Kusari (DX/Hard): A weighted chain, wielded two-handed. Like flails, kusaris wrap around shields and weapons, giving enemies -2 to block and -4 to parry. See *Kusaris (Exploits, p. 39)* for other special rules. *Defaults:* DX-6, Two-Handed Flail-4, or Whip-3.

Whip (DX/Average): Any ordinary whip. See *Whips (Exploits, p. 39)* for special rules. *Defaults:* DX-5 or Kusari-3.

Other Weapons

Tonfa (DX/Average): A **tonfa** is a club with a protruding handle on one side. It can function as a baton, but you can

also grasp it by the handle and hold it against the forearm. This grip lets you strike and parry with unarmed striking skills (pp. 93-94) instead of Tonfa skill; strikes are punches at +1 to damage (equivalent to using brass knuckles or a DR 3+ gauntlet), while parries are considered *armed*, so *Hurting Yourself (Exploits, p. 40)* doesn't apply. Roll vs. Tonfa skill to change grips; success makes the grip change a free action, failure means you must spend the entire turn changing grips, and critical failure means you throw away your weapon! *Defaults:* DX-5 or Shortsword-3.

Merchant

IQ/Average

Default: IQ-5.

This is the skill of buying, selling, and trading. Use it for *Bargain Hunting (Exploits, p. 13)* to buy low, *Haggling (Exploits, p. 16)* to sell high. As well, a successful roll will appraise valuables – gems, jewelry, strange alloys, art, etc. – so you know what you're dealing with in the first place.

Merchant covers services as well as goods. In particular, it's useful when hiring help; see *Hirelings (Exploits, p. 90)*.

Modifiers: Permanent -3 for Gullibility (p. 61). -1 to -4 for Compulsive Spending (p. 59) when rolling to get a lower price.

WHAT'S USEFUL?

Dungeon Fantasy includes many skills. Some are *obviously* handy for delvers. Combat skills and Search have killing-and-looting applications; "thieving" skills like Climbing, Lockpicking, Stealth, and Traps are great when violence is ill-advised or not an option; and a few skills, notably Acrobatics, have combat *and* noncombat uses.

Others, while rolled just once or twice per adventure, can still pay off. A group in which everybody knows Hiking will make better time, conserving supplies and hence money. Anybody who stands watch could use Observation. And Gesture is essential for coordinating silently.

For several of the above skills, the party is only as capable as its least-skilled member. For instance, the *lowest* Stealth skill establishes the odds of sneaking past a sleeping dragon, and the *worst* Hiking skill sets the pace of a trek.

Still other skills fall into the realm of "Someone should learn them – preferably a couple of people, just in case." The whole party will perform better if somebody has Navigation for long trips, Cartography for mapping, First Aid for backup healing, and Alchemy and Thaumatology for solving magical puzzles. Just one adventurer with Merchant can make the adventure a *richer* experience for all!

What about obscure skills? How often will lawful heroes *need* Counterfeiting? Will "street" skills such as Streetwise and Urban Survival – and genteel skills like

Musical Composition and Savoir-Faire – *ever* matter to delvers who visit town only for long enough to sell loot?

Exploits strives to offer at least one use per skill. Many skill descriptions in this chapter suggest additional possibilities. But there's no need to stop there!

- If a skill's description or even its name seems relevant to the adventure, the GM should keep an open mind when a player asks to use it – though the roll might have a penalty. For example, if the delvers want to cover themselves in zombie guts to deceive an undead horde, and the druid proposes using Disguise (Animals) because it covers something similar, a skill roll at -2 would be fair.

- The GM should involve rarely used skills on occasion. Maybe the faeries communicate in a musical code the bard can break using Musical Composition. Perhaps the knight can use Strategy to win a chess game to convince a dragon to let the PCs pass unscathed. The thief might use Counterfeiting to craft a fake token for the troll bridge.

- Remember *Complementary Skill Rolls (Exploits, p. 6)*. If the players see a logical or *amusing* way for one skill to assist another, why not allow it? For instance, by using the Panhandling skill to look miserable and beg for aid, the cleric might boost the bard's Savoir-Faire roll to secure sponsorship.

If you know Merchant at *any* level, you get +1 on reaction rolls when buying or selling. At level 20 or better, you get +2.

Mimicry†

IQ/Hard

Defaults: IQ-6 and others.

This is the ability to imitate voices. The Voice advantage (p. 54) gives a permanent +2. Specialties are:

Animal Sounds: Emulating distinctive animal sounds: a lion's roar, a wolf's howl, a frog's croak, etc. This is useful for stealthy outdoor signals and distracting dangerous beasts – *Signaling (Exploits, p. 20)* and *Call of the Wild (Monsters, p. 6)*, respectively. Animal Friend (p. 47) and Outdoorsman (p. 51) give a permanent +1 per level. *Defaults:* Mimicry (Bird Calls)-6 or Naturalist-6.

Bird Calls: As Animal Sounds, but for birds. *Defaults:* Mimicry (Animal Sounds)-6 or Naturalist-6.

Speech: Imitating the sounds of speech – usually for *Trickery (Monsters, pp. 5-6)*, such as luring intelligent monsters into an ambush. You can't converse in a language you don't know, but if you've heard it, you can reproduce its *sound*. Roll at -3 to mimic a specific person, and you must *win* a Quick Contest vs. IQ to fool those who know that person. *Default:* Acting-6.

Missile Weapon Skills

This isn't one skill but a *collection* of skills – one per class of closely related ranged weapons. See the *Ranged Weapons Table* (pp. 103-105) to learn what each skill covers.

Missile weapons shoot ammunition: arrows, bolts, darts, pellets, etc. While Heroic Archer (p. 35) lets scouts use bows to attack every turn, most delvers must spend time reloading missile weapons between shots – and as such weapons take range penalties, you'll rarely get to use full skill when you *do* attack. Be prepared for these limitations!

See *Ranged Attacks (Exploits, pp. 41-45)* for further details.

Blowpipe (DX/Hard): This is the ability to use a hollow tube to shoot small, usually poisoned, darts. *Default:* DX-6.

Bow (DX/Average): This is the ability to use the longbow, short bow, or any similar bow to shoot arrows. Forest Guardian (p. 44) and Halfling Marksmanship (p. 45) give a permanent +1 per level. *Default:* DX-5.

Crossbow (DX/Easy): This is the ability to use all types of crossbows, including the pistol crossbow and prodd (which fires pellets or stones). *Default:* DX-4.

Sling (DX/Hard): This is the ability to use the sling or staff sling to lob stones or bullets. Halfling Marksmanship (p. 45) gives a permanent bonus equal to its level. *Default:* DX-6.

Spear Thrower (DX/Average): This is the ability to use a long, flat stick with a notch or a loop at one end to hurl a dart or javelin. It takes one turn to position the spear in the thrower after both are in hand and ready. *Defaults:* DX-5 or Thrown Weapon (Spear)-4.

Musical Composition

IQ/Hard

Defaults: No general default. Musical Instrument-2 to compose for that instrument, or Poetry-2 to compose for Singing.

This is the art of composing music – usually to earn money. When *Selling the Tale (Exploits, p. 17)*, a successful skill roll will immortalize your exploits in a ballad. When *Scoring Extra Cash (Exploits, p. 14)*, make a complementary skill roll (*Exploits, p. 6*) for Dancing, Musical Instrument, Performance, Poetry, or Singing.

Musical Composition also includes abstract music theory. A successful roll might uncover information concealed in music, or realize that peculiar symbols are musical notation (perhaps for a password or spell!).

Playing music requires Musical Instrument (below) – and supernatural applications need Bardic Talent, which gives a permanent +1 per level to Musical Composition.



In darkness, familiar voices may pass unchallenged and alarums may be the only warning of danger.

– Jag Fairchild, Bard

Musical Instrument†

IQ/Hard

Default: Varies.

This is the ability to play a musical instrument. For non-bards, its main use is busking for money; see *Scoring Extra Cash (Exploits, p. 14)*. For bards, it allows the use of Bard-Song abilities (p. 18) and sets the skill level they use to resist being dispelled.

Each instrument has its own skill: Musical Instrument (Drums), Musical Instrument (Flute), Musical Instrument (Harp), Musical Instrument (Horn), Musical Instrument (Lute), etc. See *Musical Instruments* (p. 112) for examples. Instruments within categories like “harp or zither,” “stringed,” or “woodwind” default to each other at -3; otherwise, there's no default.

Bardic Talent gives a permanent +1 per level to Musical Instrument.

Naturalist

IQ/Hard

Default: IQ-6.

This is *practical* wilderness lore. A successful skill roll will let you find something to eat outdoors, identify valuable animal parts, or recall the capabilities of strange beasts; see *Foraging (Exploits, p. 18)*, *Dead Monster Bits (Exploits, p. 24)*, or *Recognition (Monsters, p. 4)*, respectively.

When in doubt about natural dangers, the GM will roll against Naturalist to see what you know; e.g., to realize that a cave is a dangerous animal's lair. This roll may be *Per*-based for tasks such as telling whether distant haze is the weather, smoke from a forest fire, or dust from a stampede.

Green Thumb (p. 50) and Outdoorsman (p. 51) each give a permanent +1 per level to Naturalist.

Speaking from Experience

City people so silly, hiding in prickly-bushes, stinking of town an' making fake wolf noises: "Aroo! Aroo!" Going in circles all day an' then camping in bear cave. Not sure how childrens become grownups not learning about outdoors. Outdoors scarier than dungeon for big dummies. Learn about beasties an' plants an' winds or you never find dungeon!

– Argua the Barbarian

Navigation

IQ/Average

Defaults: IQ-5, Cartography-4, or Seamanship-5.

This is the ability to find your position by observing landmarks, stars, ocean currents, etc., and by using equipment. Roll once per journey. Success means you follow a course that reduces travel time; see *Getting There Quickly (Exploits, p. 17)*.

In trackless desert, dense jungle, thick mists, and similar surroundings – or around dangers such as the Sinking Swamp – the GM may require daily or *hourly* rolls to avoid getting lost or in trouble. A *Per*-based roll can detect supernatural distortions of distance and direction.

Modifiers: Permanent +3 for Absolute Direction (p. 46); permanent bonus equal to Outdoorsman (p. 51) level. Equipment matters: -5 for none, -2 for a sketchy map, -1 for a sundial (p. 111), 0 for a compass (p. 112) or good map, +1 for an excellent map.

Net

DX/Hard

Default: Cloak-5.

This skill covers using a net as both a thrown weapon and melee weapon. For detailed rules, see *Nets (Exploits, p. 45)*.

Observation

Per/Average

Defaults: Perception-5 or Shadowing-5.

This is the talent of spotting the interesting and the dangerous *from afar*. Roll against skill when *Scouting Ahead (Exploits, pp. 19-20)* to gather tactical information about

patrols, sentry positions, etc. Also use the *higher* of Observation or Perception (including Vision or Hearing) to notice hidden doors, when standing watch, and in Quick Contests against Camouflage, Disguise, Shadowing, and Stealth.

The GM will often roll for you in secret. If you succeed (*win*, in a Contest) the GM will reveal important details, and you won't be surprised in a combat situation. Critical failure means being seen – or *heard*, if concealed or invisible.

Modifiers: Modifiers to Sense rolls apply normally; see *Vision (Exploits, p. 9)* and *Hearing (Exploits, p. 9)*.

Occultism

IQ/Average

Default: IQ-5.

This is the study of curses, hauntings, and similar creepiness. A successful skill roll will identify demonic altars, haunted houses, sinister symbols, and the warning signs of possession. A second roll might let you recall details about what you've encountered – but to *expel* Evil, you'll need Exorcism (p. 22). See *Curses 101 (Exploits, pp. 23-24)*.

Knowledge of baleful *entities* is the realm of Hidden Lore (p. 78). However, the GM may permit Occultism rolls for *Recognition (Monsters, p. 4)* when attacked by cursed objects (like evil dolls and flying knives) or possession victims.

Occultism provides no special information on *magic*. Use Alchemy (p. 72) or Herb Lore (p. 25) for potions, Religious Ritual (p. 86) or Theology (p. 91) for theurgy, or Thaumatology (p. 91) for wizardry.

Panhandling

IQ/Easy

Defaults: IQ-4, Fast Talk-2, or Public Speaking-3.

This is the art of effective begging. It's mainly used in town to finagle money from passersby; see *Scoring Extra Cash (Exploits, p. 14)*.

Someone who isn't laden with armor, a pack, or shiny valuables – or obviously armed with anything other than a stick – can use Panhandling for *Trickery (Monsters, pp 5-6)* that involves posing as penniless, a mendicant monk, or a vagrant. However, the target of the ruse may use the *higher* of Streetwise (p. 90) or IQ in the Quick Contest to avoid being fooled.

Charisma (p. 48) gives a permanent bonus equal to its level.

Performance

IQ/Average

Defaults: IQ-5, Acting-2, or Public Speaking-2.

This is the skill of stage acting, which differs from Acting (p. 72) in that you're trying to *entertain*, not deceive. It's main use is to earn money in town; see *Scoring Extra Cash (Exploits, p. 14)*. The Performance roll for this can also count as a complementary skill roll (*Exploits, p. 6*) for an associate working the audience with Pickpocket (p. 85).

A successful Performance roll will also let you enunciate a difficult incantation or passphrase *precisely* (“Klaatu barada nikto!”).

Modifiers: Permanent bonus equal to Born Entertainer (p. 47) level; permanent +2 for Voice (p. 54).

Pharmacy

IQ/Hard

Defaults: IQ-6, Herb Lore-5, or Naturalist-5.

Prerequisite: Naturalist.

This is the craft of herbal medicine. Brewing an antidote to *Poison* (*Exploits*, pp. 69-70) takes an hour, while treating *Disease* (*Exploits*, pp. 66-67) takes a day. You cannot attempt either until you’ve successfully identified your patient’s problem using *Poisons* (pp. 85-86) or *Diagnosis* (p. 75), respectively.

Although herbal medicine is remarkably effective in fantasy, Pharmacy *isn’t* magic – anyone can learn it. Only druids can produce magical preparations from plants, however. Use *Esoteric Medicine* (Druidic) (p. 25) for cures or *Herb Lore* (p. 25) for potions.

Modifiers: Permanent bonuses equal to Green Thumb (p. 50) and Healer (p. 50) levels. Stubborn diseases and poisons can give penalties of any size!



*Whether you hope to eat,
to cure, or to kill, learn
to identify growing things.
Especially fungi – don’t
mistake deadly murder-cap
for delicious rock-puff.
– Ælin Rock-Talker, Druid*

Physiology†

IQ/Hard

Defaults: IQ-6 or Surgery-5.

This is the study of monsters’ *bodies*. When fighting a creature within your specialty, a successful skill roll lets you recall any areas with lower DR, and enables you to target any body parts that have wounding effects equivalent to a humanoid’s skull or vitals. See *Hit Location and Injury* (*Exploits*, pp. 53-54) and *Exploiting Weaknesses* (*Monsters*, pp. 4-5).

Specialties for living beings – *Animals* (natural, giant, and dire), *Faeries* (nymphs, pixies, etc.), *Hybrids* (unnatural “crosses” between beasts), and *Plants* (animated trees and fungi) – are most useful in combat, but *Constructs*, *Demons*, *Elementals*, and *Undead* can inform you of physical targets such as a heart that still beats after death or an amulet

without which an entity would perish. No skill is needed for mundane humanoids (elves, goblins, orcs, etc.), slimes are simple enough that *Naturalist* (pp. 83-84) suffices, and *Elder Things* are too *weird*. For all beings, supernatural flaws that aren’t tied to discrete body parts require *Hidden Lore* (p. 78) instead.

A successful skill roll will also reveal any internal organs worth money in town; see *Dead Monster Bits* (*Exploits*, p. 24). This application is often *more* useful for unliving creatures – constructs may yield valuable magical components, earth elementals might contain gems, and the Wizards’ Guild buys demon and undead parts.

Healer (p. 50) gives a permanent bonus equal to its level.

Pickpocket

DX/Hard

Defaults: DX-6, Filch-5, or Sleight of Hand-4.

This is the ability to steal a purse, knife, or similar small item from someone’s person. When preying on common townsfolk, roll daily; see *Scoring Extra Cash* (*Exploits*, p. 14).

For a higher-value target, the GM may handle the theft using *Quick Contests*. Roll *Pickpocket* vs. the *higher* of the victim’s *Perception* or *Streetwise* (p. 90) – and if third parties are watching your mark, roll *Pickpocket* against their *Observation* (p. 84) as well. You must *win* to avoid being caught.

Modifiers: Permanent +1 per level of *High Manual Dexterity* (p. 39) or -3 per level of *Ham-Fisted* (p. 61). Allies can attempt complementary skill rolls (*Exploits*, p. 6) against showy skills as a diversion; maximum bonus is +3. When targeting someone specific, also apply +10 if the victim is asleep, but -5 for goods in an inner pocket or -10 for a ring or similar jewelry.

Poetry

IQ/Average

Defaults: IQ-5 or Writing-5.

This is the ability to compose poetry in any language you know. In town, roll against skill to put on a street performance or recount an adventure in written verse; see *Scoring Extra Cash* (*Exploits*, p. 14) or *Selling the Tale* (*Exploits*, p. 17), respectively. Success yields poetry that inspires audiences to throw coins, not garbage.

This skill also covers *analyzing* poetry. In the dungeon, a successful roll may reveal clues hidden in graffiti, inscriptions, or scrolls – if you can read the language.

Poisons

IQ/Hard

Defaults: IQ-6, Alchemy-5, or Pharmacy-3.

This is practical knowledge of poisons. In town, a successful skill roll will let you use *Getting Stuff Cheap* (*Exploits*, pp. 13-14) to get 20% off the price of poison by brewing your own.

In the field, make a roll to milk venom from a slain beast or to poison a weapon more efficiently; see *Dead Monster Bits* (**Exploits**, p. 24) and *Practical Poisoning* (**Exploits**, p. 58), respectively.

Defensively, make a *Per*-based roll (typically with any bonuses for Acute Taste and Smell, p. 46, and Discriminatory Smell, p. 16) to notice poison, and a *DX*-based roll to remove poison used as a trap. If someone is poisoned, an IQ-based roll (at +3 if you are poisoned) will identify the poison by its effects, allowing treatment.

See *Poison* (**Exploits**, pp. 69-70) for further details, and *Concoctions* (pp. 114-116) for common poisons and antidotes.

Propaganda

IQ/Average

Defaults: IQ-5 or Merchant-5.

This is the art of using criers, handbills, posters, and rumors to promote (or discredit!) almost anything. Make a skill roll in town to advertise an adventuring party's availability and worthiness for a quest, locate a buyer for dubious junk, or attract NPC hirelings – see *Finding a Quest* (**Exploits**, p. 14), *Scrap* (**Exploits**, p. 16), or *Hirelings* (**Exploits**, p. 90), respectively. The GM may allow rolls to drum up interest in other ventures as well. Roll weekly.

Prospecting

IQ/Average

Default: IQ-5.

This is knowledge of applied geology. Make a skill roll to identify valuable minerals, find water, or locate a cave for concealment or shelter. Around geological dangers such as unstable mines, sinkholes, volcanic fissures, and areas plagued by avalanches or lava flows, the GM may make a secret *Per*-based roll and give you advance warning on a success.

Pickaxe Pendant (p. 44) gives a permanent bonus equal to its level.

Psychology†

IQ/Hard

Default: IQ-6.

This is the study of monsters' *minds* in order to manipulate them using *Taunt and Bluster* (**Exploits**, p. 58) and *Trickery* (**Monsters**, pp. 5-6). Specialties include *Constructs*, *Demons*, *Elementals*, *Faeries*, and *Undead*. Roll against "nature skills" such as Animal Handling and Naturalist to deal with animals and plants; use Influence skills (**Exploits**, p. 10) to mess with elves, humans, orcs, and other mundane humanoids. Slimes don't have minds worth studying, while Elder Thing psychology is beyond understanding!

A successful roll might also reveal exploitable *mental* disadvantages, if any. For every two points of success, the GM will share one of these with you. This only ever identifies mundane foibles – *supernatural* flaws call for Hidden Lore (p. 78).

Healer (p. 50) gives a permanent bonus equal to its level.

Public Speaking

IQ/Average

Defaults: IQ-5, Acting-5, or Performance-2.

This is general talent with the spoken word. In town, it's used for storytelling to earn money; see *Scoring Extra Cash* (**Exploits**, p. 14). Such a Public Speaking roll can double as a complementary skill roll (**Exploits**, p. 6) for an accomplice working the audience with Pickpocket (p. 85).

On an adventure, powerful entities – even gods! – that are Indomitable, Unfazeable, and thus immune to Influence rolls might be swayed by intellectual debate. This calls for *winning* a Quick Contest of Public Speaking against that being's IQ or Public Speaking, which is usually impressively high for monsters who enjoy before-dinner conversation.

Modifiers: Permanent bonuses equal to Born Entertainer (p. 47) and Charisma (p. 48) levels; permanent +2 for Voice (p. 54).

Religious Ritual†

IQ/Hard

Default: Theology-4.

This is the ability to perform religious rites. *Anybody* can use it for chants or prayers to aggravate agents of Evil – even Indomitable or Unfazeable ones! See *Taunt and Bluster* (**Exploits**, p. 58).

Delves with Clerical Investment (p. 22) can also roll to bless an altar or shrine; this takes an hour. Once that's done, make a separate roll to lead a group prayer for divine intervention. For details, see *Last Ditch* (**Exploits**, pp. 90-91).

Finally, those who have Power Investiture (p. 20) can roll to identify the rituals in a clerical spellbook (that is, *spells*), or to pray for enlightenment regarding the powers of blessed items. Either takes four hours.

Druids have their own specialty:

Religious Ritual (Druidic): This works as described above, except that its prayers taunt affronts to Nature; the advantage needed for sanctification, group prayer, and item identification is Power Investiture (Druidic); and its rituals bring *Nature's* intervention and insight into *druidic* paraphernalia. *Default:* Theology (Druidic)-4.

Research

IQ/Average

Defaults: IQ-5 or Writing-3.

Prerequisite: No Illiteracy.

This is the ability to sift through texts and maps for information. Before leaving town on a quest, a successful skill roll may reveal useful details about the upcoming mission. On returning with treasure, a roll can establish an artifact's historical significance or a map's provenance.

To use Research, you *must* have access to a library. This usually means the collection of the temple or Wizards' Guild in town. If you find a vast trove of writings in the field, though, Research rolls can pick out maps, spellbooks, magical scrolls, and other goodies.

The GM makes all Research rolls in secret, revealing nothing on a failure but lying on a critical failure!

Riding†

DX/Average

Defaults: DX-5 or Animal Handling (same)-3.

This is the ability to ride a particular kind of mount. A successful skill roll reduces total travel time when journeying this way; see *Getting There Quickly* (**Exploits**, p. 17). As *Travel* (**Exploits**, p. 64) explains, if you encounter trouble en route, a successful *HT*-based roll lets you avoid travel fatigue.

Mounted combat is beyond the scope of *Dungeon Fantasy*, but here's a quick-and-dirty rule: You and your mount move

on *your* turn at *your mount's* Move; your effective combat skills cannot exceed Riding; mounted melee attacks have -1 to hit, +1 damage; and you must roll vs. Riding for each jump or other stunt.

Delvers usually learn Riding (Horse) – but choose Riding (Camel), Riding (Dolphin), Riding (Dragon), or whatever if you prefer! Specialties for land creatures default to one another at -3; the same holds among aquatic or aerial beasts. Defaults *between* these three categories are at -6.

Animal Friend (p. 47) gives a permanent bonus equal to its level.

Running

HT/Average

Default: HT-5.

This represents training at sprints and long-distance running. When *Running Away!* (**Exploits**, p. 22), roll against the higher of HT or Running to avert fatigue, and the better of DX or *DX*-based Running to avoid obstacles. Use the higher of Will or *Will*-based Running for *Extra Effort* (**Exploits**, p. 20) to increase running speed. For these purposes, Running becomes beneficial at "Attribute+1" level and above, which gives an effective +1 or more to the roll.

If you have any points in Running, however, a running start allows you to use it for a complementary skill roll (**Exploits**, p. 6) to assist Acrobatics, Climbing, Escape, Forced Entry, Jumping, or any similar skill when rolling to go *over* or *through* an obstacle.

Savoir-Faire

IQ/Easy

Default: IQ-4.

This is the skill of appropriate behavior in high society. Delvers typically use it for *Finding a Sponsor* (**Exploits**, pp. 14-15). However, you can exploit it for an Influence roll (**Exploits**, p. 10) whenever you interact with someone affluent and well-bred, from a guildmaster to the King.

If you're suitably dressed (GM's decision, but the ornate modifier counts; see p. 110), you can use Savoir-Faire like Acting (p. 72) to pose as someone important; e.g., to attend a fancy ball or trick bandits into seeing an easy target. Those you're trying to fool use the *higher* of Savoir-Faire or IQ in the Quick Contest to spot the ruse.

Modifiers: Permanent bonus equal to Born War-Leader (p. 47) level; permanent -4 for Clueless and -1 for Oblivious (p. 63). Reaction penalties from Social Stigma (p. 66).



Scrounging

Per/Easy

Default: Perception-4.

This is the knack of finding or salvaging (*not* stealing) useful items. Before a quest, a successful roll yields free minor gear; see *Getting Stuff Cheap* (**Exploits**, pp. 13-14). After a mission, roll to learn whether random junk collected throughout the adventure will sell as *Scrap* (**Exploits**, p. 16).

During an adventure, a successful roll after a battle involving missile weapons will recover half the arrows, bolts, darts, etc. used indoors, or a third outdoors. The GM may also require a roll to locate something unremarkable *quickly* – say, a hefty rock to throw in the middle of a fight.

Modifiers: Permanent bonus equal to Widget-Worker (p. 44) level. When scrounging for something specific, the GM may impose rarity modifiers; e.g., +5 for a tree branch in the forest, -5 underground.



Town can be as hostile as any dungeon. Learn to survive!
– Puddin' Noddington, Thief

Seamanship

IQ/Easy

Default: IQ-4.

This is the ability to steer a large vessel built for long-distance travel: galley, galleon, sloop, etc. It's easier than Boating (p. 73) because you're *only* steering – a crew handles other tasks. A successful skill roll reduces total travel time; see *Getting There Quickly* (**Exploits**, p. 17). Roll once per voyage, using *Part of the Solution* or *Part of the Problem* (**Exploits**, p. 6) for PCs without a professional crew.

As with Boating, the GM may replace wandering monsters with hazards that require additional, penalized skill rolls. Failures cost time or money (ruined cargo, repairs, etc.). On a critical failure, roll again; any success means a *dangerous* mishap (e.g., someone swept overboard), while any failure spells complete disaster (shipwreck!).

Search

Per/Average

Default: Perception-5.

This is the ability to search a *person* or *monster*, living or dead (to search an *area*, use Observation, Scrounging, Tracking, or Traps, depending on what you're seeking). The GM makes all Search rolls in secret; see *Searching the Bodies* (**Exploits**, p. 24). To find deliberately hidden items, you must *win* a Quick Contest of Search against your rival's Holdout (pp. 78-79).

Modifiers: Bonuses for Acute Touch (p. 46) and Sensitive Touch (p. 39) apply *if* you touch the subject barehanded (not always safe when searching a monster!).

Sex Appeal

HT/Average

Default: HT-3.

This is the ability to impress those who are attracted to members of your sex *and* who belong to reasonably compatible species (GM's decision). When you meet someone like that, you may replace a reaction roll with an Influence roll (**Exploits**, p. 10) against Sex Appeal. You can also use this skill for *Trickery* (**Monsters**, pp. 5-6) that targets a lecherous enemy.

Modifiers: Permanent bonuses for advantageous Appearance (p. 47) or penalties for disadvantageous Appearance (p. 56); permanent +2 for Voice (p. 54); permanent -1 for Oblivious (p. 63).

Shadowing

IQ/Average

Defaults: IQ-5, Observation-5, or Stealth-4.

This is the ability to follow someone without being noticed. To do so, you must *win* a Quick Contest: Shadowing vs. the subject's Vision or Observation (p. 84). See *Scouting Ahead* (**Exploits**, pp. 19-20).

In the dungeon or wilderness, or through *empty* streets, you can follow clues (e.g., the sound of footfalls, the sight of retreating torchlight or closing doors); you need only risk the occasional direct glimpse. On busy streets, you must hide nearby in the crowd, so the following penalties apply.

Modifiers: Penalty equal to Unnatural Features (p. 67) level. -1 or -2 for Overweight or Fat (p. 64), or -2 for Skinny (p. 66). -1 or worse if you're of a visibly different race from most of the crowd.

Shield†

DX/Easy

Default: DX-4.

This is the ability to use a shield. Your active defense – your Block score – is 3 + *half* skill, rounded down; see *Blocking* (**Exploits**, p. 48). A ready shield also provides the Defense Bonus on the *Shield Table* (p. 107), which benefits *all* your active defenses.

Offensively, you can use a shield for a Feint maneuver or to bash people. See *Beyond the Block* (**Exploits**, p. 48).

This skill has two specialties:

Shield: Any shield strapped to the arm. You can hold (but not *wield*) something in your shield hand, and try a shield rush to knock down enemies – but putting on or taking off the shield requires a number of Ready maneuvers equal to its Defense Bonus.

Shield (Buckler): Any shield held in the hand. It occupies one hand completely, but you can grab it with a single Ready maneuver and drop it as a free action.

Shield and Shield (Buckler) default to one another at -2. There's no penalty for the "off" hand when using any kind of shield.

Singing

HT/Easy

Default: HT-4.

This is the ability to sing pleasingly. Any delver can use it to sing for money in town (*Scoring Extra Cash*, **Exploits**, p. 14) or to taunt foes on adventures (*Taunt and Bluster*, **Exploits**, p. 58).

For bards, being able to sing is essential for spellcasting. Bard-Song abilities (p. 18) can also work through song, in which case Singing establishes their effective skill level when enemies try to dispel them.

Modifiers: Permanent bonuses equal to Bardic Talent (p. 17) and Born Entertainer (p. 47) levels; permanent +2 for Voice (p. 54).

Skiing

HT/Hard

Default: HT-6.

This skill works identically to Hiking (p. 78) when you're skiing cross-country and Running (p. 87) when you're racing. Even if you aren't on skis, DX-based Skiing can replace DX whenever you must roll to slide across a slippery surface; see *Skidding* (**Exploits**, p. 21).

Sleight of Hand

DX/Hard

Default: Filch-5.

This is the ability to "palm" objects small enough to be concealed *completely* in one hand. In town, it's used to cheat at cards, dice, and so on; a successful skill roll gives +3 to Gambling (p. 77). See *Scoring Extra Cash* (**Exploits**, p. 14).

On an adventure, you can use this skill to poison food or drink undetected, conceal a tiny treasure from fellow delvers if you spot it before they do (normally using Search, p. 88), and so on. Such tricks require you to *win* a Quick Contest of Sleight of Hand vs. witnesses' Vision or Observation (p. 84).

Shoplifting (**Exploits**, p. 14) calls for Filch (p. 76) – but if the GM agrees, you may use that skill's rules and modifiers with this one when stealing something *small*.

Modifiers: Permanent +1 per level of High Manual Dexterity (p. 39) or -3 per level of Ham-Fisted (p. 61).

Smuggling

IQ/Average

Default: IQ-5.

This is the ability to conceal contraband in packs, saddlebags, wagons, and so on – or to disguise its true nature – so that the Town Watch, King's Men, and similar authorities overlook it. Roll against skill to leave town with stolen goods. See *Shoplifting* (**Exploits**, p. 14).

If the authorities are on alert – or if you have Social Stigma (Criminal Record) (p. 66) – the examination will be less cursory. To avoid trouble, you must *win* a Quick Contest against the inspector's Search (p. 88) skill of 12 to 15! Honest Face (p. 50) exempts you from this; you need only make an uncontested roll unless you also have Criminal Record.

At the GM's option, bringing illegal or Evil items *into* town might use the same rules.

Speed-Reading

IQ/Average

Defaults: None.

This is the ability to read *very* quickly. A successful skill roll halves the time needed; e.g., if the GM declares that a particular Research (pp. 86-87) attempt requires two weeks, success makes that a week. Tasks that usually take a second (a Concentrate maneuver – say, to read a potion bottle's label) become free actions!

Speed-Reading doesn't accelerate casting or learning spells from magical scrolls, but it speeds up *identification*. A successful roll lets you identify the spell in its usual casting time (most readers need twice as long).

When skimming merely to get the gist of a text, success cuts the time needed to about 1/3 normal. Discovering what spells a standard spellbook holds takes 90 minutes instead of the usual four hours.

Stealth

DX/Average

Defaults: DX-5 or IQ-5.

This is the ability to move silently and hide anywhere but in a totally bare room. Roll against skill to reconnoiter undetected (*Scouting Ahead*, **Exploits**, pp. 19-20) or ambush foes (*Surprise Attacks*, **Exploits**, pp. 26-27). Against *alert* enemies, like most monsters, you must *win* a Quick Contest against Perception or Observation (p. 84).

You can use Stealth to start *behind* a target in battle, if you have allies as a diversion. See *Backstabbing* (**Exploits**, pp. 57-58) for details.

The GM may reduce the odds of wandering monster encounters if everyone succeeds at Stealth, but that means being *slow*. Tasks take twice as long, which matters a lot when your abilities cost FP over time.

Any use of Stealth *fails automatically* when carrying light sources in the dark – or when singing, shouting, or arguing!

Modifiers: Permanent bonus equal to Forest Guardian (p. 44) level. Encumbrance penalties (p. 12). -5 to fool rivals who have Discriminatory Smell (p. 16). Against hearing, add bonuses for Silence (p. 35) and Light Walk (p. 33). Against vision, -5 if the area lacks hiding places or is brightly lit.

Strategy

IQ/Hard

Defaults: IQ-6 or Tactics-6.

This is the ability to plan military actions and predict enemy objectives. In combat, you can take a turn and ask the GM for a secret skill roll to deduce your rivals' general goals; see "Onward to Victory!" (*Exploits*, p. 57).

Grander applications (e.g., directing armies in wartime) are well beyond the scope of *Dungeon Fantasy*. However, if you're given a military scouting mission against the orc legions, Army of Darkness, or other organized foe, roll against Strategy afterward for your report to the quest-giver. See *Getting Paid* (*Exploits*, p. 17).

Born War-Leader (p. 47) gives a permanent bonus equal to its level.

Streetwise

IQ/Average

Default: IQ-5.

This is the skill of getting along in rough company. In town, you can use it to make black-market deals – see *Getting Stuff Cheap* (*Exploits*, pp. 13-14) and *Getting a Good Price* (*Exploits*, pp. 15-16) – or to approach the Thieves' Guild when *Finding a Sponsor* (*Exploits*, pp. 14-15). It can also replace IQ or Perception, if favorable, when you roll to avoid street-level crime involving Panhandling (p. 84), Pickpocket (p. 85), etc.

On an adventure, a *Per*-based roll lets you recognize prison facilities and predict their likely security measures.

And wherever or whenever you interact with bandits, pirates, thieves, beggars, or tavern patrons, Streetwise allows an Influence roll (*Exploits*, p. 10).

Modifiers: Permanent -1 for Oblivious (p. 63). -1 to -4 for Compulsive Spending (p. 59) when seeking bargains on the black market.

Surgery

IQ/Very Hard

Defaults: First Aid-12, Physiology-8, or Veterinary-5.

This is skill at cutting open bodies without damaging them excessively. Delvers learn it to carve salable internal organs from dead monsters; see *Dead Monster Bits* (*Exploits*, p. 24). Those who also know Esoteric Medicine or First Aid can treat the living – make a skill roll to remove something that's eating, infecting, or burrowing through somebody's flesh, as explained in *Horrible Grubs* (*Exploits*, p. 63).

Modifiers: Permanent bonus equal to Healer (p. 50) level. -5 with anything less than true surgical instruments (p. 111).

Survival†

Per/Average

Defaults: Perception-5 or Naturalist-3.

This is the ability to subsist in a specific outdoor environment. Specialties are *Arctic*, *Desert*, *Island/Beach*, *Jungle*, *Mountain*, *Plains*, *Swampland*, and *Woodlands*. These default to one another at -3 (that is, roll at -3 in the wrong terrain).

Survival rolls can lower food costs while traveling (*Foraging*, *Exploits*, p. 18) and living expenses by letting you camp outside town (*Starving*, *Exploits*, p. 14). The GM chooses the most applicable specialty for each trip and settlement.

The GM may permit Survival rolls to detect and avoid suitable mundane dangers: Survival (Plains) for stampedes, Survival (Mountain) for avalanches, and so on. When resisting hardships such as heat and cold, *HT*-based Survival can replace *HT*; see *Temperature* (*Exploits*, p. 70).

Finally, *any* Survival specialty lets you remove pelts, horns, and other external parts from dead creatures, as explained in *Dead Monster Bits* (*Exploits*, p. 24).

Modifiers: Permanent bonus equal to Outdoorsman (p. 51) level. Forest Guardian (p. 44) gives +1 per level to Survival (Woodlands).

Speaking from Experience

A wizard is essential to any expedition, of course, but other people have their uses. Foresee all sides of each action, as by bringing warriors to do the fighting and clerics to heal them afterward. Prepare for any environment: scouts to tame the wilds, thieves to handle the streets, and bards to influence the genteel. Your followers should be balanced in their capabilities.

– Zephyra, Wizard

Swimming

HT/Easy

Default: HT-4.

This is the skill of swimming, diving, and simply staying afloat. Make a skill roll to swim from A to B – and if you fail and start to drown, roll *again* to recover. For rules, see *Swimming* (*Exploits*, p. 21).

While Swimming is *HT*-based, your *DX*-based level is also important. Stunts such as dives require rolls against it, and your effective *DX* and *DX*-based skills are limited to that level while in the water.

Modifiers: +1 or +3 if Overweight or Fat (p. 64). +3 for entering the water intentionally. *Double* encumbrance penalties (p. 12).

Tactics

IQ/Hard

Defaults: IQ-6 or Strategy-6.

This is the ability to outmaneuver enemies when organizing a fighting force small enough that you can communicate with each ally personally. A successful skill roll will identify an area that might conceal an enemy ambush. This doesn't guarantee that foes *are* there, or replace rolls to detect them.

When combat is imminent, you may roll a Quick Contest of Tactics with the opposing leader if you had *any* time to prepare *and* your group isn't forced to approach through a doorway, over a bridge, or along another predictable path. Victory lets your side start the fight with an advantage of the GM's choosing: higher ground, cover, etc. Otherwise, the GM will assign an unremarkable starting position. Under the circumstances described in *Surprise Attacks (Exploits, pp. 26-27)*, simple success lets you set an ambush!

In battle, using your turn to roll against Tactics can grant a friend combat bonuses; see "*Onward to Victory!*" (*Exploits, p. 57*).

Born War-Leader (p. 47) gives a permanent bonus equal to its level.

Teaching

IQ/Average

Default: IQ-5.

This is the ability to instruct others. It's useful only in town between adventures – and only if you and a student devote a week to sharing knowledge and *nothing* else! In those circumstances, roll vs. Teaching.

Success lets your student spend one character point to add any one skill or spell you know, provided that the trainee has the prerequisites. This grants no points – it just adds an option for *Spending Bonus Character Points (Exploits, pp. 92-93)*. It's valuable because it permits delvers to learn things from other professional templates and avoids any training expenses the GM would charge.

Callous (p. 57) gives a permanent -3 to the Teaching skill.

Thaumatology

IQ/Very Hard

Default: IQ-7.

This is the study of magical theory. Successful skill rolls can answer questions about *wizardly* magic, letting you recognize a spell cast by an enemy wizard, know what spell is needed to cancel an ongoing magical effect, discover what spells a wizardly spellbook holds (takes four hours), distinguish Evil Runes from other symbols, identify golems and other wizardly creations, or locate magical organs in a monster corpse. See *Exploits* for details.

Anyone may learn this skill, but it's easier for wizards: Magery (p. 41) gives a permanent bonus equal to its level.

Theology†

IQ/Hard

Defaults: IQ-6 or Religious Ritual-4.

This is the study of gods, cosmology, and scripture. Use it *instead of* Thaumatology (above) to answer theoretical questions about phenomena linked to sanctity; e.g., cursed altars, (un)holy servitor beings, and which clerical spells cancel what others. A *Per*-based roll can recognize religious markings such as tomb symbols.

Not all applications concern theurgy and symbols. You can roll against skill to seek scriptural inspiration (that is, a hint from the GM) or pray quietly for divine aid; see *Last Ditch (Exploits, pp. 90-91)*. Less virtuously, you can use it in town to deliver a sermon and pass the plate (*Scoring Extra Cash, Exploits, p. 14*).

Theology isn't concerned with *rituals*. Recognizing clerical spells in a spellbook or cast by an enemy – or leading *group* prayer – requires Religious Ritual (p. 86).

Druids have their own specialty:

Theology (Druidic): This works as described above, except that it answers questions about *druidic* phenomena and symbols, and allows you to contemplate or commune with *Nature* for inspiration or aid. *Defaults:* IQ-6 or Religious Ritual (Druidic)-4.

Throwing

DX/Average

Defaults: None. You don't *need* this skill to throw things, though!

This is the *trained* ability to toss stones, grenades, lines, grapnels, and anything else not covered by Thrown Weapon (below). Roll against skill to hit. If you know Throwing at DX+1 level, add +1 to ST when figuring throwing distance but *not* damage. Add +2 to ST for Throwing at DX+2 or better.

If you lack this skill, roll against DX to lob an object into a general area, but at -3 to hit a specific target.

Halfling Marksmanship (p. 45) gives a permanent bonus equal to its level.

Thrown Weapon†

DX/Easy

Defaults: DX-4 and others.

This is the ability to hurl any one type of thrown weapon. Specialties are:

Axe/Mace: Any axe, hatchet, or mace balanced for throwing (but *not* an unbalanced battleaxe or maul!). Pickaxe Pendant (p. 44) gives a permanent bonus equal to its level.

Dart: Any small, finned dart. *Default:* Throwing-2.

Harpoon: Any *tethered* spear. *Default:* Thrown Weapon (Spear)-2.

Knife: Any knife balanced for throwing.

Shuriken: “Ninja stars” and similar hiltless blades. *Default*: Throwing-2.

Spear: Any spear or javelin. *Defaults*: Spear Thrower-4 or Thrown Weapon (Harpoon)-2.

Stick: Any balanced throwing stick. Includes boomerangs, but such throwing sticks don’t return to the user.

Halfling Marksmanship (p. 45) gives a permanent bonus equal to its level to the *Dart*, *Knife*, and *Stick* specialties.

Tracking

Per/Average

Defaults: Perception-5 or Naturalist-5.

This is the ability to follow a man or monster by its tracks. Roll against skill to avoid lost time when trailing someone, or simply to find signs of nearby monster activity. See *Tracking (Exploits, p. 18)* and *Scouting Ahead (Exploits, pp. 19-20)*, respectively.

You may also use Tracking to cover your tracks. This adds 10% to travel time – see *Getting There Quickly (Exploits, p. 17)* – but means enemies must *win* a Quick Contest of Tracking with you to follow you.

The GM may allow other uses: finding lost friends, backtracking along your own trail if *you* are lost, etc.

Modifiers: Permanent bonus equal to Outdoorsman (p. 51) level. When following a trail, add Acute Vision (p. 47) level and +4 for Discriminatory Smell (p. 16) – but also -2 over hard terrain (ice or rock) or -4 in impermanent terrain (like swamp).

Traps

IQ/Average

Defaults: IQ-5 or Lockpicking-3.

This is the skill of working with deliberately concealed dangers (from pits to complex mechanisms), noisemakers (e.g., nightingale floors), and *Hidden Doors (Exploits, p. 19)*. The roll is typically IQ-based to set a trap, Per-based to find one, or DX-based to disarm one. For many more details, see *Dealing with Traps (Exploits, p. 23)*, *Talented Trapping (Exploits, p. 58)*, and *Traps (Exploits, pp. 70-71)*.

Modifiers: Permanent bonus equal to Widget-Worker (p. 44) level. Add Acute Vision (p. 47) level to most Per-based rolls; add +1 per level of High Manual Dexterity (p. 39) or -3 per level of Ham-Fisted (p. 61) to DX-based rolls. +4 for Sensitive Touch (p. 39) when working by touch. Modifiers for visibility, accessibility, or sophistication are *very* likely!

Unarmed Grappling Skills

This isn’t one skill but a *collection* of skills for manhandling enemies in close combat (reach “C”). Roll against any of them to grab a foe, or to make or resist a takedown. For rules, see *Grappling (Exploits, pp. 40-41)* and *Grappling Moves (Exploits, p. 41)*.

Grappling skills also help you defend against melee attacks and thrown weapons. Your Parry score is 3 + *half* skill, rounded down. See *Parrying (Exploits, pp. 48-49)*.

Though grappling skills have no default, you don’t need them to wrestle. *Anyone* can grab a foe using DX and follow up with common grappling moves, or make open-handed parries at 3 + *half* DX, rounded down. These skills let you do more – and do it better!

To use these skills, any hand with which you wish to grapple or parry must be empty. See *Hurting Yourself (Exploits, p. 40)* for the drawbacks of fighting unarmed.

Judo

DX/Hard

Defaults: None.

This is training at grappling and throwing foes. Judo parries are one-handed for the purpose of *Number of Parries (Exploits, p. 48)*, so you may parry separately with either hand. You receive +3 instead of +1 if you retreat while parrying, and have no penalty to parry weapons barehanded; see *What Am I Parrying With? (Exploits, pp. 48-49)*.

On your turn immediately after a successful Judo parry, you may attempt to throw your attacker *if that foe is within one hex and has no more than twice your ST*. This is an attack; roll vs. Judo to hit. (With All-Out Attack, you cannot attempt two throws, but all other options remain open.) Your enemy may use any active defense, including parrying your hand with a weapon! If the defense fails, you throw your opponent.

A thrown foe falls in any two nearby hexes of your choosing on the battle map. One of these has to be *your enemy’s* starting hex, *your* hex, or a hex adjacent to one of those hexes. Your victim must roll against HT; failure means physical stun! If you throw your opponent into someone, that person must roll against the higher of ST+3 or DX+3 to avoid being knocked down.

Use the *higher* of Judo or DX for any DX roll made in close combat, except to draw a weapon or drop a shield, and for DX rolls to avoid being knocked down by knockback (*Exploits, p. 53*). If you grapple someone using Judo and that foe fails to break free, you may attempt a throw on your *next* turn exactly as if you had parried an attack.

Judo relies heavily on footwork, so all Judo rolls and Judo parries take encumbrance penalties (p. 12); e.g., Heavy encumbrance gives -3 to hit and to parry.

Sumo Wrestling

DX/Average

Defaults: None.

This is training at grappling and knocking over foes. Roll against the *higher* of DX or Sumo Wrestling to hit with a grapple, slam, or shove. If you know this skill at DX+1 level, add +1 to ST whenever you grapple, try to break free, or make or resist a takedown attempt, and +1 *per die* to your damage with slams or shoves. These bonuses increase to +2 for Sumo Wrestling at DX+2 or better.

Sumo Wrestling parries are two-handed for the purpose of *Number of Parries (Exploits, p. 48)*, and are at -3 vs. weapons other than thrusting attacks.

Wrestling

DX/Average

Defaults: None.

This is training at grappling and pinning foes. Roll against the *higher* of DX or Wrestling to hit with a grapple. If you know Wrestling at DX+1 level, add +1 to ST whenever you grapple, try to break free, or make or resist a strangle, takedown, or pin attempt. Add +2 to ST for Wrestling at DX+2 or better.

Wrestling parries are two-handed for the purpose of *Number of Parries (Exploits, p. 48)*, and are at -3 vs. weapons other than thrusting attacks.

Unarmed Striking Skills

This isn't one skill but a *collection* of skills for pummeling enemies without using weapons. All allow punching using either hand – there's no penalty to punch with the “off” hand. See *Striking (Exploits, pp. 38-39)* for other options.

These skills also help you defend against melee attacks and thrown weapons. Your Parry score is 3 + *half* skill, rounded down; see *Parrying (Exploits, pp. 48-49)*. Parries are one-handed for the purpose of *Number of Parries (Exploits, p. 48)*, allowing you to parry separately with either hand.

Striking skills have no default, but you don't need them to clobber foes. *Anyone* can punch, shove, bite, or slam into someone at DX, kick at DX-2, or make unarmed parries at 3 + *half* DX, rounded down. These skills let you beat up enemies even better!

To use these skills, any hand with which you wish to strike or parry must be empty or holding at most a fist-load (e.g., brass knuckles) or tonfa – though naturally, Brawling lets you cheat here. See *Hurting Yourself (Exploits, p. 40)* for the drawbacks of fighting unarmed.

Boxing

DX/Average

Defaults: None.

This is training specifically at punching. Roll against the *higher* of Boxing or DX to land a punch (and no other kind of attack). If you know Boxing at DX+1 level, add +1 *per die* to basic thrust damage when you calculate punching damage. Add +2 *per die* if you know Boxing at DX+2 or better!

Boxing parries receive +3 instead of +1 if you retreat; see *What Am I Parrying With? (Exploits, pp. 48-49)*. However, they're at -3 vs. weapons other than thrusting attacks.

Brawling

DX/Easy

Defaults: None.

This is the “art” of crude-but-effective unarmed mayhem. Roll against the *higher* of Brawling or DX to hit with a punch, bite, slam, trample, or natural weapon (e.g., horn).

MODIFYING THE SKILL LIST

Game Masters are free to tailor the skill list to the games they have in mind!

Removing Skills

Dungeon Fantasy has *lots* of skills. New players might get confused when creating characters, while a new GM may have trouble deciding which one applies in a situation. There's no obligation to use every skill, though!

If the GM is willing to *guarantee* that a skill will never arise – or that a simple roll against its controlling attribute will do in the rare situations where it matters – the skill can go away. If a professional template includes it, reassign the points spent on it to more or higher levels of something useful: spells for spellcasters, weapon skills for warriors, and so on.

If two skills seem too alike to be worth distinguishing, simply declare that one includes the other. On templates, replace the merged skill with whatever it was merged into – and if both skills appear, combine their points in the remaining one. Rolls for functions covered by a removed skill should still be based on that skill's controlling attribute. Advantages or disadvantages that modify either skill should continue to affect to the surviving one.

Adding Skills

Yet *GURPS* – the game *Dungeon Fantasy* descends from – has even *more* skills! That's because it covers far more than dungeon raids. If you want that at your gaming table, feel free to invent new skills.

Hobbies and “everyman” skills like Carousing, and narrow skills like Garrote, should be Easy. Jobs that require apprenticeship usually involve Average skills. Abstruse book-learning is Hard (like Theology) – Very Hard (like Thaumatology), if it concerns wizardry.

Most skills for non-delving professions are IQ-based. Thus, the maid at the inn might use Housekeeping (IQ/Easy) when bribed to clean up the heroes' mess, the town smith might use Smith (IQ/Average) to fix their swords, and the local sage might use Geography (IQ/Hard) to provide clues about far-away lands. The PCs could learn any of these to take care of such matters themselves.

If DX or HT seems more fitting, use it! Skiing is HT/Hard, so Skating probably should be, too. Throwing is DX/Average, so giant bird-men with a skill for dive-bombing delvers with big rocks might have Dropping (DX/Average). And so on.

You can also kick at -2 to skill. If you know Brawling at DX+2 level or better, add +1 *per die* to basic thrust damage when you calculate damage with any of these attacks!

Brawling lets you wield a blackjack, large tankard, etc. without impeding striking or parrying ability. When equipped this way, you're considered armed when *attacking* but unarmed when *parrying*. Treat blows with such objects as punches that inflict thrust damage (just like brass knuckles).

Brawling parries are at -3 vs. weapons other than thrusting attacks.

Karate

DX/Hard

Defaults: None.

This is the art of sophisticated unarmed mayhem. Roll against the *higher* of Karate or DX to hit with a punch; roll at -2 to attack with a kick. If you prefer, you may specify a "punch" with an elbow (uses an arm, not a hand) or a "kick" with a shin or knee (uses a leg, not a foot). Karate doesn't cover bites, slams, blackjacks, etc., but you *can* benefit from brass knuckles, heavy gauntlets, or a tonfa.

If you know Karate at DX level, add +1 *per die* to basic thrust damage with Karate attacks. Add +2 *per die* if you know Karate at DX+1 or better!

When you parry with Karate, you get +3 instead of +1 if you retreat, and suffer no penalty against weapons; see *What Am I Parrying With?* (**Exploits**, pp. 48-49). However, Karate relies heavily on footwork, so all Karate attacks and parries take encumbrance penalties (p. 12); e.g., Heavy encumbrance gives -3 to hit and to parry.

Urban Survival

Per/Average

Defaults: Perception-5.

This talent covers the *physical* part of staying alive in town. Between adventures, a successful skill roll will let you scrounge from gutters (*Scoring Extra Cash*, **Exploits**, p. 14), live on the street (*Starving*, **Exploits**, p. 14), or locate a specific type of business without asking anyone.

On adventures in town, roll vs. Urban Survival to find building or sewer entrances or exits, or routes onto rooftops – though *using* these often requires other skills (Climbing, Forced Entry, etc.). When facing metropolitan menaces such as unsound buildings, sewer perils (e.g., flooding or rats), runaway wagons, or flying chamber-pot contents, the GM may roll secretly and give you advance warning on a success.

To survive *socially* in town, learn Streetwise (p. 90).

Ventriloquism

IQ/Hard

Defaults: None.

This is the trick of "throwing" your voice a short distance. It's used for such *Trickery* (**Monsters**, pp. 5-6) as convincing

one (more-or-less . . .) intelligent monster that another said something about its mother. You must *win* a Quick Contest vs. IQ to fool someone.

Ventriloquism is also a useful distraction! You may use it for a complementary skill roll (**Exploits**, p. 6) when you try Filch (p. 76) or Pickpocket (p. 85).

Veterinary

IQ/Hard

Defaults: Animal Handling (any)-6, Esoteric Medicine-5, or Surgery-5.

This is the ability to care for sick or wounded animals. When treating beasts, use this skill in place of Esoteric Medicine (pp. 22, 25, 32) or First Aid (p. 76).

Modifiers: Permanent bonuses equal to Animal Friend (p. 47) and Healer (p. 50) levels. Any Esoteric Medicine or First Aid modifier(s) Exploits specifies for the task.

Weather Sense

IQ/Average

Default: IQ-5.

This is the knack of predicting the weather. Roll once per journey. Success means you are prepared for or circumvent bad weather, reducing total travel time; see *Getting There Quickly* (**Exploits**, p. 17).

To reduce the time spent gaming out a long expedition, the GM may swap wandering monsters for weather-related woes: lightning strikes, tornados, windblown wildfires, and so on. A *Per*-based roll can warn you of such dangers in time to find shelter – or to get a Dodge roll against a bolt from the blue!

Outdoorsman (p. 51) gives a permanent bonus equal to its level.

Writing

IQ/Average

Default: IQ-5.

This is the ability to write *well*. Roll vs. skill to pen a proposal to bookish backers before a quest (*Finding a Sponsor*, **Exploits**, pp. 14-15) or an article to sell to such people afterward (*Selling the Tale*, **Exploits**, p. 17).

If your character has been chronicling the adventure as it unfolds (requires *both* hands for pen and paper, except in combat), and you – the player – forget an important detail, you may consult your journal. This takes negligible time but isn't possible when fleeing, fighting, climbing, etc. The GM will make a secret Writing roll, with success working like Eidetic Memory (p. 48), failure providing no useful information, and critical failure meaning a mistake that steers you wrong!



CHAPTER SEVEN

CASH AND GEAR

Now it's time to decide what you own! (If you're Dead Broke, you own *nothing*, so you're done unless you want to press your nose up against the shop window . . .)

Heroes need a lot of *stuff* to be self-sufficient, and the equipment lists presented here strive to cover what's vital to beginning delvers. The "reality" of fiction and games about dungeon raids guides the numbers: some items are surprisingly heavy or light, amazingly effective or inefficient, or impossible without magic. Prices have little to do with realistic economics.

Yet while dungeon crawls gleefully knife realism and leave it to twitch, everything here still specifies a cost, number of uses, and so on. That's because it's *customary* to track consumables such as arrows, healing potions, and torches – and traditional to cut corners to afford the weapons and tools your skills require. It's *fun* to pull off coups in resource management.

It's also important to be aware of your gear's vital statistics: the deadliness of your weapons, how well your armor protects, and so on. Perhaps the most important statistic is *weight*, as carrying lots of junk makes it harder to dodge attacks, chase enemies, and haul loot. It's *also* fun to drag back as much booty as you can!

BUYING (AND SELLING) GEAR

As kit is as important as abilities to delvers, most adventurers will want to start with good gear . . . and then sell loot to afford even *better* stuff later!

Starting Money

The average delver starts with \$1,000. The Wealth advantage (p. 54) or disadvantage (p. 67) adjusts this allowance – see the "Starting Money" column of the *Wealth Table* (p. 96). How much of your cash you spend, keep, loan, or give away is nobody's affair but your own.

Extra Money

Starting delvers who want more money can trade character points from quirks (p. 68) to get it. Each point sacrificed yields \$500 but means your starting point total will be a point shy of 250 points. You *cannot* do this if you're Dead Broke!

To encourage adventurers to go on adventures, this is a one-time starting offer. After the game begins, you can't exchange the bonus character points you earn for money.

Equipment Prices

Prices in this chapter assume a typical sale made by an ordinary merchant, in a locale where the item is usually found, at a time when there's neither a shortage nor a surplus. At the start of a new game, that describes *all* gear listed here! Delvers can try the tricks in *Getting Stuff Cheap (Exploits, pp. 13-14)* to reduce costs.

COINAGE AND THE \$

All prices in *Dungeon Fantasy* are given in "\$": a convenient abbreviation for "standard copper piece." There are also silver and gold pieces, for big spenders. Each step up is a handy factor of 20 in value:

1 copper = \$1
1 silver = 20 copper = \$20
1 gold = 20 silver = 400 copper = \$400

Weirder metals sometimes turn up, but delvers rarely start with such coins. If it really matters to you, see *Precious Metals (Exploits, p. 73)*.

These values assume **standard coins** that are 50 to the pound regardless of composition. The \$1,000 that the typical adventurer begins with would weigh 20 lbs. (and fill a small sack!) as 1,000 copper – or 1 lb. (and fit in a small purse) as 50 silver.

Gold coins (only!) are so valuable – and soft – that it's common practice to cut them into halves (\$200), quarters (\$100), and eighths (\$50) to meet prices. Thus, \$1,000 *could* also be 2.5 gold. Weighing a mere 0.05 lb., that would be effortless to carry, conceal, or lose.

If you have cash left after buying gear, you may carry it in the denominations you prefer. The fact that *each coin* adds 0.02 lb. of encumbrance helps explain why delvers love gold!

Designating Signature Gear

You may buy the Signature Gear advantage (p. 53) for any non-consumable article or set of related gear you start with, to insure it against loss. This doesn't supply the goods! You must pay for the equipment using a combination of *Starting Money* (above), *Extra Money* (above), and *Getting Stuff Cheap (Exploits, pp. 13-14)*.

Signature Gear can be magically “hexed” and irremovable for no extra cash or point cost, if the GM agrees that makes sense. This suits armor, clothing, and jewelry more than weapons and tools. Just remember that captors who want something they can’t pull off may resort to chopping off body parts!

Buying and Selling in Play

In *Dungeon Fantasy*, “society” is best summed up as “town, where we buy and sell stuff.”

Cost of Living

A basic expense that doesn’t put gear in your hands is the cost to eat, drink, and have a roof overhead in town. No matter what your activities there, a week in town costs you \$150 – more, with most forms of Compulsive Behavior (p. 59) – unless you receive free room and board as a quest reward or as part of an urban adventure. If you don’t pay, you *must* roll weekly against either Survival (p. 90) or Urban Survival (p. 94); each failure costs 1d HP. This is long-term starvation and exposure injury; curing it demands not only healing but also two days’ food and shelter per missing HP.

Buying: Once the game is afoot, the GM can make *anything* cheaper, more expensive, or just unavailable in a new town – or even on subsequent visits to the *same* town. This might reflect Merchants’ Guild infighting, delvers flooding the market, monsters raiding trade routes (smells like a quest . . .), or a Royal Decree (“It’s good to be the King!”). *Getting Stuff Cheap (Exploits*, pp. 13-14) still works.

Selling: For any loot but money (i.e., coin and gems), Wealth level determines the percentage of an item’s new price an adventurer can sell for – see the “Sell Value” column of the *Wealth Table* (below). Where list price in this chapter differs from current asking price in town, start with the *lower* of the two. To do better, use *Getting a Good Price (Exploits*, pp. 15-16).

Wealth Table

Wealth Level	Point Cost	Starting Money	Sell Value
Dead Broke	-25	\$0*	0%
Poor	-15	\$200	10%
Struggling	-10	\$500	20%
Average	0	\$1,000	40%
Comfortable	10	\$2,000	60%
Wealthy	20	\$5,000	80%
Very Wealthy	30	\$20,000	100%

* And you can’t use *Extra Money* (p. 95) as a workaround!

WEAPONS

Every adventurer – the geekiest spellcaster, the sneakiest thief, the mightiest warrior – needs weapons! A martial artist who has mastered Karate, Judo, and *chi*-fueled unarmed combat abilities might favor fisticuffs, but true masters are wise enough to *bring* a weapon, at least.

To choose your weapons, consider *all* of the following:

- *Your combat skills.* Paying character points for a skill and then not getting a weapon to go with it is wasteful. Arming yourself with something you lack skill with is suicidal! Go with what you know. Default skill (DX-4 to DX-6) is for emergencies only.

- *Your Strength.* Every weapon lists a minimum ST. Below this, you’ll be penalized and ineffective. When choosing from the weapons your skills cover, pick one that suits your ST.

- *Your budget.* If you can’t afford weapons matched to your skills and ST, rethink your traits or use *Extra Money* (p. 95) to remedy the problem.

- *Effectiveness.* If several weapons suit your skills, ST, and pocketbook, this is the tie-breaker. Review the statistics and choose the weapon that’s best at what you deem important. This *usually* means damage, but a melee weapon’s reach or missile weapon’s range and reload time can matter more if your goal is keeping your distance.

Try to carry at least one weapon for your highest melee weapon skill, *plus* one missile weapon and its ammo – or several thrown weapons – for your best ranged weapon skill. Warriors will want spares – or at least smaller, lighter weapons – for backup. If you can, stick brass knuckles in your pocket (they’re cheap, light, and work for anybody) and a knife in your boot (with or without skill, it’s a handy tool).

Finally, while martial artists love strangely named weapons – *cestus*, *jo*, *katar*, *kusari*, monk’s spade, *nunchaku*, *sai*, *shuriken*, *tonfa*, etc. – such gear isn’t “martial artists-only,” any more than clubs are barbarians-only, rapiers are swashbucklers-only, or blackjacks are thieves-only. Buy what you need (but only a martial artist would call a staff a *bo* . . .).

WEAPON STATS

Weapon tables provide the statistics explained below. Only relevant stats appear; e.g., the *Melee Weapons Table* (pp. 98-103) omits ranged combat stats. In *all* cases, “–” means the stat doesn’t apply, “var.” means the value varies, and “spec.” means to see the relevant weapon skill in Chapter 6, or the applicable section of Chapter 3 of *Exploits*, for special rules.

Damage

All Weapons

Damage is almost always ST-based and expressed as a modifier to the wielder's basic thrusting (thr) or swinging (sw) damage, from the *Damage Table* (p. 10). For example, a spear does "thr+2," so with ST 11 and therefore a basic thrusting damage of 1d-1, you'll inflict 1d+1 damage with a spear. *Exceptions:* Blowpipes do the same damage for any user, and bows and crossbows use their own ST (see *Bows, Crossbows, and ST*, p. 98).

Weapons that are poor at penetrating armor have an **armor divisor** (*Exploits*, pp. 52-53) of "(0.5)," which *doubles* the target's DR against the weapon.

Each damage rating is followed by an abbreviation indicating **damage type**:

Abbreviation	Damage Type
cr	crushing
cut	cutting
imp	impaling
pi-	small piercing
pi	piercing
spec.	special – see weapon notes

A victim loses HP equal to the damage that penetrates DR. Halve injury for small piercing, increase it by 50% for cutting, and double it for impaling. See *Damage Type and Injury* (*Exploits*, p. 53) for additional rules.



If it's undead, don't stab – just behead.

– Samar Alqatil, Holy Warrior

Reach

Melee Weapons

The distance in hexes (yards) at which a melee weapon can strike; e.g., reach "2" means the weapon can only strike foes two hexes away, not closer or more distant ones.

"C" indicates you can use the weapon for *Close Combat* (*Exploits*, p. 51).

Some weapons have more than one reach; e.g., a spear with reach "1, 2" can strike targets either one *or* two hexes away. An asterisk (*) next to reach means the weapon requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, you can strike foes that are at any distance within the weapon's reach.

Parry

Melee Weapons

A number, such as "+2" or "-1," indicates the bonus or penalty to your Parry defense when using that weapon; see *Parrying* (*Exploits*, pp. 48-49). For most weapons, this is "0," meaning "no modifier."

"F" means the weapon is a **fencing weapon**; see *Parrying with Fencing Weapons* (*Exploits*, p. 49).

"U" means the weapon is **unbalanced**: you cannot use it to parry after using it to attack on your turn (or vice versa).

"No" means the weapon *cannot* parry.

Acc (Accuracy)

Ranged Weapons

Add Accuracy to your weapon skill if you took an Aim maneuver on the turn prior to your attack. If you have Heroic Archer (p. 35) and are wielding a bow, you don't need to Aim – add Acc to skill whenever you Attack or All-Out Attack outside of close combat!

Range

Ranged Weapons

If a weapon has only one range number, this is the **Maximum Range (Max)** in hexes (yards) at which it can attack a target. If two numbers appear, separated by a slash, the first is **Half-Damage Range (1/2D)** while the second is Max. Attacks on targets at or beyond 1/2D inflict half damage.

Nearly all ranged weapons list 1/2D and Max as multiples of the wielder's ST – not as fixed numbers. For example, "x10/x15" means 1/2D is 10×ST and Max is 15×ST, so someone with ST 10 would have 1/2D 100, Max 150. For bows and crossbows, use the *weapon's* ST in these formulas (see *Bows, Crossbows, and ST*, p. 98).

Shots

Ranged Weapons

The number of shots the weapon gets between reloads. "1" means a **missile weapon** that can shoot one projectile and then needs reloading. A magical weapon might boast Shots 2 or more, shooting two or more times between reloads!

"T" indicates a **thrown weapon**. To "reload," pick it up or ready a new weapon!

The parenthetical number after Shots is the number of one-second Ready maneuvers needed to reload a missile weapon or pull out another thrown weapon.

Blowpipes and Bows: "(2)" means one Ready to draw and position a dart or arrow, and another to prepare the loaded weapon for shooting. A successful Fast-Draw (Arrow) roll turns the first into a free action, making effective reload time (1).

Crossbows and Prodds: "(4)" means two *consecutive* Ready maneuvers to cock the weapon, one to draw and load a bolt, and one to bring the weapon back into shooting position. This assumes the weapon's ST is no greater than yours (see *Bows, Crossbows, and ST*, p. 98). If its ST is one or two greater, cocking takes *six* Ready maneuvers, so reload time is (8); if its ST is three or four greater, cocking takes *18* turns (and you need a "goat's foot" device, and must be standing), so reload time is (20); and if its ST is five greater or more, you *cannot* cock it! A successful Fast-Draw (Arrow) roll shaves off one Ready maneuver.

Cost

The price of a new weapon, in \$. For swords and knives, this includes a sheath or scabbard.

All Weapons

Weight

The weapon's weight, in pounds; "neg." means "negligible." For missile weapons, this is *unloaded* weight; the weight of one shot (arrow, bolt, dart, etc.) appears after a slash.

All Weapons

ST (Strength)

The minimum Strength needed to use the weapon properly. If you use a weapon that requires more ST than you have, you suffer -1 to weapon skill per point of ST deficit and lose one extra FP at the end of the fight (*Fighting a Battle, Exploits*, p. 64).

All Weapons

For a melee or thrown weapon, your effective ST for damage purposes cannot exceed *triple* the weapon's ST statistic. For instance, a large knife has minimum ST 6, so its "maximum ST" is 18; if your ST were 19+, you would compute your damage as if you had ST 18.

Natural weapons (punches, kicks, bites, etc.) have neither minimum nor maximum ST.

"‡" means the weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this one-handed, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. Anything that requires

one hand to hold it and another to operate a moving part, like a bow, *always* requires two hands, regardless of ST.

"‡" means the weapon requires two hands *and* becomes *unready* after you attack with it, unless you have at least 1.5 times the listed ST (round *up*). To use it one-handed without it becoming *unready*, you need at least *three times* the listed ST.

Bows, Crossbows, and ST: Bows, crossbows, and prodds have their *own* **rated ST**, which you must specify when you buy such a weapon. The minimum ST in the table is the lowest possible value. Use the weapon's rated ST instead of your ST to determine range and damage. You can always use a weapon that's *weaker* than you. You can use a stronger *crossbow* or *prodd* at no skill penalty, but it will take longer to cock (see *Shots*, p. 97). A stronger *bow* penalizes skill and costs FP, like any weapon you're too weak for.

Bulk

Ranged Weapons

A measure of the weapon's size and handiness. Bulk penalizes weapon skill during a Move and Attack maneuver or in close combat. If you have Heroic Archer (p. 35), you may ignore Bulk penalties for bows.

Notes

All Weapons

Numbers that refer to applicable footnotes (if any) at the end of the table.



MELEE WEAPONS TABLE

Melee weapons are grouped under the skills required to use them. Skill names appear in capital letters, with defaults in parentheses; e.g., "AXE/MACE (DX-5, Flail-4, or Two-Handed Axe/Mace-3)."

If there's more than one way to use a weapon, each method gets its own line. If multiple skills let you use a weapon, the weapon appears under each skill; e.g., both Staff and Two-Handed Sword let you wield a quarterstaff – and either lets you swing the staff or thrust with it. To switch weapon skills in combat, simply announce the change at the *start* of your turn; the weapon will use the new skill until you change again at the start of a later turn.

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
AXE/MACE (DX-5, Flail-4, or Two-Handed Axe/Mace-3)							
Axe	sw+2 cut	1	0U	\$50	4	11	
Hatchet	sw cut	1	0	\$40	2	8	[1]
Knobbed Club	sw+1 cr	1	0	\$20	2	8	
Mace	sw+3 cr	1	0U	\$50	5	12	[1]
Pick	sw+1 imp	1	0U	\$70	3	10	[2, 3]
Sickle or Kama	sw cut	1	0	\$40	2	8	
or	sw imp	1	0U	–	–	8	[2]
Small Axe	sw+1 cut	1	0U	\$45	3	10	
Small Mace	sw+2 cr	1	0U	\$35	3	10	[1]
Small Throwing Axe	sw+1 cut	1	0U	\$50	3	10	[1]
Throwing Axe	sw+2 cut	1	0U	\$60	4	11	[1]

<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
BOXING, BRAWLING, KARATE, or DX							
Barehanded Punch	thr-1 cr	C	0	–	–	–	[4]
Brass Knuckles	thr cr	C	0	\$10	0.25	–	[4]
Cestus	thr cr	C	0	\$50	1	–	[4, 5]
Punch w. Gauntlets	thr cr	C	0	–	–	–	[4]
Tonfa	thr cr	C	0	\$40	1.5	–	Butt jab. [4]
BOXING, BRAWLING, or DX							
Cutlass	thr cr	C	0	\$500	2	–	Hilt punch. [4, 5]
BRAWLING or DX							
Bite	thr-1 cr.	C	No	–	–	–	[4]
Blackjack	thr cr	C	0	\$20	1	7	[4]
BRAWLING-2, KARATE-2, or DX-2							
Kick	thr cr	C, 1	No	–	–	–	[4, 6]
Kick w. Boots	thr+1 cr	C, 1	No	–	–	–	[4, 6]
BROADSWORD (DX-5, Rapier-4, Saber-4, Shortsword-2, or Two-Handed Sword-4)							
Bastard Sword	sw+1 cut	1, 2	0U	\$750	5	11	
<i>or</i>	thr+2 imp	2	0U	–	–	11	
Broadsword	sw+1 cut	1	0	\$600	3	10	
<i>or</i>	thr+2 imp	1	0	–	–	10	
Cavalry Saber	sw+1 cut	1	0	\$500	3	10	
<i>or</i>	thr+1 imp	1	0	–	–	10	
Club	sw+1 cr	1	0	\$10	3	10	
<i>or</i>	thr+1 cr	1	0	–	–	10	
Edged Rapier	sw cut	1, 2	0	\$1,000	3	10	
<i>or</i>	thr+1 imp	1, 2	0	–	–	10	
Estoc or Tuck	thr+2 imp	1	0	\$500	3	10	[3]
<i>or</i>	sw+1 cr	1	0	–	–	10	
Jo	sw cr	1	0	\$10	2	9	
<i>or</i>	thr cr	1	0	–	–	9	
Katana	sw+1 cut	1, 2	0	\$650	5	11	
<i>or</i>	thr+1 imp	1	0	–	–	11	
Large Falchion	sw+2 cut	1	0U	\$625	4.5	11	
<i>or</i>	thr-1 imp	1	0U	–	–	11	
Longsword	sw+1 cut	1	0	\$700	4	10	
<i>or</i>	thr+2 imp	1, 2	0	–	–	10	
FLAIL (DX-6, Axe/Mace-4, or Two-Handed Flail-3)							
Bolas	sw+1 cr	1	-2U	\$20	2	7	[1, 7]
Morningstar	sw+3 cr	1	0U	\$80	6	12	[7]
Nunchaku	sw+1 cr	1	0U	\$20	2	7	[7]
GARROTE (DX-4)							
Garrote	spec.	C	No	\$2	neg.	–	[8]
JITTE/SAI (DX-5, Main-Gauche-4, or Shortsword-3)							
Jutte	sw cr	1	0	\$40	1	6	[9, 10]
<i>or</i>	thr cr	1	0	–	–	6	
Sai	sw cr	1	0	\$60	1.5	7	[9, 10]
<i>or</i>	thr imp	1	0	–	–	7	[1]

<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
KNIFE (DX-4, Main-Gauche-3, or Shortsword-3)							
Dagger	thr-1 imp	C	-1	\$20	0.25	5	[1]
Katar	sw-3 cut	C, 1	-1	\$50	1	6	[5, 11]
<i>or</i>	thr+1 imp	C	-1	–	–	6	[3]
Kukri	sw-1 cut	C, 1	0	\$50	1.5	7	
<i>or</i>	thr-1 imp	C	0	–	–	7	
Large Knife	sw-2 cut	C, 1	-1	\$40	1	6	
<i>or</i>	thr imp	C	-1	–	–	6	[1]
Long Knife	sw-1 cut	C, 1	0	\$120	1.5	7	
<i>or</i>	thr imp	C, 1	0	–	–	7	
Main-Gauche	sw-3 cut	C, 1	0	\$50	1.25	6	[5]
<i>or</i>	thr imp	C	0	–	–	6	
Short Baton	sw-1 cr	C, 1	-1	\$10	0.5	5	
<i>or</i>	thr cr	C	-1	–	–	5	
Small Knife	sw-3 cut	C, 1	-1	\$30	0.5	5	
<i>or</i>	thr-1 imp	C	-1	–	–	5	[1]
Stiletto	thr-1 imp	C	-1	\$20	0.25	5	[3]
Wooden Stake	thr(0.5) imp	C	-1	\$4	0.5	5	[1]

KUSARI (DX-6, Two-Handed Flail-4, or Whip-3)

Kusari	sw+2 cr	1-4*	-2U	\$70	5	11	[7, 9]
<i>or</i>	thr+2 cr	1-4*	-2U	–	–	11	[7, 9]



MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3, or Smallsword-3)

Dagger	thr-1 imp	C	0F	\$20	0.25	5	[1]
Jutte	sw cr	1	0F	\$40	1	6	
<i>or</i>	thr cr	1	0F	–	–	6	
Large Knife	sw-2 cut	C, 1	0F	\$40	1	6	
<i>or</i>	thr imp	C	0F	–	–	6	[1]
Long Knife	sw-1 cut	C, 1	0F	\$120	1.5	7	
<i>or</i>	thr imp	C, 1	0F	–	–	7	
Main-Gauche	sw-3 cut	C, 1	0F	\$50	1.25	6	[5]
<i>or</i>	thr imp	C, 1	0F	–	–	6	
Sai	sw cr	1	0F	\$60	1.5	7	
<i>or</i>	thr imp	1	0F	–	–	7	[1]
Small Knife	sw-3 cut	C, 1	0F	\$30	0.5	5	
<i>or</i>	thr-1 imp	C	0F	–	–	5	[1]
Stiletto	thr-1 imp	C	0F	\$20	0.25	5	[3]

<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
POLEARM (DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)							
Dueling Glaive	sw+2 cut	1, 2*	0U	\$80	6	9†	
<i>or</i>	thr+3 imp	1, 2*	0	–	–	9†	
Dueling Halberd	sw+4 cut	1, 2*	0U	\$120	10	12†	
<i>or</i>	sw+3 imp	1, 2*	0U	–	–	12†	[2]
<i>or</i>	thr+3 imp	1, 2*	0	–	–	11†	
Glaive	sw+3 cut	2, 3*	0U	\$100	8	11‡	
<i>or</i>	thr+3 imp	1-3*	0U	–	–	11†	
Halberd	sw+5 cut	2, 3*	0U	\$150	12	13‡	
<i>or</i>	sw+4 imp	2, 3*	0U	–	–	13‡	[2]
<i>or</i>	thr+3 imp	1-3*	0U	–	–	12†	
Monk's Spade	sw+1 cut	1, 2*	0U	\$100	6	9†	
<i>or</i>	sw+2 cr	1, 2*	0U	–	–	9†	
<i>or</i>	thr+2 cut	1, 2*	0	–	–	9†	
Naginata	sw+2 cut	1, 2*	0U	\$100	6	9†	
<i>or</i>	thr+3 imp	2	0	–	–	9†	
Pollaxe	sw+4 cr	1, 2*	0U	\$120	10	12†	
<i>or</i>	sw+3 imp	1, 2*	0U	–	–	12†	[2]
<i>or</i>	thr+3 imp	1, 2*	0	–	–	11†	

RAPIER (DX-5, Broadsword-4, Main-Gauche-3, Saber-3, or Smallsword-3)

Edged Rapier	sw cut	1, 2	0F	\$1,000	3	10	
<i>or</i>	thr+1 imp	1, 2	0F	–	–	10	
Light Edged Rapier	sw-1 cut	1	0F	\$700	2.25	8	
<i>or</i>	thr+1 imp	1	0F	–	–	8	
Light Rapier	thr+1 imp	1	0F	\$400	2	8	
Rapier	thr+1 imp	1, 2	0F	\$500	2.75	9	

SABER (DX-5, Broadsword-4, Main-Gauche-3, Rapier-3, Shortsword-4, or Smallsword-3)

Saber	sw-1 cut	1	0F	\$700	2	8	
<i>or</i>	thr+1 imp	1	0F	–	–	8	

SHIELD (DX-4 or other Shield at -2)

Shield Bash	thr cr	1	No	var.	var.	–	
Shield Bash w. Spike	thr+1 cr	1	No	+\$20	+5	–	

SHORTSWORD (DX-5, Broadsword-2, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)

Baton	sw cr	1	0	\$20	1	6	
<i>or</i>	thr cr	1	0	–	–	6	
Cutlass	sw cut	1	0	\$500	2	8	[5]
<i>or</i>	thr+1 imp	1	0	–	–	8	
Falchion	sw+1 cut	1	0	\$400	3	10	
<i>or</i>	thr-2 imp	1	0	–	–	10	
Large Katar	sw-1 cut	1	0	\$400	2	8	[5, 11]
<i>or</i>	thr+2 imp	1	0	–	–	8	[3]
Long Knife	sw-1 cut	1	0	\$120	1.5	7	
<i>or</i>	thr imp	C, 1	0	–	–	7	
Short Baton	sw-1 cr	C, 1	-1	\$10	0.5	5	
<i>or</i>	thr cr	C	-1	–	–	5	
Shortsword	sw cut	1	0	\$400	2	8	
<i>or</i>	thr+1 imp	1	0	–	–	8	
Small Falchion	sw cut	1	0	\$200	2	8	
<i>or</i>	thr-2 imp	1	0	–	–	8	

Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
SMALLSWORD (DX-5, Main-Gauche-3, Rapier-3, Saber-3, or Shortsword-4)							
Dress Smallsword	thr imp	C, 1	0F	\$300	1	5	
Short Staff	sw cr	1	0F	\$20	1	6	
<i>or</i>	thr cr	1	0F	–	–	6	
Smallsword	thr+1 imp	1	0F	\$400	1.5	5	

SPEAR (DX-5, Polearm-4, or Staff-2)

Heavy Spear	thr+4 imp	2, 3*	0U	\$90	6	11†	
<i>or</i>	thr+3 cut	3	0U	–	–	11†	
Javelin	thr+1 imp	1	0	\$30	2	6	[1]
Long Spear	thr+2 imp	2, 3*	0U	\$60	5	11	
<i>two hands</i>	thr+3 imp	2, 3*	0	–	–	10†	
Pike	thr+3 imp	4, 5*	0U	\$80	13	12†	
Short Spear	thr+1 imp	1	0	\$30	2	6	
<i>or</i>	thr cut	1	0	–	–	6	
Spear	thr+2 imp	1*	0	\$40	4	10	[1]
<i>two hands</i>	thr+3 imp	1, 2*	0	–	–	9†	
Trident	thr+3(0.5) imp	1*	0U	\$80	5	11	[12]
<i>two hands</i>	thr+4(0.5) imp	1, 2*	0	–	–	10†	[12]



*Bring weapons for the open field, the melee, the close-quarters press.
Be able to smash, to slice, to poke holes. You can never be too well-armed!*

– Grükuk Kzaash, Knight

STAFF (DX-5, Polearm-4, or Spear-2)

Jo	sw+1 cr	1	+2	\$10	2	6†	
<i>or</i>	thr+1 cr	1	+2	–	–	6†	
Long Staff	sw+2 cr	2, 3	+2	\$15	5	10†	
<i>or</i>	thr+2 cr	2, 3	+2	–	–	10†	
Polearm	sw+2 cr	1, 2	0U	var.	var.	var.†	Blunt pole. [13]
<i>or</i>	thr+2 cr	1, 2	0	–	–	var.†	Blunt tip. [13]
Quarterstaff or Bo	sw+2 cr	1, 2	+2	\$10	4	7†	
<i>or</i>	thr+2 cr	1, 2	+2	–	–	7†	

TONFA (DX-5 or Shortsword-3)

Tonfa	sw cr	1	0	\$40	1.5	7	[11]
<i>or</i>	thr cr	C, 1	0	–	–	7	

TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4, or Two-Handed Flail-4)

Combat Shovel	sw+2 cut	1	0U	\$100	5	11†	[14]
<i>or</i>	sw+2 cr	1	0U	–	–	11†	
Great Axe	sw+4 cut	1, 2*	0U	\$100	8	12‡	
Humongous Club	sw+6 cr	1, 2*	0U	\$100	15	16‡	
Long Axe	sw+3 cut	1, 2*	0U	\$75	6	11‡	
Maul	sw+5 cr	1, 2*	0U	\$80	12	13‡	
Scythe	sw+3 cut	1	0U	\$15	5	11‡	
<i>or</i>	sw+1 imp	1	0U	–	–	11‡	[2]
Warhammer	sw+4 imp	1, 2*	0U	\$100	7	12‡	[2, 3]

TWO-HANDED FLAIL (DX-6, Flail-3, Kusari-4, or Two-Handed Axe/Mace-4)

Flail	sw+4 cr	1, 2*	0U	\$100	8	13†	[7]
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<i>Weapon</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>	<i>Cost</i>	<i>Weight</i>	<i>ST</i>	<i>Notes</i>
TWO-HANDED SWORD (DX-5 or Broadsword-4)							
Bastard Sword	sw+2 cut	1, 2	0	\$750	5	10†	
<i>or</i>	thr+3 imp	2	0	–	–	10†	
Greatsword	sw+3 cut	1, 2	0	\$900	7	12†	
<i>or</i>	thr+3 imp	2	0	–	–	12†	
Jo	sw+1 cr	1	0	\$10	2	8†	
<i>or</i>	thr+1 cr	1	0	–	–	8†	
Katana	sw+2 cut	1, 2	0	\$650	5	10†	
<i>or</i>	thr+1 imp	1	0	–	–	10†	
Longsword	sw+1 cut	1	0	\$700	4	9†	
<i>or</i>	thr+3 imp	1, 2	0	–	–	9†	
Naginata	sw+3 cut	2	0U	\$100	6	9†	
<i>or</i>	thr+3 imp	2	0	–	–	9†	
Quarterstaff or Bo	sw+2 cr	1, 2	0	\$10	4	9†	
<i>or</i>	thr+1 cr	2	0	–	–	9†	

WHIP (DX-5 or Kusari-3)

Bullwhip	sw-5(0.5) cr	1-7*	-2U	\$20/yd.	0.5/yd.	var.	[9, 15]
Spiked Whip	sw-2(0.5) cr	1-7*	-2U	\$20/yd.	2/yd.	var.	[9, 15]

Notes

[1] Can be thrown. See the *Ranged Weapons Table* (pp. 103-105).

[2] May get *stuck*; see *Picks (Exploits, p. 39)*.

[3] Specifically designed to target chinks in armor (*Exploits, p. 37*). Reduce the penalty for this by -2.

[4] Armed or unarmed, this attack receives damage bonuses for whichever of Boxing (p. 93), Brawling (pp. 93-94), or Karate (p. 94) is used to deliver it. Claws, like those of cat-folk, *don't* affect damage with blows assisted by gauntlets, boots, or weapons.

[5] Gives the hand (only) DR 4. A cestus is a glove, mutually exclusive with other gloves. In all other cases, this is a metal hilt; DR is cumulative with that of gloves, but the hilt is too cramped to accommodate *metal* gauntlets.

[6] If you miss with a kick, roll vs. DX to avoid falling.

[7] Attempts to *parry* flails and kusaris are at -4; knives and fencing weapons ("F" parry) can't parry at all! Attempts to *block* such weapons are at -2.

[8] A *rope* garrote; a *wire* one costs \$10. See *Garrotes (Exploits, p. 39)*.

[9] Gets +2 to disarm when wielded with this skill; see *Attacking Weapons (Exploits, p. 37)*.

[10] Improved disarm on your turn after a parry; see *Swords (p. 81)*.

[11] Use Boxing, Brawling, or Karate parry if better than weapon parry.

[12] Tridents are awkward and always have -2 to hit, but there's no *additional* -2 for attacking to disarm; see *Attacking Weapons (Exploits, p. 37)*. The many points give the target -1 to Dodge, +1 to Block or Parry.

[13] The butt of a *dueling glaive, dueling halberd, naginata, or pollaxe* used as a staff. Cost, weight, and ST are as listed for the weapon under the Polearm skill.

[14] Fully functional as a digging shovel. Used by grave-digging undead-slayers.

[15] Specify maximum reach (1-7 yards) when bought. Cost and weight are *per yard*. The bullwhip requires ST 3, +1 per yard. The spiked whip requires ST 5, +1 per yard. Many special rules apply; see *Whips (Exploits, p. 39)*.

RANGED WEAPONS TABLE

Both thrown and missile weapons appear below. These are grouped under the skills required to use them, as explained for the *Melee Weapon Table* (pp. 98-103). Certain thrown weapons can be used in melee combat, but use the statistics on *this* table when hurled.

<i>Weapon</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>Weight</i>	<i>Shots</i>	<i>Cost</i>	<i>ST</i>	<i>Bulk</i>	<i>Notes</i>
BLOWPIPE (DX-6)									
Blowpipe	1d-3 pi-	1	×4	1/0.05	1(2)	\$30	2	-6	[1, 2]
BOLAS (No default)									
Bolas	thr-1 cr	0	×3	2	T(1)	\$20	7	-2	[3]

PASS THE AMMUNITION!

Missile weapons require missiles! On the table below, cost and weight are *per projectile* – but for quick reference, the “Per Pound” column gives the number of projectiles per pound, with the cost of that many shots in parentheses.

Weapon	Projectile	Cost	Weight	Per Pound	Notes
Blowpipe	Dart	\$0.10	0.05	20 (\$2)	[1]
Bow (any)	Arrow	\$2	0.1	10 (\$20)	
Crossbow (any)	Bolt	\$2	0.06	16 (\$32)	
Heavy Sling	Shaped Rock	\$1	1	1 (\$1)	
	Unshaped Rock	\$0	1	1 (\$0)	[2]
Prodd	Lead Pellet	\$0.10	0.06	16 (\$1.60)	
Sling or Staff Sling	Lead Bullet	\$0.10	0.06	16 (\$1.60)	[3]
	Shaped Stone	\$0.05	0.05	20 (\$1)	
	Unshaped Stone	\$0	0.05	20 (\$0)	[2]

Notes

[1] Usually poisoned. Add the cost of one dose of poison *per dart*.

[2] Ordinary rocks and stones can be found almost anywhere (in combat, make a Scrounging roll), but are less accurate: -1 to hit.

[3] Lead bullets give +1 damage and *double* range.

Weapon	Damage	Acc	Range	Weight	Shots	Cost	ST	Bulk	Notes
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BOW (DX-5)

Composite Bow	thr+3 imp	3	×20/×25	4/0.1	1(2)	\$900	10†	-7	
Longbow	thr+2 imp	3	×15/×20	3/0.1	1(2)	\$200	11†	-8	
Regular Bow	thr+1 imp	2	×15/×20	2/0.1	1(2)	\$100	10†	-7	
Short Bow	thr imp	1	×10/×15	1.5/0.1	1(2)	\$50	7†	-6	

CROSSBOW (DX-4)

Composite Crossbow	thr+5 imp	4	×25/×30	7/0.06	1(4)	\$950	8†	-6	
Crossbow	thr+4 imp	4	×20/×25	6/0.06	1(4)	\$150	7†	-6	
Pistol Crossbow	thr+2 imp	1	×15/×20	4/0.06	1(4)	\$150	7	-4	[2]
Prodd	thr+4 pi	2	×20/×25	6/0.06	1(4)	\$150	7†	-6	

LASSO (No default)

Lariat	spec.	0	10	3	T(2)	\$40	7†	-2	[3]
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NET (Cloak-5)

Large Net	spec.	1	spec.	20	T(1)	\$40	11	-6	[2, 3, 4]
Melee Net	spec.	1	spec.	5	T(1)	\$20	8	-4	[3, 4]

SLING (DX-6)

Heavy Sling	sw+2 cr	1	×3/×6	1/1	1(2)	\$20	8†	-5	
Sling	sw pi	0	×6/×10	0.5/0.05	1(2)	\$20	6	-4	[2]
Staff Sling	sw+1 pi	1	×10/×15	2/0.05	1(2)	\$20	7†	-6	

SPEAR THROWER (DX-5 or Thrown Weapon (Spear)-4)

Atlatl	–	–	–	1	1(1)	\$20	–	–	[2]
<i>with Dart</i>	sw-1 imp	1	×3/×4	1	–	\$20	5	-3	[5]
<i>with Javelin</i>	sw+1 imp	3	×2/×3	2	–	\$30	6	-4	[5]
Woomera	–	–	–	2	1(1)	\$40	–	–	[2]
<i>with Spear</i>	sw+3 imp	2	×1.5/×2	4	–	\$40	9	-6	[5]

Weapon	Damage	Acc	Range	Weight	Shots	Cost	ST	Bulk	Notes
THROWN WEAPON (AXE/MACE) (DX-4)									
Hatchet	sw cut	1	×1.5/×2.5	2	T(1)	\$40	8	-2	[6]
Mace	sw+3 cr	1	×0.5/×1	5	T(1)	\$50	12	-4	
Small Mace	sw+2 cr	1	×1/×1.5	3	T(1)	\$35	10	-3	
Small Throwing Axe	sw+1 cut	1	×1/×1.5	3	T(1)	\$50	10	-3	[6]
Throwing Axe	sw+2 cut	2	×1/×1.5	4	T(1)	\$60	11	-3	[6]

THROWN WEAPON (DART) (DX-4 or Throwing-2)

Throwing Dart	thr imp	1	×2.5/×3.5	1	T(1)	\$20	6	-2	
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THROWN WEAPON (HARPOON) (DX-4 or Thrown Weapon (Spear)-2)

Harpoon	thr+5 imp	2	×1/×1.5	6	T(1)	\$60	11	-6	[7]
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THROWN WEAPON (KNIFE) (DX-4)

Dagger	thr-1 imp	0	×0.5/×1	0.25	T(1)	\$20	5	-1	
Large Knife	thr imp	0	×0.8/×1.5	1	T(1)	\$40	6	-2	
Large Throwing Knife	thr imp	1	×1/×2	1	T(1)	\$40	6	-1	[8]
Sai	thr imp	0	×0.8/×1.5	1.5	T(1)	\$60	7	-3	
Small Knife	thr-1 imp	0	×0.5/×1	0.5	T(1)	\$30	5	-1	
Small Throwing Knife	thr-1 imp	1	×0.8/×1.5	0.5	T(1)	\$30	5	0	[8]
Wooden Stake	thr(0.5) imp	0	×0.5/×1	0.5	T(1)	\$4	5	-2	

THROWN WEAPON (SHURIKEN) (DX-4 or Throwing-2)

Spike Shuriken	thr-2 imp	1	×0.5/×1	0.1	T(1)	\$3	5	0	
Star Shuriken	thr-1 cut	1	×0.5/×1	0.1	T(1)	\$3	5	0	

THROWN WEAPON (SPEAR) (DX-4, Spear Thrower-4, or Thrown Weapon (Harpoon)-2)

Javelin	thr+1 imp	3	×1.5/×2.5	2	T(1)	\$30	6	-4	
Spear	thr+3 imp	2	×1/×1.5	4	T(1)	\$40	9	-6	

THROWN WEAPON (STICK) (DX-4)

Boomerang	sw cr	2	×6/×10	1	T(1)	\$20	6	-2	
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Notes

[1] Usually poisoned (*Poisons*, pp. 115-116), but must penetrate DR to deliver poison.

[2] Requires *two* hands to ready, but only *one* hand to attack.

[3] May entangle or ensnare target; see *Special Rules for Thrown Weapons (Exploits)*, pp. 43-45).

[4] A net has no 1/2D Range. Max Range is (ST/2 + Skill/5) for a large net and (ST + Skill/5) for a melee net; round down. A *melee* net can also be held and used as a melee weapon with reach 1, 2.

[5] An atlatl hurls standard throwing darts or javelins; a woomera hurls standard spears. Compare the Thrown Weapon (Dart) and Thrown Weapon (Spear) listings.

[6] Dedicated throwing axes and hatchets that lack proper handles cost \$10 less, but give -2 to skill as melee weapons (and thus -1 to Parry).

[7] Tethered. See *Harpoons (Exploits)*, p. 44).

[8] In melee combat, small and large throwing knives work, respectively, as small and large knives, but give -2 to skill (and thus -1 to Parry *on top of* the usual -1 to Parry for knives).

MAKING YOUR POINT

Arrows and crossbow bolts can have special-but-non-magical features:

Bodkin Point: Narrow, hardened point for piercing armor. Changes damage type to *piercing* and adds an armor divisor of (2), *halving* the target's DR. Cost and weight are unchanged.

Cutting Point: Broad, edged points for slicing and dicing from afar. Changes damage type to *cutting*. Cost and weight are unchanged.

Flaming: Oil-soaked bundle behind the head of any regular, bodkin, or cutting arrow or bolt. Takes a Ready maneuver to ignite before use (assuming you have flame!). Must be fired within three seconds of ignition. Clumsy in flight (-2 to hit), but does one point of burning damage as a follow-up; see *Follow-Ups (Exploits)*, p. 56). Add \$2 *after* any cost factors; no appreciable effect on weight.

WEAPON MODIFIERS

Delvers can apply **modifiers** to improve their weapons. Modifiers are often permitted or prohibited by weapon type. For this purpose:

Fist Load: Blackjack, brass knuckles, or cestus.

Melee Weapon: Any weapon on the *Melee Weapons Table* (pp. 98-103).

Metal Weapon: Any melee weapon, thrown weapon, or projectile capable of cutting, impaling, or piercing damage, save for a rock or wooden stake. Brass knuckles, bullets, juttas, kusaris, maces, morningstars, mauls, and pellets also have enough metal to count.

Projectile: Anything in *Pass the Ammunition!* (p. 104) but an unshaped rock or stone.

Stick: Any atlatl, baton, boomerang, club, jo, staff, stake, or woomera.

Thrown Weapon: Anything on the *Ranged Weapons Table* (pp. 103-105) with Shots “T.”



Improvised weapons can't have modifiers – though random items can still be *made by* dwarves, *made of* silver, etc.

Each modifier has a **cost factor (CF)**. Modifiers are “stackable” except as noted. To find final weapon cost, add CF for the chosen modifiers and then multiply the weapon's list cost by (1 + total CF).

Balanced: +1 to skill with a *melee* or *thrown weapon*, or a *projectile* – or +1 Acc for a *blowpipe*, *bow*, or *crossbow*. Off-limits for fist loads and sticks. Any allowed weapon: +4 CF.

Bow-Harp: A bow that can be used as either a weapon or a harp on any given turn. Used by bards. Adds 1.5 lbs. to bow weight. Any bow (*not* crossbow): +5 CF.

Climber's: Blade, prong, and/or handle design lets you climb with the weapon ready. Gives +1 to Climbing skill (a pair still gives just +1). Any hatchet, jutte, pick, sai, sickle, tonfa, or one-handed axe: +4 CF.

Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming *unready* after attacking (‡ on ST). Any unbalanced melee weapon: +4 CF.

Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (*not* crossbow): +16 CF.

Fine*: -1 to odds of breakage (*Parrying Heavy Weapons*, *Exploits*, p. 49) and +1 to cutting and impaling damage for a *melee* or *thrown weapon*, or a *projectile* – or +20% to 1/2D and Max for a *blowpipe*, *bow*, or *crossbow*. Projectiles, and crushing- or impaling-only melee or thrown weapons: +2 CF. Fencing weapons (p. 81), swords (pp. 81-82), blowpipes, bows, and crossbows: +3 CF. Other cutting melee or thrown weapons: +9 CF.

Meteoric†: Meteoric iron is immune to magic – Bladeturning, Missile Shield, Steelwraith, and so on won't stop it, and Making and Breaking spells can't destroy it. It can't be magical, compose a power item, or benefit from weapon-enhancing spells or magical repairs. Any metal weapon: +19 CF.

Orichalcum‡: Orichalcum weapons *won't* break. Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.

Ornate: Jewels, gold, etc. Improves reactions from buyers (and gullible hirelings!). All weapons except projectiles and sticks: +1 to reactions for +1 CF, +2 for +4 CF, or +3 for +9 CF.

Silver*‡: Metal *melee weapons*, *thrown weapons*, or *projectiles* can be made of solid silver pure enough to exploit monster vulnerabilities, but have +2 to odds of breakage: +19 CF. Silver coating for such weapons doesn't worsen breakage, but affects monsters less (x2 injury becomes x1.5, x3 becomes x2, and x4 becomes x3): +2 CF.

Very Fine*: -2 to odds of breakage and +2 to cutting and impaling damage. Fencing weapons and swords only: +19 CF.

* Fine, very fine, and *solid* silver are mutually exclusive.

† Meteoric, orichalcum, and *solid* silver are mutually exclusive – although meteoric and orichalcum weapons can be *silver-coated*.

Example: A fine, balanced dwarven axe has +9 CF for fine (“other cutting weapons”), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so *this* axe costs \$900. It gets -1 to break, +1 to damage and skill, and Parry 0 instead of 0U.

SHIELDS

Shields, bucklers, and cloaks are valuable and versatile in combat! When ready, any of these things will help *all* of your active defense rolls with no special effort (*Defense Bonus, Exploits*, p. 47). You can use it for an active defense, too; see *Blocking (Exploits*, p. 48). And you can Feint or attack with it, as *Beyond the Block (Exploits*, p. 48) explains.

You wear a shield strapped to an arm. That hand can't *wield* a weapon (preventing you from using two-handed weapons), but it can still *carry* an item. You must hold a cloak or buckler in hand.

The -4 for using the "off" hand never applies to any shield, cloak, or buckler, whether you use it defensively or offensively.

SHIELD TABLE

This table provides the following statistics:

DB: Defense Bonus, the bonus the shield gives to *all* of your active defenses against attacks from the front or shield side – even if you have no skill with it! This affects several other things as well: A shield requires a number of Ready maneuvers equal to its DB to ready or stash, adds its DB to shield-rush damage, and gives you a DX penalty in close combat equal to its DB.

Cost: The shield's price, in \$.

Weight: The shield's weight, in pounds. Everything here is either wooden (shields) or cloth (cloaks), and ruined in seconds equal to its weight if it catches fire.

Shield	DB	Cost	Weight	Notes
CLOAK (DX-5, Net-4, or Shield (any)-4)				
Light Cloak	1	\$20	2	[1]
Heavy Cloak	2	\$50	5	[1]
SHIELD (DX-4 or other Shield at -2)				
Small Shield	1	\$40	8	[2, 3]
Medium Shield	2	\$60	15	[2, 3]
Large Shield	3	\$90	25	[2, 4]

Notes

[1] Can be used offensively to Feint or grapple at reach C, 1 (but *not* for a shield bash or rush). A cloak occupies a hand, and a failed block may endanger your arm.

[2] Can be used offensively for a Feint, shield bash (see the *Melee Weapons Table*, pp. 98-103), or shield rush (*Slams, Tramples, and Overruns, Exploits*, p. 40). A spike that gives +1 to damage adds \$20 to cost and 5 lbs. to weight *before* shield modifiers.

[3] Also available as a *buckler*. You can ready a buckler with one Ready maneuver and drop it as a free action, like a weapon – but it occupies a hand, can be dropped, and doesn't allow a shield rush. Use Shield (Buckler) skill instead of Shield skill. No effect on statistics.

[4] Large shields *get in the way*: -2 to all attacks with the other hand (but not with the shield) unless you have Shield-Wall Training (p. 29). In close combat, apply -3 for DB *instead*, not as well; Shield-Wall Training doesn't cancel this.

Speaking from Experience

*No single piece of gear is more valuable to an adventurer than a shield. Just hanging there, it gets in your enemies' way. If you know how to use it right, you can go up against **anything**, even slings, arrows, and fireballs. Then there's bashing and rushing enemies, which is lots of fun – especially with a big spike! Two-handed weapons? Not much use against a hail of arrows. Two weapons? Add "fussy" and "expensive" to the list.*

– Grükuk Kzaash, Knight

SHIELD MODIFIERS

As with weapons, it's possible to apply modifiers to shields, including bucklers but *not* cloaks (with one exception). These have cost factors (CF) that affect price according to the rules for weapons: multiply list cost by (1 + total CF).

Balanced: +1 to Shield skill. +4 CF.

Dwarven*†: Hefty iron instead of wood. Adds +1 damage with a shield bash or rush (cumulative with +1 for a spike) and makes the shield fireproof. *Doubles* weight! +4 CF.

Fine†: Shield has the same DB at only 3/4 of its usual weight. +9 CF.

Meteoric*†: Resists magic as for the weapon modifier (p. 106), adds +1 damage with a shield bash or rush (cumulative with +1 for a spike), and is fireproof. *Doubles* weight! +99 CF.

Mirrored: Polished or silvered to reflect gaze attacks. A successful Block against such an attack allows an immediate Shield roll to redirect the curse at anyone within its usual range. If the gaze allows a resistance roll, the target of a reflected gaze resists at +3. Dwarven, meteoric, or orichalcum shields: +2 CF. Other shields: +6 CF.

Orichalcum*†: Shield has the same DB at only 2/3 of its usual weight, gives non-orichalcum weapons +2 to odds of breakage when parrying a shield bash or rush, and is fireproof. +149 CF.

Ornate: Also allowed on cloaks. Impresses plebes as for the weapon modifier (p. 106): +1 to reactions for +1 CF, +2 for +4 CF, or +3 for +9 CF.

* Dwarven, meteoric, and orichalcum are mutually exclusive.

† Weight effects multiply together. A fine dwarven or fine meteoric shield has 1.5 times usual weight; a fine orichalcum one is *half* usual weight.

ARMOR

In *Dungeon Fantasy*, one solid hit can incapacitate or even kill almost any delver! Armor can save your life, because its **Damage Resistance (DR)** subtracts *directly* from the basic damage of most attacks – teeth, claws, weapons, falling rocks, dragon’s fire, spells that hurl harmful jets or bolts, and anything else that doesn’t bypass DR through *Special Damage (Exploits)*, pp. 56-57).

Fortunately, *Dungeon Fantasy* doesn’t restrict armor to certain professions the way old-school RPGs did. Armor is essential for warriors on the front line in combat, but it’s no less important for *non-warriors* who lack special abilities for surviving punishment. Such delvers will be happy to learn that armor requires no skill to use – you just wear it.

ARMOR TABLE

The table below presents stats for many varieties of armor. Each kind gets two rows: the top row gives DR, followed by cost (in \$); the bottom one provides weight (in lbs.). Interpret the columns as follows:

Armor: The type of armor. After the game begins, the GM may rule that the better kinds (e.g., any sort of plate) are “special orders” that require weeks – perhaps weeks equal to DR – to have custom-made in town.

DR: The amount of Damage Resistance such armor gives. Subtract DR from any blow that strikes an armored location. For instance, if you are wearing DR 6 plate and are hit for 8 points of damage, only 2 points will penetrate and affect you. Some armor has split DR; e.g., “4/2.” This means DR varies by damage type; see the notes.

Head: A helmet that protects the entire *skull* hit location, plus the *face* from the back. The face (-5 to hit) and eyes (-9) are exposed from the front. To have full-face protection (enclosed helm, helmet with mask, etc.) that can be bypassed only by targeting chinks in armor at -10 (*Exploits*, p. 37), add the cost and weight in parentheses to your helmet or suit stats. While worn, full-face protection gives -4 to Hearing rolls and means you can’t see your side hexes, even if you have Peripheral Vision (p. 52), so side attacks count

But there’s a catch. Two, actually . . .

First, armor is *heavy* and its weight can encumber you; see *Encumbrance and Move* (p. 12). This will penalize your Dodge – and also your Parry (and attack rolls), if you use fencing weapons, Judo, or Karate. If you plan to avoid injury through sheer agility, you might last longer with light or no armor! Your basic Dodge, Block, or Parry – ideally two or all three of these – should be *at least* 12 if this is your strategy, and you should be prepared to retreat a lot.

Second, the best armor is *expensive*. A knight or any other hero in shining armor needs Wealth or *Extra Money* (p. 95).

as attacks from the back; see *Attacks from the Side and Back (Exploits)*, p. 47).

Body: Sleeveless jacket, hauberk, back-and-breast, corselet, or similar armor for the *neck*, *torso*, *vitals*, and *groin* hit locations. Includes a collar and extends below the belt.

Arms: Shoulder, upper-arm, elbow, and forearm protection for both *arms* but not the hands.

Hands: Fingered gloves or gauntlets for both *hands*. Give -3 to *DX*-based fine work (Knot-Tying, Lockpicking, Pickpocket, Sleight of Hand, Traps, etc.), cumulative with Ham-Fisted (p. 61). Anything with DR 3 or more (for split DR, use the *higher* value) gives +1 damage with punches, just like brass knuckles.

Legs: Thigh, knee, and upper shin protection for both *legs*. Doesn’t include the feet.

Feet: Boots for both *feet*, laced high enough to protect when wading knee-deep and to act as a holster for an item that weighs under two pounds. Anything with DR 2 or more (for split DR, use the *higher* value) gives +1 damage with kicks.

Suit: A full suit that includes everything above *except* full-face protection (for that, add the extra cost and weight noted for head armor).

Notes: Numbers that refer to applicable footnotes (if any) at the end of the table.

Armor	DR	Head (Full Face)	Body	Arms	Hands	Legs	Feet	Suit	Notes
Light Cloth or Leather, or Furs weight	1	\$13 (+\$5) 1.5 (+0.6)	\$53 6.3	\$25 3	\$5 0.6	\$37 4.5	\$17 2.1	\$150 18	
Heavy Cloth or Leather weight	2	\$38 (+\$15) 3 (+1.2)	\$158 12.6	\$75 6	\$15 1.2	\$112 9	\$52 4.2	\$450 36	
Light Mail weight	3/1	\$125 (+\$50) 3 (+1.2)	\$525 12.6	\$250 6	\$50 1.2	\$375 9	\$175 4.2	\$1,500 36	[1, 2]
Light Scale weight	3/2	\$80 (+\$32) 4 (+1.6)	\$336 16.8	\$160 8	\$32 1.6	\$240 12	\$112 5.6	\$960 48	[1, 2]

Armor	DR	Head (Full Face)	Body	Arms	Hands	Legs	Feet	Suit	Notes
Light Segmented Plate <i>weight</i>	3	\$150 (+\$60) 4 (+1.6)	\$630 16.8	\$300 8	\$60 1.6	\$450 12	\$210 5.6	\$1,800 48	[2, 3]
Mail <i>weight</i>	4/2	\$225 (+\$90) 3.8 (+1.5)	\$945 15.8	\$450 7.5	\$90 1.5	\$675 11.2	\$315 5.2	\$2,700 45	[1, 2]
Scale <i>weight</i>	4/3	\$138 (+\$55) 7 (+2.8)	\$578 29.4	\$275 14	\$55 2.8	\$412 21	\$192 9.8	\$1,650 84	[1, 2]
Segmented Plate <i>weight</i>	4	\$225 (+\$90) 6 (+2.4)	\$945 25.2	\$450 12	\$90 2.4	\$675 18	\$315 8.4	\$2,700 72	[2, 3]
Heavy Mail <i>weight</i>	5/3	\$300 (+\$120) 4.5 (+1.8)	\$1,260 18.9	\$600 9	\$120 1.8	\$900 13.5	\$420 6.3	\$3,600 54	[1, 2]
Heavy Scale <i>weight</i>	5	\$275 (+\$110) 10 (+4)	\$1,155 42	\$550 20	\$110 4	\$825 30	\$385 14	\$3,300 120	[2]
Heavy Segmented Plate <i>weight</i>	5	\$300 (+\$120) 8 (+3.2)	\$1,260 33.6	\$600 16	\$120 3.2	\$900 24	\$420 11.2	\$3,600 96	[2, 3]
Brigandine <i>weight</i>	5	\$450 (+\$180) 5 (+2)	\$1,890 21	\$900 10	\$180 2	\$1,350 15	\$630 7	\$5,400 60	[2, 3]
Plate <i>weight</i>	6	\$625 (+\$250) 5 (+2)	\$2,625 21	\$1,250 10	\$250 2	\$1,875 15	\$875 7	\$7,500 60	[2, 3]
Heavy Plate <i>weight</i>	7	\$750 (+\$300) 6 (+2.4)	\$3,150 25.2	\$1,500 12	\$300 2.4	\$2,250 18	\$1,050 8.4	\$9,000 72	[2, 3]
Extra-Heavy Plate <i>weight</i>	8	\$875 (+\$350) 7 (+2.8)	\$3,675 29.4	\$1,750 14	\$350 2.8	\$2,625 21	\$1,225 9.8	\$10,500 84	[2, 3]
Epic Plate <i>weight</i>	9	\$1,000 (+\$400) 8 (+3.2)	\$4,200 33.6	\$2,000 16	\$400 3.2	\$3,000 24	\$1,400 11.2	\$12,000 96	[2, 3]

Notes

[1] Use lower DR against *crushing* attacks.

[2] Considered *metal* for the purposes of armor modifiers, lightning damage, reaction penalties in town, etc.

[3] Considered *plate* armor when adding armor modifiers or buying breastplates.

Customizing a Suit of Armor

It's quickest and easiest to select one variety of armor, read cost and weight from the "Suit" column, and get on with not getting killed. But hitting a specific price or weight point – or looking *awesome* – might matter more to you!

Below are some options available when buying armor in town. Most result in DR that varies by hit location; consider noting this by writing DR next to the relevant body parts on a sketch of your character. Be aware that such DR has repercussions for *Large-Area Injury* (**Exploits**, p. 53).

Piecewise Armor: You can buy different kinds of body armor for different body parts. Find the cost of the patchwork suit by adding the costs of the chosen pieces. Do the same for weight.

Just One, Please: Arm, hand, leg, and foot armor assumes a pair. Armor for *one* limb or extremity has *half* the listed cost and weight. Round cost up to a full \$; don't round weight.

Breastplates: Any *plate* armor (note [3]) can be had as a breastplate that protects the *neck, torso, vitals, and groin* against frontal attacks only; foes in side and back hexes can circumvent it. Use *half* the cost and weight of body armor. Round cost up to a full \$; don't round weight.

Layered Armor: You can *layer* some armor, the inner layer adding its DR to that of the outer one (mail adds a flat DR *instead of* split DR). Permitted inner layers are light cloth or leather (+1 DR), heavy cloth (+2 DR), light mail (+2 DR), and mail (+3 DR). Permitted outer layers are anything with at least DR 3. Wearing an extra layer of armor anywhere but on the head gives -1 to DX and DX-based skills unless you have Armor Mastery (p. 28).

As You Like It: In return for putting up with the cost and weight – and any DX penalty for layering – you're free to define *your* armor as suits your image. For instance, leather armor for the body, arms, and legs might be a trench coat suitable for hiding your katana – and if you layer metal armor over it, you could declare that represents studs. Remember what consists of a single piece when you sell or replace your armor, though!

Example: Jorge wear a plate helmet (DR 6, \$625, 5 lbs.) on his head and segmented plate gauntlets (DR 4, \$90, 2.4 lbs.) on his hands. For his body, he opts for a brigandine breastplate with half the cost and weight of body armor: DR 5, \$945, 10.5 lbs. To cover his back, he gets heavy cloth body armor and decides it's actually a shirt with sleeves to protect the arms.

Body and arm pieces add up to \$233, 18.6 lbs., and give his arms and the back of his body DR 2, and +2 DR (total DR 7!) on the front. Finally, he buys heavy leather armor for his legs and feet, declaring it's a pair of *seriously* high boots; that adds up to \$164, 13.2 lbs., and gives DR 2 on the legs and feet. Total cost and weight come to \$2,057, 49.7 lbs. – and layered torso armor means -1 to DX, while metal head and body armor will give -2 to reactions in town (*Clothing*, below).

Clothing

Most delvers (correctly!) prefer armor to street clothes on adventures, and the GM shouldn't penalize them for this; see *Sleeping in Armor (Exploits*, p. 26). In town, though, armor screams "I'm a troublemaker!": Wearing *head* or *body* armor gives -1 to reactions, doubled (-2) if it is metal or includes full-face protection, or quadrupled (-4) for both. Clothing with DR 0 is customary in civilized settlements, and even the poorest hero starts with one set for free; this weighs 2 lbs. These garments are "well-used" – *rags*, if you're Dead Broke – with a resale price and power item value (p. 115) of \$0. Each complete new outfit in your favorite colors and style is \$120, 2 lbs.

Donning and Removing Armor

Putting on armor involves lacing, buckling, and cinching – usually with an ally's aid. It isn't something you can sensibly do in combat. However, pulling one glove off or on is possible with a Ready maneuver, while a helmet or one boot involves fasteners and takes three Ready maneuvers.

ARMOR MODIFIERS

Armor – like weapons and shields – can have modifiers. These result in cost factors (CF) that affect price as explained for weapons: multiply list cost by (1 + total CF). *Most* are specific to particular kinds of armor!

Dragonhide*: *Heavy leather* armor (DR 2) can be dragonhide. This provides from +1 to +4 DR, depending on the dragon, and *double* that DR bonus against fire. (Dragonhide with up to +7 DR – and unusual dragonhide that doubles its bonus vs. acid, cold, or other damage – exists but isn't for

sale.) It also gives -3 reactions from dragons! Weight and cost depend on DR bonus: +1 DR (+2 vs. fire) is 1.25× weight and +29 CF; +2 DR (+4 vs. fire) is 1.5× weight and +35 CF; +3 DR (+6 vs. fire) is 1.75× weight and +41 CF; and +4 DR (+8 vs. fire) is 2× weight and +47 CF.

Dwarven: Dwarves can forge DR 6-9 *plate* armor (note [3]) to be harder! This gives +1 DR without raising weight. +4 CF.

Elven: Elven mail uses the higher DR listed for the base armor against *all* damage – don't reduce its DR vs. crushing attacks. Any *mail*: +3 CF.

Fine*: Expertly fitted, with no waste material. Offers full DR at 3/4 of the usual weight. Only fits wearers whose height *and* weight match the original owner's! Any armor: +9 CF.

Giant-Spider Silk: Improves *light cloth* armor (DR 1) to DR 2 without raising weight – and allows it to be worn under other armor (+2 DR) without -1 to DX for layering. +99 CF.

Meteoric†: Resists magic as for the weapon modifier (p. 106). Any *metal* armor (note [2]): +19 CF.

Orichalcum*†: Gives full DR at just 1/3 of the usual weight! Any *plate* armor (note [3]): +29 CF.

Ornate‡: Dress to impress, exactly as for the weapon modifier (p. 106). Any armor or clothing: +1 to reactions for +1 CF, +2 for +4 CF, or +3 for +9 CF.

Spiked: Every turn, roll DX-4 to stab *each* enemy in close combat with you as a *free action*; success deals 1d-2 impaling damage. In addition, anyone who strikes such armor with an unarmed attack takes this damage to the attacking body part – and if the attack is a bite, grapple, or anything under *Slams, Tramples, and Overruns (Exploits*, p. 40), the attacker suffers *maximum damage* (4 points). Any *plate* armor (note [3]) that covers the body or more: +2 CF.

Thieves'‡: Blackened mail woven for maximum flexibility, minimum noise. Find the total weight of your gear with and without this armor, and use weight *without* to figure encumbrance penalties (p. 12) to Acrobatics, Climbing, Stealth, and other skills (but not to Move or Dodge). Any *mail*: +3 CF.

* Weight effects multiply together; e.g., dragonhide with +4 DR (2× weight) of fine quality (3/4 weight), weighs 1.5 times as much as usual.

† Meteoric and orichalcum are mutually exclusive.

‡ Thieves' mail cannot be ornate.

MISCELLANEOUS GEAR

Delving calls for more than weapons and armor! The following equipment list should suffice to outfit beginning adventurers and give experienced ones goals to save up for.

Each entry briefly describes a piece of kit. Anything labeled "basic equipment" is the minimum necessary to use the noted skill(s) without -5 or -10 for improvised or no gear; see *Equipment Modifiers (Exploits*, p. 7). A +1 or +2 to skill

indicates an item of good or fine quality. Cost (in \$) and weight (in lbs.) appear at the end.

BASICS

These items are fairly realistic, unlikely to require GM control, and usually available in town.

Camping and Survival Gear

Backpack, Frame. Holds 100 lbs. of gear. \$100, 10 lbs.

Backpack, Small. Holds 40 lbs. of gear. \$60, 3 lbs.

Blanket. A warm bedroll. \$20, 4 lbs.

Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water). \$10, 1 lb.

Fishhooks and Line. Basic equipment for Fishing skill. \$50, 0.1 lb.

Group Basics. Basic equipment for Survival skill for a group of 3-8 campers: cook pot, rope, hatchet, etc. Weight can be shared among several delvers. \$50, 20 lbs.

Personal Basics. Minimum gear for camping; -2 to Survival rolls without it. Includes utensils, tinderbox, and flint and steel. \$5, 1 lb.

Pouch or Purse. Holds 3 lbs. of *small* items (like coins or personal basics). \$10, 0.2 lb.

Rations. One meal of dried meat, cheese, etc. \$2, 0.5 lb.

Sleeping Fur. A *winter* bedroll, suitable for ice caves and arctic adventures. \$50, 8 lbs.

Sundial, Miniature. On a neck chain. Tells time, and allows Navigation at only -1 for equipment – but only in sunlight. \$40, 1 lb.

Tent, 1-Person. Includes ropes; no poles needed. \$50, 5 lbs.

Tent, 2-Person. Includes ropes; requires one 6-foot pole. \$80, 12 lbs.

Tent, 4-Person. Includes ropes; requires 2 poles. \$150, 30 lbs.

Tent, 20-Person. Includes ropes; requires 16 poles. \$300, 100 lbs.

Wineskin. Holds 1 gallon of liquid (8 lbs. if water). \$10, 0.25 lb.

Combat Accessories

Belt. Clothing (p. 110) includes a belt stout enough to bear a scabbard on each hip plus a hafted weapon stuck through it. Buy extras to keep *more* weapons handy. \$15, 0.5 lb.

Hip Quiver. Holds 20 arrows or bolts. \$15, 1 lb.

Hip Quiver, Large. Holds 50 arrows or bolts. Two compartments. \$30, 2 lbs.

Hobnails. Added to any boots, cancel the -2 to attack and -1 to defend (but not the movement penalties) for *Bad Footing (Exploits, p. 35)*. Give -1 to Stealth vs. Hearing. \$25, 1 lb.

Lanyard, Chain. Lets you retrieve dropped weapon on a DX roll. Each attempt requires a Ready maneuver. Can be cut: -6 to hit, DR 4, HP 6. \$15, 0.5 lb.

Lanyard, Leather. As chain lanyard, but only DR 2, HP 2. \$1, 0.1 lb.

Shoulder Quiver. Holds 12 arrows or bolts. \$10, 0.5 lb.

Whetstone. For sharpening weapons. \$5, 1 lb.

Containers

Barrel. Holds 5 gallons of liquid (40 lbs. if water). DR 1, HP 11. \$65, 20 lbs.

Bottle. Holds 1 quart of liquid (2 lbs. if water). DR 1, HP 4. \$3, 1 lb.

Bottle, Small. Holds 1 pint of liquid (1 lb. if water). DR 1, HP 2. \$2, 0.5 lb.

Bucket. With rope handle. Holds 1 gallon of liquid (8 lbs. if water). DR 1, HP 6. \$15, 4 lbs.

Chest, Wooden. For loot! Has brackets for two poles; add Basic Lift of carriers to assess encumbrance. Small: Holds 100 lbs.; DR 1, HP 10; \$100, 18 lbs. Large: Holds 400 lbs.; DR 2, HP 14; \$200, 40 lbs.

Sack. Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5. \$30, 3 lbs.

Strongbox, Iron. Holds 40 lbs. of coins or other *small* items. DR 12, HP 10. \$250, 15 lbs.

Vial, Crystal. Holds half a pint of liquid (0.5 lb. if water). Thick, with stopper – good for collecting *corrosive* goo. DR 1, HP 1. \$5, 0.25 lb.

Light Sources

Candle, Beeswax. Sufficient to read by. Lasts 24 hours. \$5, 1 lb.

Candle, Tallow. Tasty smell may give +1 or more to rolls for *Wandering Monsters (Exploits, p. 85)*. Lasts 12 hours. \$0.50, 1 lb.

Lantern. Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 24 hours on 1 pint of oil. \$20, 2 lbs.

Oil. For lanterns. *Not* useful as a flaming weapon. Per pint: \$2, 1 lb.

Torch. Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 1 hour. \$3, 1 lb.

Medical Gear

Bandages. Cloth bandages for a half-dozen wounds. *Basic* equipment for First Aid skill. \$10, 1 lb.

First Aid Kit. Complete kit for treating wounds. +1 to First Aid skill. \$50, 2 lbs.

Litter. For carrying wounded allies (or loot!) weighing up to 200 lbs. Requires two bearers; add their Basic Lift to assess encumbrance. \$50, 25 lbs.

Surgical Instruments. Basic equipment for Surgery skill. Also useful for removing internal organs and eyeballs from dead monsters without ruining them. \$300, 15 lbs.

Miscellaneous Hardware

Chain. For anchoring traps and binding strong monsters. Supports 2,000 lbs. Per yard: \$15, 6 lbs.

Cord, 3/16". Mainly for pull-ropes and trip-ropes. Supports 90 lbs. Per 10 yards: \$1, 0.5 lb.

Iron Spike. For spiking doors, anchoring traps, and so on. \$1, 0.5 lb.

Ladder, 10'. Wooden. For scaling walls and crossing chasms. \$25, 15 lbs.

Pole, 6'. For tasks like lifting chests, pitching tents, and prodding traps. \$5, 3 lbs.

Pole, 10'. For things you wouldn't touch with a 6' pole! \$8, 5 lbs.

Rope, 3/8". Supports 300 lbs. Per 10 yards: \$5, 1.5 lbs.

Rope, 3/4". Supports 1,100 lbs. Per 10 yards: \$25, 5 lbs.

Musical Instruments

These are used mainly by bards. Everything but the whistle is suitable for Bard-Song (pp. 17-19). No special ability is needed simply to *make noise*.

Bagpipes. Audible for miles! You cannot speak while playing, and friends and foes alike have -2 to Hearing within 10 yards. Two-handed. \$270, 3 lbs.

Drum. Audible for miles! Two-handed. \$40, 2 lbs.

Harp or Zither. Can play softly enough not to be heard through a door. Two-handed. \$250, 3 lbs.

Horn. Audible for miles! You cannot speak while playing. Two-handed. \$100, 2 lbs.

Stringed. Cittern, lute, oud, or the like. Two-handed. \$150, 5 lbs.

Whistle. For signaling – *not* suitable for Bard-Song. \$5, 0.1 lb.

Woodwind. Bamboo flute, tin whistle, or similar. You cannot speak while playing. Two-handed. \$40, 1 lb.

Tools

Balance and Weights. Can precisely weigh up to 2 lbs. of gold, magic herbs, etc. \$35, 3 lbs.

Crowbar, 3'. For Forced Entry. Treat as a small mace in combat, at -1 to skill. \$20, 3 lbs.

File. Can saw through hinge, padlock, or similar hardware in (DR + HP) minutes. \$40, 1 lb.

Hatchet. For Forced Entry, cutting firewood, and so on. Treat as a hatchet in combat, at -1 to skill. \$15, 2 lbs.

Machete. For slashing spider webs, sharpening stakes, and the like. Treat as a kukri or falchion (any size) from the *Melee Weapons Table* (pp. 98-103), but at 40% of listed price. An improvised weapon: -1 to skill and cannot have weapon modifiers.

Mallet. For Forced Entry, driving iron spikes, and staking vampires. Treat as a small mace in combat, at -1 to skill. \$15, 3 lbs.

Pickaxe. Without this (or magic!), you *can't* dig through rock. \$15, 8 lbs.

Saw. Used to hack off valuable horns, tusks, etc. \$150, 3 lbs.

Shovel. Without this, the GM may multiply the time for any kind of digging by four. \$12, 6 lbs.

Tongs. For picking up things you don't dare touch! \$40, 3 lbs.

Toolkit, Backpack. Basic equipment for making or modifying items using a specific Armory specialty. Other specialties can use it, but at -2. \$600, 20 lbs.

Wheelbarrow. Holds 350 lbs. Can be pushed, or harnessed behind someone. Divide effective weight of load by 5. \$60, 18 lbs.

Writing Equipment

Chalk. Enough to mark a trail through a single typical dungeon level: \$1, 0.25 lb.

Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps (one sheet per typical dungeon level) or magical writings. \$20, 1 lb.

Scribe's Kit. Quills, inkbottles, and penknife. \$50, 2 lbs.

SPECIAL ORDERS

These items are available only from regional suppliers, the black market, alchemists, or particular races. Delvers may start with them – but to obtain them in play, they'll have to find them as loot or locate specialist merchants who deal in extraordinary wares!

Adventure-Wear

Alchemist's Garb. Treated cloth apron, mask, and gloves prevent all ill effects from failures when rinsing off gunk, extracting venom, or similar. Also negates contact agents sprayed from the *front*. Can be worn as "armor" (DR 0) or *over* armor (bulky, -1 DX). \$225, 5 lbs.

Anti-Garrote Collar. Gives +4 DR vs. strangling and garrotting damage (but *not* neck blows). Can be worn with armor at no DX penalty. \$35, 1 lb.

Delver's Webbing. Belt and suspenders with pouches for 20 lbs. of potions, gadgets, and small (reach C) weapons. Readyng a carried item takes just *one* Ready maneuver – and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies! \$160, 3 lbs.

Helmet Lamp. Shattered, *hands-free* lantern that throws a five-yard beam. Attaches to all popular helmet patterns. Burns for 12 hours on 1 pint of oil. \$100, 2 lbs.

Potion Belt. Belt with four slots, each of which can carry one "grenade" bottle (1 lb.) or *two* potion vials (0.5 lb. each). Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks. \$60, 1 lb.

Quick-Release Backpack. Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure). \$300, 3 lbs.

Scroll Belt. Belt with 10 waxed leather cylinders for individual maps or scrolls. Waterproof, and prevents ignition by less than 10 points of fire damage. Wearer can reach scrolls with Ready or Fast-Draw. Unrolling them takes *another* Ready. \$60, 1 lb.

Camping and Survival Gear

Alchemist's Matches. Start fires in just one second! Waterproof tin of 50. May set fire to a *pack* if dropped (1 on 1d). \$15, 0.25 lb.

Block and Tackle. Pulley arrangement can lift up to 32xBL at a rate of one foot per second. Add together the BL of everyone who pulls on the rope. \$200, 10 lbs.

Compass. Allows Navigation rolls at no penalty for equipment. \$50, 5 lbs.

Dwarven Rations. One meal of nasty, hard bread. A steady diet (a month or more) gives Resistant to Poison 3 while continued. \$5, 1 lb.

Elven Rations. Tasty wafers of light-but-nourishing food. Three meals: \$15, 0.5 lb.

Timed Candle. Alchemist's mixture burns at a precise rate for 12 hours. Marked in hours and minutes. Handy for timing spell durations – especially underground! \$5, 1 lb.

Speaking from Experience

Sure, Argua can survive naked without stuffs, but only dummy leaves stuffs at home! Need hooks to catch fishies, way to shoot beasties to eat, an' extra grub an' water for when that don't work out so good. Lil' sun-thingy to help stay on path. Them sparking rocks that make fire. Way to carry that junk. For big gang, bring tents an' pots an' all that clatter – can't be sneaky, so why not be comfy? Funny how rich folks spend piles of shinies on fancy armor an' swords an' glowy magic gear when adventure life mostly about walking an' camping, not fighting.

– Argua the Barbarian

Combat Accessories

Bandoleer. Carries 6 lbs. of thrown weapons (e.g., 24 daggers, 12 packs of caltrops, or 30 nageteppo). Wearer can reach them with Ready or Fast-Draw. \$60, 1 lb.

Crossbow Rest. Lets a standing crossbowman brace while aiming. Takes a Ready to set up. \$40, 2 lbs.

Crossbow Sight. +1 Acc for aimed shots. Iron, not fragile glass. \$100, 1 lb.

Crossbow Sling. Totes a loaded crossbow “hands free,” a Ready maneuver away from shooting. Weapon safely re-slings itself when dropped (a free action). \$200, 2 lbs.

Dwarven Whetstone. Gives cutting or impaling weapons +1 damage for sharpness with first blow that connects after sharpening (1 minute/weapon). \$500, 1 lb.

“Goat's Foot.” Needed to cock crossbow with ST 3 or 4 greater than yours. \$50, 2 lbs.

Shield Lamp. Tough (DR 6, HP 12) lantern clamps to any medium or large shield. Throws a five-yard beam, hands-free. Creatures subject to ill effects from light suffer these automatically if blocked! Burns for 12 hours on 1 pint of oil. \$200, 4 lbs.

Shield Lectern. Bolts to the back of any medium or large shield. Firmly holds a map, scroll, or open book where it can be consulted hands-free or written on with a free hand. \$50, 2 lbs.

Covert Ops and Security Gear

Bit and Brace. Useful for drilling peepholes. Does swing-2(2) huge piercing damage per second to wood. \$120, 5 lbs.

Caltrops. Take a Ready maneuver to deploy. Those who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thrust-3 impaling damage – based on the victim's ST – to a random foot. Maximum damage is 4 points per spike. Caltrops that penetrate DR get embedded and continue to roll damage each turn until the foot is crippled or until removed (two Ready maneuvers). Enough for one hex: \$5, 0.5 lb.

Climbing Spikes. Strap-on spikes for both hands and feet allow scaling of vertical surfaces at no penalty. \$400, 4 lbs.

Disguise Kit. +1 to Disguise skill. \$800, 10 lbs.

Dungeon Camouflage. Mottling gives +1 to Camouflage, and to Stealth vs. Vision, in underground conditions. Painted onto/dyed into any armor or clothing that isn't ornate: \$240 per suit.

Face Paint. If you're wearing dungeon camouflage (above), boosts the bonus to +2 for two hours. No bonus by itself. Per 10 uses: \$10, 0.2 lb.

Giant-Spider Silk Cord. Supports 360 lbs. Per 10 yards: \$100, 0.5 lb.

Grapple. Throw to ST×2 yards. Supports 300 lbs. \$80, 2 lbs.

Lockpicks. Basic equipment for Lockpicking skill: \$50, 0.1 lb. Better kits are heavier because they include more tools. Good quality: +1 to skill; \$250, 0.5 lb. Fine quality: +2 to skill; \$1,000, 2 lbs.

Nageteppo, Flash. When hurled, everyone within 10 yards who has an unobstructed line of sight to the point of impact must roll vs. HT or suffer Blindness. Roll vs. HT to recover every turn. \$40, 0.2 lb.

Nageteppo, Smoke. When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds. \$40, 0.2 lb.

Ninja Slippers. Padding pulls over any boots without hobnails (p. 111), giving +1 to Stealth vs. Hearing. \$100, 0.5 lb.

Padlocks. For chains, chests, and strongboxes. Cheap: DR 3, HP 4; picked at +5 to Lockpicking; \$20, 1 lb. Good: DR 6, HP 5; no Lockpicking modifier; \$400, 2 lbs. Fine: DR 12, HP 5; picked at -5 to Lockpicking; \$8,000, 2 lbs.

Portable Ladder, 30'. Wooden slats attached to two hooked ropes. No Climbing roll required, once attached. Fits in a pack. \$200, 10 lbs.

Portable Ram. Miniature, steel-capped ram with handles. Requires two to four users. Does swing+3d+1 crushing damage every three seconds. Use highest ST plus 1/5 the total of all other ST scores. \$150, 35 lbs.

Shackles. DR 4, HP 10. \$200, 2 lbs.

Snorkel, 6'. Airtight bamboo tube with mouthpiece. \$30, 1 lb.

Spy's Horn. Carefully shaped hollow horn, open at both ends, allows a Hearing roll to listen through doors, shutters, and so on, at a penalty equal to barrier's (DR + HP)/5. \$100, 2 lbs.

Trap-Finder's Kit. Not necessary to use Traps skill, but gives a bonus when actively searching for, disarming, or removing traps. Good kit (well-made probes): +1 to skill; \$250, 2 lbs. Fine kit (mirror-on-a-stick, spring-loaded pincers, etc.): +2 to skill; \$1,250, 10 lbs.

Traps. Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away. Mini-trap: 1d-1 crushing, ST 8; \$80, 2.5 lbs. Man trap: 1d+1 crushing, ST 12; \$180, 6 lbs. Monster trap: 1d+3 crushing, ST 16; \$320, 11 lbs.

Esoteric Supplies

Backpack Alchemy Lab. Basic equipment for *identifying* potions and magic items with Alchemy skill; -2 to *brew* anything in the field. \$1,000, 10 lbs.

Healer's Kit. Basic equipment for *one* specialty of Esoteric Medicine skill. Required to use that skill – but in situations where it or First Aid would do, gives +1 to either skill. \$200, 10 lbs.

Holy Symbol. Ordinary religious symbol made of wood or cheap metal, blessed only by your personal faith. \$50, 1 lb.

Holy Symbol, Blessed. Sanctified by a high priest. Gives +1 to rolls for Exorcism, Turning, and other tests of faith (but *not* clerical spells). \$250, 1 lb.

Holy Symbol, High. Sanctified by head of religious order. Gives +2 to rolls for Exorcism, Turning, and other tests of faith. \$1,000, 1 lb.

Holy Water. Small bottle holds enough (0.5 pint) to damage an unholy creature with a suitable weakness. Hurl it as explained in *Grenades (Exploits, p. 44)*. \$15, 1 lb.

Optics

Bull's-Eye Lantern. Shuttered lantern with lens throws a 10-yard beam. Requires a hand. Burns for 6 hours on 1 pint of oil. \$100, 2 lbs.

Burning Glass. Sets fires – but only in sunlight. \$40, 0.25 lb.

Delver's Periscope. Angled mirrors in telescoping one-yard tube let you peer around obstacles without exposing body parts. Those being observed roll Vision at -6 to notice the end poking out. \$50, 4 lbs.

Mirrors. Glass-covered bronze or lead. Hand mirror, useful for peering around corners: \$15, 1 lb. Tall mirror, large enough to reflect Medusa's gaze or fool stupid goblins: \$125, 10 lbs.

Reflector. Concave reflector on headband concentrates light where you're looking. Flip it down over one eye and peer through the hole. Allows unpenalized reading, lockpicking, trap removal, and so on when darkness penalty is no worse than -3. \$75, 1 lb.

Telescope. Lets you ignore -1 in *range* penalties to Vision rolls to locate a distant target, or -2 in *range* penalties if observing an already-located target. \$500, 6 lbs.

Tinted Goggles. "Alchemist's goggles" grant +5 to resist dazling or blindness from flashes or glare, at the cost of -5 to Vision rolls. Give DR 1 to the eyes, but break if this is penetrated! \$150, 0.5 lb.

Scholarly Gear

Faerie Ink. Alchemical ink, sold by leprechauns, gives *completely* secret writing until exposed to special developer (the See Secrets spell will reveal it, too). Ink: \$75, 0.5 lb. Developer: \$75, 0.5 lb.

Manual. Allows default rolls for *one* IQ-based "information" skill that normally has *no* default: Alchemy, Herb Lore, a Hidden Lore specialty, or anything the GM invents. Roll at IQ-4 if Easy, IQ-5 if Average, IQ-6 if Hard, or IQ-7 if Very Hard. \$100, 6 lbs.

Map. Rugged, foldable, and *reliable* map of explored dungeon, city, or wilderness. *Unreliable* maps are cheaper. \$100+, 0.1 lb.

Mapping Kit. Specialized tools and rulers give +1 to Cartography rolls to make maps. \$50, 2 lbs.

Scroll Case. Waterproof and fireproof bone-and-metal case protects 20 rolled scrolls or maps from the elements. Takes a Ready to open or close, 1d seconds to find a specific scroll. With shoulder strap: \$75, 1 lb.

Self-Righting Hourglass. One-hour model, graduated in minutes. Useful for timing potion durations. Weights and floats keep it upright in water jar. \$160, 4 lbs.

Tome. As manual, but *also* gives those who know the skill +1 to use it to identify items and do research. \$500, 12 lbs.

Wax Tablet. Erasable, reusable, *waterproof* writing surface. \$10, 2 lbs.

CONCOCTIONS

Delvers love to inflict acid, poison, and flaming goo on their foes. Certain less deadly substances are no less useful. Like *Special Orders* (pp. 112-114), these things may be difficult to find in shops after the game begins.

All concoctions are *single-use*. They require a Ready maneuver or Fast-Draw (Potion) roll to remove from delver's webbing (p. 112) or a potion belt (p. 112) – or 1d seconds to dig out of a pouch. They come in four classes (weights include containers):

Bundle: A bunch of herbs for repelling monsters. Once in hand, you must actively brandish it by taking Ready maneuver. 0.25 lb.

Drinkable: A vial holding one dose of medicine or potion. Carried for combat and not packed, it can be targeted at -7 and breaks on 1-4 on 1d on a fall. Once in hand, it takes a Ready maneuver to open, another to drink. Draining it leaves a crystal vial (p. 111). 0.5 lb.

Grenade: A bottle for hurling at enemies; see *Grenades (Exploits, p. 44)* for detailed rules. Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. Dumping it out leaves a small bottle (p. 111). 1 lb.

Utility: A vial of something useful – but *not* for drinking. Treat as a drinkable in most respects, but using it requires a long action. 0.5 lb.

Chemicals

These substances, while sold by alchemists, are anachronistic science – *not* magic.

Acid (Grenade). Ordinary acid inflicts 1d-3 corrosion damage; DR protects normally. Can instead be used to burn through a *mundane* lock in 3d minutes. \$10, 1 lb.

Alchemist's Fire (Grenade). Self-igniting sticky oil! A direct hit causes 1d burning damage/second for 30 seconds or until the target rolls on ground; armor DR protects at 1/5 normal. Tossed at the ground, it creates a two-yard-radius fire (1d-1 burn/second) for 30 seconds. \$100, 1 lb.

Glow Vial (Utility). Once separate pill is dropped into vial, glows brightly enough to eliminate darkness penalties in a two-yard radius for 12 hours. Includes cord for wearing around neck, light shows, etc. Liquid can instead be used to mark a glowing path through one typical dungeon level. \$30, 0.5 lb.

Glue (Grenade). Fast-setting sticky gunk. A direct hit means the target must roll vs. ST to pull items from belts, pouches, quivers, or scabbards, or to drop or throw anything; failure means that turn's maneuver counts as Do Nothing. *Mail* and *plate* armor stiffen up: -2 to DX. The glue takes 30 minutes to chip off, negating these effects. Tossed at the ground, it leaves a two-yard-radius sticky spot: for 30 seconds, crossing each hex costs +1 movement point. \$60, 1 lb.

Visibility Dust (Grenade). Creates a two-yard-radius dust cloud when tossed at the ground. Invisible entities caught in this become partially visible. Attacks on them are at only -3, and defenses against them are unpenalized, until they rinse it off by jumping into water. \$50, 1 lb.

Natural Preparations

Most natural preparations are the work of druids. They're plant and animal products with nonmagical effects useful to delvers.

Anti-Toxin (Drinkable). Herbal antidote for one *specific* poison or venom (*not* potion) that has ongoing rather than one-shot effects. Completely halts those effects after 1d minutes. \$20, 0.5 lb.

Garlic (Bundle). Reputedly repels vampires. \$5, 0.25 lb.

Wolfsbane (Bundle). Reputedly repels lycanthropes. \$5, 0.25 lb.

Poisons

These are *fantasy* poisons that act quickly enough to affect combat. They work *so* quickly that anti-toxins aren't applicable. All prices buy one dose.

POWER ITEMS

If you're a bard, cleric, druid, or wizard, you get to designate *one* personal possession as your **power item**. This is an object that contains extra Fatigue Points for spellcasting. Unlike your own FP or Energy Reserve (pp. 48-49), however, this resource won't recharge over time.

You may pick any solid, unliving object (no pets!) you own. Though you can't designate multiple power items, you can specify a *suit* of armor, *pair* of boots, or other matching set made by the same craftsman – but if so, you must carry it all to use your item, and will be without its FP if anything goes missing. You're free to pick a single piece (right gauntlet, one earring, etc.) if this worries you.

The maximum FP a power item can hold depends on its cash value solely as a *nonmagical* object. Start with base value (e.g., \$40 for a large knife) and adjust for weapon, shield, or armor modifiers (e.g., if the knife is balanced and fine, for +7 CF, it's worth \$320).

You can then add value by declaring the article to be bejeweled, antique, etc.; just pay extra when you buy it. Alternatively, purchase jewelry and designate *that* as your power item – a ring isn't as useful as a knife, but its weight is negligible. You must add value or buy jewelry in \$25 increments.

The price of *magical* properties – like those on the *Magic Weapons and Armor Table* (pp. 117-118) – never counts toward power item value!

Once you know value, look up FP:

Value	FP	Value	FP
\$50	1	\$4,300	16
\$120	2	\$4,900	17
\$220	3	\$5,500	18
\$340	4	\$6,200	19
\$490	5	\$7,000	20
\$670	6	\$12,000	25
\$880	7	\$18,000	30
\$1,100	8	\$26,000	35
\$1,400	9	\$37,000	40
\$1,700	10	\$51,000	45
\$2,000	11	\$69,000	50
\$2,400	12	\$91,000	55
\$2,800	13	\$120,000	60
\$3,300	14	\$150,000	65
\$3,800	15	\$190,000	70

For in-between values, use the next-*highest* amount. That \$40 knife will hold 1 FP; the \$320 fine, balanced one, 4 FP. Adding a \$575 diamond that raises value to \$895 would let it hold 8 FP.

Your initial power item starts fully charged when the game begins. You can spend its FP just like your own while you're carrying the thing anywhere on your person – you needn't *wield* it. To *recharge* this energy, you must visit town and pay \$5/FP to your temple or guild.

Changing power items also requires a trip to town. Your new item starts with 0 FP and must be fully charged to make the transition. For instance, if you loot a \$10,000 ring that can hold 25 FP and decide to replace your knife, you'll have to visit town and pay \$125.

You cannot use someone else's power item. Any FP it holds are worthless to you. You *can* steal it, take it to town, and pay to make it your power item!

“Utility” means a follow-up agent (*Exploits*, p. 56). It goes on a cutting or impaling weapon, works only if the blade pierces DR, and lasts for one wound or three hits that are blocked, parried, or stopped by DR. Ignore weight when carried on a weapon.

“Grenade” indicates a respiratory or contact agent. See *Special Delivery* (*Exploits*, pp. 56-57).

Bladeblack (Utility). Deadliest manmade blade venom, from the legendary Assassins’ Guild. A living victim must make an *immediate* HT-5 roll or suffer 6d injury. \$1,000, 0.5 lb.

Blinding Powder (Grenade). Contact agent made from natural irritants. Dust fills a two-yard radius. Any living creature with eyes must make an *immediate* HT-2 roll or be blind for 1d minutes. Washing out the eyes with water for five seconds ends this effect. \$300, 1 lb.

Demon’s Brew (Grenade). Respiratory agent made from demon ichor. Fumes affect a two-yard radius. Anything that breathes takes 2d injury, or only 1d with a HT roll. \$500, 1 lb.

Monster Drool (Utility). Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it’s *cheap*. A living victim must make an *immediate* HT roll or suffer 2 points of injury. \$20, 0.5 lb.

Oozing Doom (Grenade). Contact agent made from slimes. Soaks clothing – or enters cracks in manmade or natural armor – in DR seconds. Living victims then take 2d injury, or only 1d with a HT roll. \$100, 1 lb.

Paralytic Slime (Utility). Blade venom derived from a mix of rare fungus and giant-insect venom. A living victim must make an *immediate* HT-2 roll or be paralyzed for 2d×10 minutes. \$500, 0.5 lb.

MAGIC ITEMS

Low-end magic items are so commonplace in *Dungeon Fantasy* that they’re traded at “magic shops” in cities and good-sized towns. A small sampling appears here for starting delvers. *Powerful* items are found only in dungeons!

POTIONS

Potions are one-shot magic items. A wizard gets a Perception + Magery roll to sense that a potion is magical. Dispel Magic can end a potion’s ongoing effects by beating the creator’s Alchemy skill: 15 for potions bought in town, often higher or lower for *found* potions.

Potions use the item classes under *Concoctions* (pp. 114-116). Drinkables take effect a turn after being guzzled; grenades work on impact. Targets with Magic Resistance must fail a HT + MR roll for drinkables or fumes to affect them.

Different potions can affect someone simultaneously. Unless noted otherwise, though, multiple doses of the *same* potion aren’t cumulative.

Agility Potion (Drinkable). +1d DX for 1 hour. \$700, 0.5 lb.

Alchemical Antidote (Drinkable). Instantly negates all potions currently affecting the drinker. \$400, 0.5 lb.

Alkahest (Grenade). “Universal solvent” inflicts 1d corrosion injury on any tangible foe, bypassing DR. Alternatively, dissolves a lock made from any metal in 1d minutes. \$1,650, 1 lb.

Balm of Regeneration (Drinkable). Salve, not a potion. Heals 2 HP at the cost of 1 FP, once per second, until the user reaches either full HP or 0 FP. \$900, 0.5 lb.

Death Potion (Grenade). Fumes affect a two-yard radius. Targets that breathe take 4d injury, or only 2d with a HT roll. \$1,000, 1 lb.

Fire Resistance Potion (Drinkable). Immunity to fire damage for 1d hours. \$500, 0.5 lb.

Flight Potion (Drinkable). Flight at Move 10 for 1 hour. \$3,000, 0.5 lb.

Healing Potion, Greater (Drinkable). Heals 4d HP. \$1,000, 0.5 lb.

Healing Potion, Major (Drinkable). Heals 2d HP. \$350, 0.5 lb.

Healing Potion, Minor (Drinkable). Heals 1d HP. \$120, 0.5 lb.

Invisibility Potion (Drinkable). Grants invisibility for 1d×10 minutes, or until user takes offensive action (e.g., attacks) or casts a spell. \$2,250, 0.5 lb.

Invulnerability Potion (Drinkable). +3 DR, cumulative with other DR, for 1d+1 hours. \$2,100, 0.5 lb.

Liquid Ice (Grenade). Target takes 2d burning damage on contact due to extreme cold – not fire. Armor DR protects at 1/5 normal. \$250, 1 lb.

Magebane (Grenade). Fumes affect a two-yard radius. Those who breathe them can’t cast wizardly spells for 1 hour. \$1,400, 1 lb.

Magic Resistance Potion (Drinkable). +5 Magic Resistance (and -5 to spells) for 1 hour. \$1,600, 0.5 lb.

Paut (Drinkable). Restores 4 FP depleted for *magic*. \$135, 0.5 lb.

Perception Potion (Drinkable). +6 to Sense rolls for 3d×5 minutes. \$700, 0.5 lb.

Sleep Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them must roll HT-4 or sleep for (16 - HT) hours. \$500, 1 lb.

Speed Potion (Drinkable). +1 Basic Speed and Move per dose (up to +3), for 3d×4 minutes. \$550, 0.5 lb.

Strength Potion (Drinkable). +1d ST (but no extra HP!) for 1 hour. \$250, 0.5 lb.

Thieves’ Oil (Utility). Rubbed on the body, gives +5 to all rolls to escape bonds, squeeze through openings, and break free. Lasts 1d hours. \$700, 0.5 lb.

True Water (Utility). Purifies up to 100 gallons of water in a manmade container. \$750, 0.5 lb.

Universal Antidote (Drinkable). Instantly cures all poisons affecting the drinker. \$750, 0.5 lb.

Weakness Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them have -3 ST/dose (up to -12 ST) for 1d minutes. \$800, 1 lb.

Wisdom Potion (Drinkable). +1 IQ for 1 hour. \$1,500, 0.5 lb.

SCROLLS

Scrolls are one-shot magical writings that cast spells when read aloud. They come in four classes: **clerical**, **druidic**, **wizardly**, and **universal**. This determines the spells they can contain, the advantage(s) needed to sense them, and the trait(s) required to use them; see the *Scroll Table* (below).

A scroll takes a Ready maneuver or Fast-Draw (Scroll) roll to remove from delver's webbing (p. 112) or a scroll belt (p. 112) – or 1d seconds to find in a pouch – followed by another Ready maneuver to unroll. After that, reading takes *twice* the spell's casting time.

The reader pays the energy cost to cast the spell unless the scroll is **charged**. Then it has *no* energy cost! Most delvers prefer universal, charged scrolls.

Scroll Table

Class: The kind of scroll.

Spells: Spells available on that class of scroll.

Detect: Advantage(s) needed to sense the scroll is magical.

Roll vs. Perception + advantage level.

Cast: Advantage(s) needed to cast from the scroll.

Class	Spells	Detect	Cast	Cost (Uncharged)	Cost (Charged)
Clerical	Clerical	Holiness or Power Investiture	Power Investiture	\$20/energy point	\$50/energy point
Druidic	Druidic	Power Investiture (Druidic)	Power Investiture (Druidic)	\$20/energy point	\$50/energy point
Wizardly	Wizardly	Magery	Bardic Talent or Magery	\$20/energy point	\$50/energy point
Universal	Any	Any of the above	No special trait	\$40/energy point	\$100/energy point

MAGIC WEAPONS AND ARMOR

Among delvers, *permanent* magical properties are most likely to show up on arms and armor! Such enchantments enhance gear without any effort on the owner's part – no casting time, no FP cost. In terms of *Enchanted Items* (**Exploits**, pp. 77-79), they're usable by anyone, always on, and have a Power rating of 15.

You may use *Starting Money* (p. 95) and *Extra Money* (p. 95) to add enchantments from the *Magic Weapons and Armor Table* (below) to any applicable piece of starting gear – and you get to specify whether the magic is clerical, druidic, or wizardly (see *Supernatural Origins*, **Exploits**, p. 77). Buy the desired nonmagical equipment first – applying any

Dispel Magic can end a scroll-cast spell by beating its effective skill: 15 for scrolls bought in town, often higher for ones found as treasure.

Scrolls are sold for every spell in **Spells**; see the *Scroll Table* for prices. Each scroll weighs 0.05 lb. For further details, see **Exploits**, pp. 76-77.

Speaking from Experience

*Scrolls are valuable magical tools, too often underappreciated. No one caster can possibly learn every last ritual of his or her art, and though there are the rare few who possess the wild talent to cast any spell a contingency might demand, that gift is not reliable. If you know you will face a challenge easily met by magic you have not learned, bring along the key spells on scrolls. If you find a scroll containing magic unknown to you, hold on to it. A charged scroll is worth having even if you **have** mastered its spell, because no caster has bottomless reserves. My advice goes double for adventurers fortunate enough to acquire universal scrolls, assuming that they can read – even one use of a spell you could **never** cast is worthwhile.*

– Uncle Seamus, Wizard

Cost (Uncharged): Price (in \$) of a scroll where the reader provides energy. Multiply this by the spell's casting cost.

Cost (Charged): Price (in \$) of a scroll that provides its own energy. Multiply this by total casting cost *plus* maintenance cost the scroll supplies.

weapon, shield, or armor modifiers – and pay enchantment costs at the very end. Costs on the table *do not* buy physical items . . . just magic!

In play, the GM decides what Ye Olde Magick Shoppe has on each visit to town (“Could I interest you in an orichalcum greatsword of smiting?”).

Magic Weapons and Armor Table

Spell: The enchantment's formal name. See *Common Enchantments* (**Exploits**, pp. 78-79) and **Spells** for more possibilities.

Effects: What the enchantment does in practical terms.

Base Item: What the enchantment can go on: *Any* (any object), *Armor*, *Melee Weapon* (includes thrown weapons), *Missile Weapon* (e.g., bow or crossbow), *Projectile* (arrow, bolt, etc.), *Shield*, or *Weapon* (melee or missile).

Cost: The *enchantment's* cost. Remember to add *item* cost!
Prefix/Suffix: A suggested name for the item; e.g., "fine *icy* broadsword of *seeking*."

Spell	Effects	Base Item	Cost	Prefix	Suffix	Notes
Accuracy	+1 to hit	Weapon	\$5,000	Accurate	of Seeking	
Accuracy	+1 to hit	Projectile	\$25	True	of True Flight	
Continual Light	light equal to torch	Any	\$8,000	Glowing	of Light	
Defending Weapon/Shield	+1 to Parry/Block	Melee Weapon/Shield	\$10,000	Defending	of Defense	
Deflect	+1 Defense Bonus	Armor/Shield	\$2,000	Warding	of Warding	[1, 2]
Deflect	+2 Defense Bonus	Armor/Shield	\$10,000	Deflecting	of Deflection	[1, 2]
Flaming Weapon	+2 fire	Melee Weapon	\$15,400	Flaming	of Flame	[3]
Flaming Weapon	+2 fire	Projectile	\$75	Fire	of Burning	[3]
Fortify	+1 Damage Resistance	Armor	\$1,000	Unyielding	of Solidity	[1]
Fortify	+2 Damage Resistance	Armor	\$4,000	Impenetrable	of Invulnerability	[1]
Icy Weapon	+2 cold	Melee Weapon	\$17,000	Icy	of Ice	[3]
Icy Weapon	+2 cold	Projectile	\$75	Cold	of Freezing	[3]
Lighten	-25% from weight	Armor/Shield	\$2,000	Light	of Lightness	[1]
Lighten	-50% from weight	Armor/Shield	\$10,000	Weightless	of Weightlessness	[1]
Lightning Weapon	+2 electrical	Melee Weapon	\$15,300	Crackling	of Shocking	[3]
Lightning Weapon	+2 electrical	Projectile	\$75	Lightning	of Lightning	[3]
Penetrating Weapon	armor divisor (2)	Melee Weapon	\$5,000	Penetrating	of Penetration	[4]
Penetrating Weapon	armor divisor (2)	Missile Weapon	\$10,000	Penetrating	of Penetration	[4]
Penetrating Weapon	armor divisor (2)	Projectile	\$25	Burrowing	of Piercing	[4]
Puissance	+1 damage	Melee Weapon	\$5,000	Mighty	of Smiting	
Puissance	+1 damage	Missile Weapon	\$10,000	Strongarm	of Striking	
Puissance	+1 damage	Projectile	\$25	Swift	of Impact	
Shatterproof	unbreakable	Weapon	\$8,000	Eternal	of Durability	

Notes

[1] Cost is for a *suit* of armor. Piecewise armor can have Deflect or Fortify that adds Defense Bonus or Damage Resistance only vs. attacks on that location, or Lighten for just the weight of that piece. Use 10% of cost for head, 35% for body, 15% for arms, 5% for hands, 25% for legs, or 10% for feet. Further halve cost for a breastplate or just one limb or extremity.

[2] Defense Bonus adds to that of any mundane shield. If both shield *and* armor have Deflect, only the *highest* magical DB applies. See *Defense Bonus (Exploits, p. 47)*.

[3] Follow-up. Adds *injury* of listed type if attack pierces DR. Doesn't add *basic damage*.

[4] Halves target's DR. See *Armor Divisors (Exploits, pp. 52-53)*.

OTHER ITEMS

These are *complete* items popular with (wealthy!) adventurers. For further items, see **Spells** – but not everything here involves spells described there.

Bottomless Purse. Holds 9 lbs. instead of 3 lbs. Extra 6 lbs. don't count as encumbrance! \$12,010, 0.2 lb.

Cornucopia Quiver. Creates endless *ordinary* arrows, but only one arrow exists at a time – drawing an arrow makes the previous one vanish. \$2,010, 0.5 lb.

Gem of Healing. Jasper stone heals 8 HP when crushed in hand. One use. \$400, neg.

Ironskin Amulet. Gives +3 DR. \$28,720, 0.25 lb.

Moly Amulet. Grants +5 Magic Resistance (and -5 to spells). \$23,600, 0.25 lb.

Necklace of Fireballs. Rubies can be removed (Ready) and hurled (Attack) as fireballs that cause a 3d burning explosion. 10 uses. \$7,200, 0.25 lb.

Salamander Amulet. Bestows immunity to normal fire and fire spells. \$4,920, 0.25 lb.

Serpent's Amulet. Gives immunity to poison. \$9,590, 0.25 lb.

Siege Stone. Struck by a hammer, ram, etc., this flint stone adds 5d damage to that one blow vs. an *inanimate* object. One use. \$550, neg.

Wizard's Staff. Quarterstaff. Extends a wizard's reach by two yards when casting. \$40, 4 lbs.

Wizard's Wand. Baton. Extends a wizard's reach by a yard when casting. \$50, 1 lb.

APPENDIX

SAMPLE CHARACTERS

GRÜKUK KZAASH

249-Point Half-Orc Knight

Grükuk's profession translates from orcish as, roughly, "shield maiden." Roughly. Many things about her are rough, including the maiden part, but she does bear a shield. Often stigmatized for her racial origins – her bloodline is a mystery even to her – those who deal with her find her to be the consummate professional soldier. Her rates are fair and she never reneges on a deal. Those who don't uphold *their* end of the bargain will find her less polite – and yes, even rough.

ST 14 [40]; **DX** 14 [80]; **IQ** 10 [0]; **HT** 14 [40].
 Damage 1d+1/2d+2; BL 39 lbs.; HP 15 [2]; Will 10 [0]; Per 10 [0]; FP 14 [0].
 Basic Speed 6.25 [-15]; Basic Move 6 [0]; Move 4.
 Dodge 9*; Parry 13* (Morningstar), 11* (Kukri), 11* (Unarmed); Block 13*† (Shield).

Advantages

Acute Hearing 1 [2]	High Pain Threshold [10]
Born War-Leader 2 [10]	Night Vision 5 [5]
Combat Reflexes [15]	Rapid Healing [5]
Enhanced Block 1 [5]	Resistant to Disease 5 [5]
Extra Attack 1 [25]	Resistant to Poison 5 [5]
Fearlessness 1 [2]	Striking ST 2 [10]

Disadvantages and Quirks

Appearance (Unattractive) [-4]
 Bad Temper (12) [-10]
 Code of Honor (Soldier's) [-10]
 Sense of Duty (Adventuring Companions) [-5]
 Social Stigma (Savage) [-10]
 Vow (Never refuse a challenge to combat) [-10]

Design Notes: Grükuk Kzaash

Grükuk's damage numbers reflect her Striking ST. She has spent four quirk points on Fearlessness and the Intimidation skill, which fit her tough image. The last went toward \$500, letting her afford the unusual arsenal accumulated during her career to date: some incredibly sharp arrows looted from a dead elf, "silver knuckles" for punching out werewolves, a keen orcish "blade of honor" (kukri) tethered to her right wrist, a shield sporting a humongous *spike*, and a morningstar with dwarf-engineered swivels. Extra Attack allows her to swing that morningstar *twice* per turn at no penalty – and since it's a *dwarven* weapon, she can still parry afterward!

Carries her shield at the ready. [-1]
 Keeps her cool in the face of blatant racism . . . [-1]
 . . . but Bad Temper is *automatic* toward deal-breaking scum. [-1]
 Loves intimidating displays of fortitude (e.g., drinking poison). [-1]
 "Swords are overrated." [-1]

Skills

Armory (Melee Weapons)-11 [4]	Forced Entry-14 [1]
Bow-15 [4]	Hiking-13 [1]
Brawling-15 [2]	Intimidation-10 [2]
Carousing-14 [1]	Knife-14 [1]
Connoisseur (Weapons)-12‡ [2]	Leadership-12‡ [2]
Fast-Draw (Arrow)-15* [1]	Shield-16 [4]
Fast-Draw (Knife)-15* [1]	Stealth-13 [1]
Flail-19 [24]	Strategy-11‡ [2]
	Tactics-11‡ [2]
	Wrestling-14 [2]

* Includes +1 for Combat Reflexes.
 † Includes +1 for Enhanced Block.
 ‡ Includes +2 for Born War-Leader.



Equipment

\$1,500, 77.97 lbs. (Light encumbrance)

Arrows, Fine x12. Damage becomes 1d+4 imp. \$72, 1.2 lbs.
 Brass Knuckles, Silver-Coated. 1d+1 cr. \$30, 0.25 lb.
 Canteen, Full. 1 quart water. \$10, 3 lbs.
 Clothing. \$0, 2 lbs.
 Coins. 1 billion. \$10, 0.02 lb.
 Heavy Leather Armor, Suit. DR 2. \$450, 36 lbs.
 Kukri, Fine. 2d+2 cut (reach C, 1) or 1d+1 imp (reach C). \$200, 1.5 lbs.
 Leather Lanyard. On kukri. \$1, 0.1 lb.
 Longbow (ST 16). 1d+3 imp, Acc 3, Range 240/320, Shots 1(2), Bulk -8. \$200, 3 lbs.
 Medium Shield, Spiked. DB 2; 1d+2 cr (bash). \$80, 20 lbs.
 Morningstar, Dwarven. 2d+5 cr (reach 1); Parry 0, not 0U. \$400, 6 lbs.
 Personal Basics. \$5, 1 lb.
 Pouch. Holds personal basics. \$10, 0.2 lb.
 Pouch. Holds rations. \$10, 0.2 lb.
 Rations, 6 meals. \$12, 3 lbs.
 Shoulder Quiver. Holds arrows. \$10, 0.5 lb.

FRANCESCO ZOMBANI

250-Point Human Cleric

Francesco Zombani (*please* don't make zombie jokes . . . he knows) is a rarity among adventuring clerics: a monk who has forsaken solitude to do good works. Though poorly equipped and utterly naive (he responds guilelessly to all questions and requests), he's a powerful magic-user. He'd like nothing better than to atone for some sin in his past – the one thing he *won't* discuss – by helping more capable delvers defeat Evil. If he's bitten, burned, and stabbed in the process – well, suffering is penance.

Francesco's tattered mendicant's robes are his power item, holding 3 FP (and lice).

ST 12 [20]; **DX** 12 [40]; **IQ** 14 [80]; **HT** 12 [20].
Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 14 [0]; Per 14 [0]; FP 12 [0].
Basic Speed 6.00 [0]; Basic Move 6 [0]; Move 4.
Dodge 8; Parry 12 (Staff); Block N/A.

Advantages

Clerical Investment [5] Energy Reserve 8 (Holy) [24]
Contingency Casting 1 [14] Power Investiture 4 [40]

Disadvantages and Quirks

- Charitable (12) [-15]
- Disciplines of Faith (Ritualism) [-5]
- Sense of Duty (Adventuring Companions) [-5]
- Truthfulness (12) [-5]
- Vow (No edged weapons) [-10]
- Wealth (Struggling) [-10]
- Accepts injury with "The pain cleanses!" [-1]
- All his gear soon becomes shabby. [-1]
- Doesn't *know* what he's atoning for – just feels the need! [-1]
- Forgives and prays for his tormentors. [-1]
- Secretly admires true warrior-clerics who beat down Evil. [-1]



Design Notes: Francesco Zombani

The good priest has a vow of poverty (low Wealth), so trading quirk points for cash would be cheesy. Instead, these bought a level of Energy Reserve and two extra spells. Francesco can use Contingency Casting for *any* clerical spell at 18, but saves it for Bless, Pentagram, Remove Curse, or Sanctuary (otherwise out of reach of Power Investiture 4) – or a specialized cure like Stone to Flesh. His FP and ER give 20 energy points, making even things like Great Healing, Remove Curse, and large Banish and Pentagram castings viable. Francesco's Hidden Lore specialty, Divine Servitors, helps understand fewer monsters than standard cleric specialties, but is in keeping with his past. Francesco carries no provisions; his god provides through magic.

Skills

- Diagnosis-12 [1]
- Esoteric Medicine (Holy)-14 [4]
- Exorcism-14 [4]
- First Aid-14 [1]
- Hidden Lore (Divine Servitors)-13 [1]
- Hiking-11 [1]
- Meditation-12 [1]
- Occultism-13 [1]
- Panhandling-14 [1]
- Public Speaking-13 [1]
- Religious Ritual-12 [1]
- Research-13 [1]
- Scrounging-14 [1]
- Sling-12 [4]
- Staff-15 [12]
- Surgery-12 [2]
- Teaching-13 [1]
- Theology-12 [1]
- Writing-13 [1]

Spells*

- Armor-16 [1]
- Continual Light-16 [1]
- Create Food-16 [1]
- Create Water-16 [1]
- Gift of Letters-15 [1]
- Gift of Tongues-15 [1]
- Great Healing-15 [1]
- Instant Neutralize Poison-15 [1]
- Major Healing-15 [1]
- Minor Healing-16 [1]
- Monk's Banquet-16 [1]
- Protection from Evil-16 [1]
- Recover Energy-16 [1]
- Resist Acid-16 [1]
- Resist Cold-16 [1]
- Resist Fire-16 [1]
- Resist Lightning-16 [1]
- Shield-16 [1]
- Stop Bleeding-16 [1]
- Strengthen Will-16 [1]
- Vigil-15 [1]
- Watchdog-16 [1]

* Includes +4 for Power Investiture.

Equipment

\$500, 45.76 lbs. (Light encumbrance)

- Clothing.* \$0, 2 lbs.
- Coins. 18 copper. \$18, 0.36 lb.
- Healer's Kit. \$200, 10 lbs.
- Holy Symbol. \$50, 1 lb.
- Lead Bullets x20. Damage becomes 1d+4 pi; Range 240/360. \$2, 1.2 lbs.
- Light Cloth Armor, Suit.* DR 1. \$150, 18 lbs.
- Personal Basics. \$5, 1 lb.
- Pole, 6'. For toting sack. \$5, 3 lbs.
- Pouch. Holds lead bullets. \$10, 0.2 lb.
- Quarterstaff. 1d+4 cr (reach 1, 2) or 1d+1 cr (reach 1, 2). \$10, 4 lbs.
- Sack. Holds healer's kit, personal basics. \$30, 3 lbs.
- Staff Sling. 1d+3 pi, Acc 1, Range 120/180, Shots 1(2), Bulk -6. \$20, 2 lbs.
- * Actually a thick mess of ragged robes.

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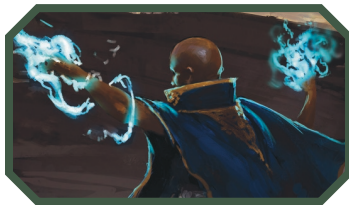
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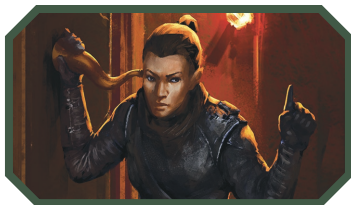
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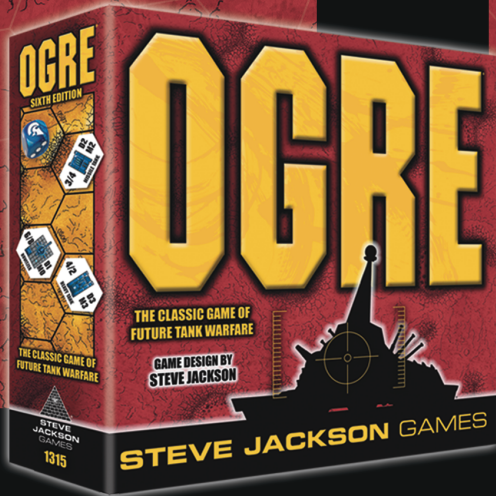
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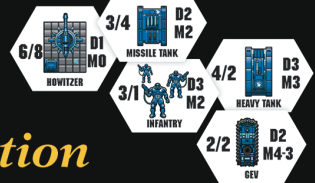
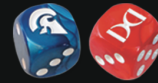
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