

GURPS

Fourth Edition

DUNGEON FANTASY 1 ADVENTURERS™



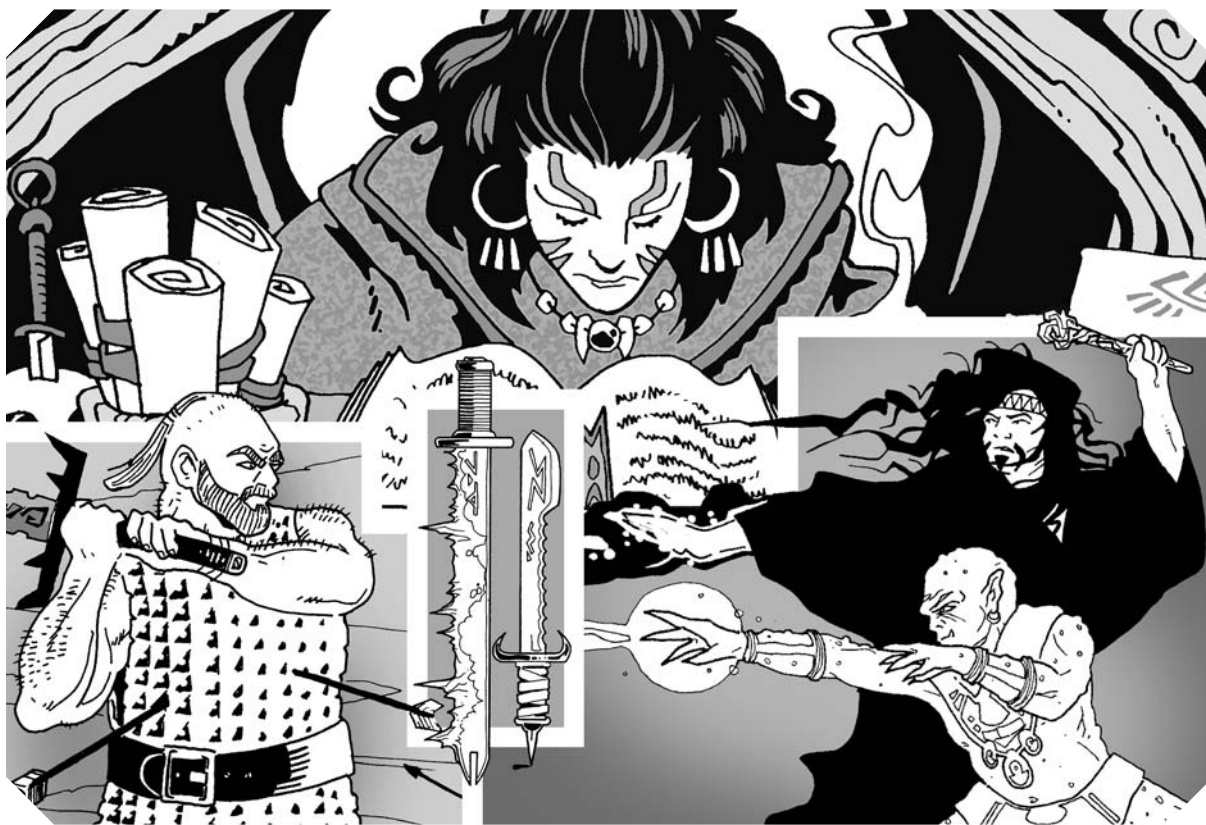
By Sean Punch

STEVE JACKSON GAMES

GURPS®

Fourth Edition

DUNGEON FANTASY™ ADVENTURERS



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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

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INTRODUCTION

... the “plot” for a hack-and-slash adventure will be very simple. “Joe the Barbarian, with his friends Ed the Barbarian and Marge the Barbarian, went down into a cave. They saw lots of monsters and killed them and took their treasure. A dragon ate Ed. Joe and Marge ran away. The End.”

– *GURPS Basic Set*

Fantasy is an engaging genre, bursting with wonder and mystery. It offers worlds full of fascinating lands, dotted with great cities and populated by exotic cultures. All of this has a powerful resonance with any gamer familiar with myth, fairytales, and the fantasy epics of literature and film. For that, get *GURPS Fantasy*.

But something else resonates with nearly every gamer. That’s the thrill of taking a powerful, faux-medieval adventurer down into a cave – or a haunted forest, or a sinister stronghold – and seeing lots of monsters, killing them, and taking their treasure. For *that*, there’s *GURPS Dungeon Fantasy*. Break it out when you don’t feel like dealing with complicated plots, fussy social interactions, and so on. The results won’t be refined. They might not even be “real roleplaying” (whatever *that* is). But they’ll be *fun*!

Dungeon Fantasy: Adventurers isn’t a complete guide to races, monsters, treasures, traps, etc. It’s a simple “crib sheet” that points out which bits and pieces of the *Basic Set* you need to create dungeon raiders (*Dungeon Fantasy: Dungeons* will do the same for *running* dungeon fantasy games). The idea is to give players and GM a common point of reference, so that when the GM asks everybody to create characters for a dungeon crawl, they can do so quickly, without consulting endless books for hard-to-use abilities. You just need the *Basic Set* and this supplement – and *GURPS Magic*, if you plan to play a spellcaster.

Be warned that *Dungeon Fantasy: Adventurers* shamelessly cuts corners and makes assumptions. It’s a guide to making two-dimensional “heroes” from a non-culture, and pillages history and fantasy novels at random for powerful equipment and mythology. Use it in a *serious* fantasy campaign at your peril.



ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the *GURPS* Line Editor. Since 1995, he has compiled the two *GURPS Compendium* volumes, written *GURPS Wizards* and *GURPS Undead*, edited or revised over 20 other *GURPS* books, and masterminded rules for dozens more. Most recently, he created the *GURPS Basic Set, Fourth Edition* with coauthor David Pulver, wrote *GURPS Powers* with coauthor Phil Masters, and wrote *GURPS Martial Arts* with coauthor Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

Dungeon Fantasy Glossary

adventurer: Somebody who goes down in caves, sees lots of monsters, kills them, and takes their stuff. See also *munchkin*.

delver: See *adventurer*.

dungeon: A cave, cellar, mine, sewer, tomb, or other nasty, dank hole – often several levels deep – filled with deadly monsters, hidden pits, cunning traps, cursed altars, flowing lava, and so on. Often seems designed expressly to kill adventurers, who come for the treasure.

dungeon crawl: An adventure in a *dungeon*.

hack-and-slash: What *adventurers* do on a *dungeon crawl* – that is, hack and slash monsters to death in order to get their stuff.

hero: An amusing euphemism for *adventurer*. See *munchkin* for the truth.

munchkin: **1.** A PC designed to be good at *hack-and-slash*, typically by optimizing his abilities, collecting powerful treasures, and neglecting such time-wasting pursuits as having hobbies besides looting and friends who aren’t *munchkins*. **2.** The player of such a character. **3.** *Munchkin*, the award-winning dungeon fantasy card game from SJ Games.

CHAPTER ONE

DUNGEON FANTASY

TEMPLATES

The quickest and easiest way to create a suitable delver is via a *template*. To use a template, simply pay its point cost, choose any options left open on the template, and note what abilities this gives you. To customize your PC, spend any additional points from quirks or personal disadvantages on whatever you like (subject to GM approval). See *How to Use Character Templates* (p. B258) for details.

These templates assume a 250-point campaign. As the **Basic Set** suggests, 250 points is right in the middle for the leading roles in fantasy novels – which most munchkins see as a decent, if stingy, starting point. The GM is free to vary power level either way, of course.

Dungeon fantasy works best if every PC fills a distinct niche. The GM can reinforce this by making templates *mandatory* – contrary to what every other **GURPS** supplement says. To make up for this restriction, he should let delvers spend earned points to acquire *anything* on their template, including advantages that can't normally be bought in play and skills that require special training. (A traditionalist GM can require heroes to spend \$40+ per point for “guild training” before they can “level up” and gain *new* abilities.) Disadvantages are always suggestions, though; players may substitute their own choices.

For important notes, see *Dungeon Delvers' Cheat Sheet* (p. 14), *Spells* (p. 19), and *Powers* (p. 21). The players can pillage the templates and notes for ideas even if the GM lets them create PCs from scratch.

BARBARIAN

250 points

You're a beefy warrior from somewhere distant and a little backward – probably the Frozen North. You combine physical grit with a connection to nature second only to that of the druid (p. 7). As the Big, Tough Guy, you can withstand almost any punishment, even dangers that armor *can't* stop, making you as essential in combat as the party's knight (p. 8). You're also a more-than-capable outdoorsman, and as crucial as the scout (p. 10) on outdoor adventures.

Attributes: ST 17 (Size⁺, -10%) [63]; DX 13 [60]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d+2/3d-1; BL 58 lbs.; HP 22 (Size⁺, -10%) [9]; Will 10 [0]; Per 12 [10]; FP 13 [0]; Basic Speed 6.00 [-10]; Basic Move 7⁺ [0].

Advantages: High Pain Threshold [10] *and* Outdoorsman 4 [40]. • A further 30 points chosen from among ST +1 to +3 [9/level], HT +1 to +3 [10/level], Per +1 to +6 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Alcohol Tolerance [1], Animal Empathy [5], Animal Friend 1-4 [5/level], Combat Reflexes [15], Discriminatory Smell [15], Fearlessness [2/level], Fit [5] *or* Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Lifting ST 1-3 [3/level], Luck [15] *or* Extraordinary Luck [30], Magic Resistance [2/level], Rapid Healing [5] *or* Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) *or* (+8) [3 *or* 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 *or* 2 [5 *or* 9⁺], Temperature Tolerance 1 *or* 2 [1 *or* 2], *or* Weapon Bond [1].

Disadvantages: Gigantism [0] *and* Social Stigma (Minority Group) [-10]. • Another -10 points chosen from among Easy to Read [-10], Gullibility [-10*], Language: Spoken (Native)/Written (None) [-3], Low TL 1 *or* 2 [-5 *or* -10], Odious Personal Habit (Unrefined manners) [-5], Phobia (Machinery) [-5*], *or* Wealth (Struggling) [-10]. • A further -20 points chosen from among the previous traits *or* Appearance (Unattractive *or* Ugly) [-4 *or* -8], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Compulsive Carousing [-5*] *or* Phobia (Crowds) [-15*], Gluttony [-5*], Ham-Fisted 1 *or* 2 [-5 *or* -10], Horrible Hangovers [-1], Impulsiveness [-10*], Overconfidence [-5*], *or* Sense of Duty (Adventuring companions) [-5].

Primary Skills: Camouflage (E) IQ+4 [1]-14⁺; Navigation (Land) (A) IQ+4 [2]-14⁺; Survival (any) (A) Per+3 [1]-15⁺; *and* Tracking (A) Per+3 [1]-15⁺. • *One* of Thrown Weapon (Axe/Mace, Harpoon, Spear, *or* Stick) (E) DX+2 [4]-15; *or* Bolas, Bow, Spear Thrower, *or* Throwing, all (A) DX+1 [4]-14. • *One* of these four melee skills packages:

1. *One* of Axe/Mace, Broadsword, *or* Spear, all (A) DX+2 [8]-15, *and* Shield (E) DX+3 [8]-16.
2. Flail (H) DX+1 [8]-14 *and* Shield (E) DX+3 [8]-16.
3. *One* of Polearm, Spear, Two-Handed Axe/Mace, *or* Two-Handed Sword, all (A) DX+4 [16]-17.
4. Two-Handed Flail (H) DX+3 [16]-16.

Secondary Skills: Brawling (E) DX [1]-13; Stealth *and* Wrestling, both (A) DX [2]-13; Mimicry (Animal Sounds *or* Bird Calls) *and* Naturalist, both (H) IQ+2 [1]-12⁺; Swimming (E) HT [1]-13; Hiking *and* Running, both (A) HT-1 [1]-12; *and* Fishing (E) Per+4 [1]-16⁺.

Background Skills: Animal Handling (any), Disguise (Animals), and Weather Sense, all (A) IQ [2]-10; *and* Intimidation (A) Will [2]-10. • *Four of Forced Entry* (E) DX [1]-13; Climbing (A) DX-1 [1]-12; First Aid, Gesture, or Seamanship, all (E) IQ [1]-10; Carousing (E) HT [1]-13; Lifting (A) HT-1 [1]-12; Skiing (H) HT-2 [1]-11; or Observation (A) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

† Includes effects of Gigantism (p. B20). Rolls to hit you are at +1. You *may* use oversized weapons (p. 27) and *must* buy extra-large armor (p. 28).

‡ Includes +4 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, Discriminatory Smell, Temperature Tolerance, and disadvantages like illiteracy, Low TL, 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 would probably prefer Spear and Thrown Weapon (Spear).

Match Survival specialty and background skills 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 pricy sword; axes, sticks, and clubs will do. Unlike other warriors, then, consider using the 5 points that quirks give you to strengthen your archetype instead of sacrificing them for money. For example, a jungle warrior might buy two more levels of Camouflage and another level of Stealth – strong *and* sneaky is a deadly mix!

BARD

250 points

You’re a magical minstrel who dabbles in a little of everything: the roguish pursuits of the thief (p. 12), the swordplay of the swashbuckler (p. 11), and the spellcraft of the wizard (p. 13). You rarely need to be so crudely direct, though – the power of Bard-Song (p. 21) lets you 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 [16]; Charisma 1 [5]; Musical Ability 2 [10]; *and* Voice [10]. • 25 points in Bard-Song abilities (p. 21); put leftovers into special skills and spells. • A further 25 points chosen from among additional Bard-Song abilities or DX +1 [20], IQ +1 [20], FP +1 to +8 [3/level], Basic Speed +1 [20], Acute Hearing [2/level], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Bardic Talent 3 or 4 [8 or 16], Charisma 2-6 [5/level],

Cultural Adaptability [10], Eidetic Memory [5] or Photographic Memory [10], Honest Face [1], Language Talent [10], Languages (any) [2-6/language], Luck [15], Musical Ability 3 or 4 [5 or 10], No Hangover [1], Penetrating Voice [1], Signature Gear [Varies], Smooth Operator 1 [15], Social Chameleon [5], Wealth (Comfortable or Wealthy) [10 or 20], or Wild Talent 1 [20].

Disadvantages: -15 points chosen from among Chummy [-5] or Gregarious [-10], Compulsive Carousing [-5*], Lecherousness [-15*], Sense of Duty (Adventuring companions) [-5], or Xenophilia [-10*]. • Another -15 points chosen from among Curious [-5*], Impulsiveness [-10*], Overconfidence [-5*], or Trickster [-15*]. • A further -20 points chosen from either of the two previous lists or Code of Honor (Gentleman’s) [-10], Compulsive Lying [-15*], Odious Personal Habit (Continuous singing or strumming) [-5], or Post-Combat Shakes [-5*].



Primary Skills: Acting (A) IQ [2]-14; Diplomacy (H) IQ [1]-14†; Fast-Talk (A) IQ+1 [1]-15†; Musical Instrument (any) (H) IQ [2]-15‡; Performance (A) IQ+1 [1]-15†; Public Speaking (A) IQ+2 [1]-16‡§; *and* Singing (E) HT+4 [1]-15†‡. • *One of* Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]-14. • *One of* Shield (Buckler) (E) DX+2 [4]-14; Cloak or Main-Gauche, both (A) DX+1 [4]-13; or raise main sword skill to DX+2 [12]-15. • *One of* Thrown Weapon (Knife) (E) DX+1 [2]-13; or Bow or Throwing, both (A) DX [2]-12.

Secondary Skills: Fast-Draw (any) (E) DX [1]-12; Stealth (A) DX [2]-12; Current Affairs (any) and Savoir-Faire (High Society), both (E) IQ [1]-14; Interrogation, Merchant, Propaganda, and Streetwise, all (A) IQ-1 [1]-13; Musical Composition (H) IQ [1]-14‡; Carousing (E) HT [1]-11; Intimidation (A) Will-1 [1]-13; *and* Detect Lies (H) Per-2 [1]-12.

Background Skills: Heraldry *and* Poetry, both (A) IQ-1 [1]-13. • *Six of* Climbing or Dancing, both (A) DX-1 [1]-11; Acrobatics or Sleight of Hand, both (H) DX-2 [1]-10; First Aid or Gesture, both (E) IQ [1]-14; Connoisseur (any), Disguise, Teaching, or Writing, all (A) IQ-1 [1]-13; Mimicry (Speech) or Ventriloquism, both (H) IQ-2 [1]-12; Hiking (A) HT-1 [1]-10; Sex Appeal (A) HT+1 [1]-12‡; Scrounging (E) Per [1]-14; or Observation (A) Per-1 [1]-13.

Special Skills and Spells: Spend 20 points on Hypnotism (H) IQ-2 [1]-12; Musical Influence (VH) IQ-1 [1]-13‡; Persuade (H) Will-2 [1]-12; Suggest or Sway Emotions, both (H) Will-2 [1]-12 (require Persuade); Captivate (H) Will-2 [1]-12 (requires Suggest); or wizardly spells (p. 20) from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1]-14 or (VH) IQ-1 [1]-13 with the +2 for Bardic Talent.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Voice.

‡ Includes +2 for Musical Ability.

§ Includes +1 for Charisma.

Customization Notes

A bard doesn't *start* out an expert at anything, and can be challenging to play until he has earned some points to spend on his favorite tricks. Thus, bards are best for players who don't mind *supporting* the party with a little song, a little spell-casting, and a little swordplay. It helps to decide early on whether to focus on Bard-Song (Rapier Wit and Terror work well in combat), spells (also combat-effective, and benefit from higher IQ or Bardic Talent), or out-of-combat effectiveness (e.g., high Charisma aids reactions, and enables the Enthralment skills to sway platoons of neutrals to the bard's cause; see p. B191).

Since a bard needs a costly blade *and* a musical instrument – the latter often bought as an expensive power item (p. 28) – it's wise to sacrifice some of the 5 points from quirks for cash. Given the diversity of Bard-Song abilities, instruments, and spells, bards don't especially *need* those points to further distinguish themselves from their peers.

CLERIC

250 points

You're the mortal representative of the Powers of Good. You might not be the *physical* foe of Evil that is the holy warrior (p. 7), but you're no cloistered idealist – when Evil need whacking, you go out in the world and whack it. To complement your mundane weapons, your god grants you healing and protection spells (p. 19), and also the spark of Holy Might (p. 22), 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]. • 25 points in Holy abilities (p. 22); put leftovers into spells. • A further 20 points chosen from among additional Holy abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], FP +1 to +6 [3/level], Fearlessness [2/level] *or* Unfazeable [15], Healer 1 or 2 [10 or 20], Languages (any) [2-6/language], Luck [15], Mind Shield [4/level], Power Investiture 4 or 5 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], or Signature Gear [Varies].

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], or Wealth (Struggling or Poor) [-10 or -15]. • A further -25 points chosen from either of the two previous lists or Charitable [-15*], Compulsive Generosity [-5*] *or* Miserliness [-10*], Gluttony [-5*], Overconfidence [-5*], Overweight [-1] *or* Fat [-3], Selfless [-5*], Sense of Duty (Adventuring companions) [-5], Stubbornness [-5], Truthfulness [-5*], or Weirdness Magnet [-15].

Primary Skills: Esoteric Medicine (Holy) (H) Per [4]-14 *and* Exorcism (H) Will [4]-14. • One of Innate Attack (any) (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12. • One of these three melee skills packages:

1. One of Axe/Mace or Broadsword, both (A) DX+2 [8]-14, *and* Shield (E) DX+2 [4]-14.
2. Flail (H) DX+1 [8]-13 *and* Shield (E) DX+2 [4]-14.
3. Staff (A) DX+3 [12]-15.

Secondary Skills: First Aid (E) IQ [1]-14; Hidden Lore (Demons, Spirits, *or* Undead), Occultism, Public Speaking, and Teaching, all (A) IQ-1 [1]-13; Diagnosis, Theology, and Religious Ritual, all (H) IQ-2 [1]-12; Surgery (VH) IQ-2 [2]-12; *and* Meditation (H) Will-2 [1]-12.

Background Skills: Five of Climbing or Stealth, both (A) DX-1 [1]-11; Gesture, Panhandling, or Savoir-Faire (High Society), all (E) IQ [1]-14; Research or Writing, both (A) IQ-1 [1]-13; Hiking (A) HT-1 [1]-11; Scrounging (E) Per [1]-14; or Observation or Search, both (A) Per-1 [1]-13.

Spells: Choose 20 clerical spells (p. 19), which will be either (H) IQ+1 [1]-15 or (VH) IQ [1]-14 with the +3 for Power Investiture.

* Multiplied for self-control number; see p. B120.

Customization Notes

The classic fantasy cleric who wants to turn undead should spend 24 of the 25 points earmarked for Holy abilities on True Faith with the Turning enhancement (**GURPS Powers**, p. 84). Other possibilities exist, but most work better as high-level abilities, to be acquired later with earned points.

After that, the most important thing to decide for a cleric 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, Magic Resistance, Might, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Resist Pressure, 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, Command Spirit, Detect Magic, Dispel Possession, Final Rest, Magic Resistance, Repel Spirits, Sense Spirit, Silence, Strengthen Will, Summon Spirit, Sunbolt, Sunlight, Thunderclap, 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 "soldierly" skills such as Climbing, Hiking, and Stealth.

Most clerics will want to trade some or all of the 5 points from quirks for money for a good power item (p. 28) – most often a superior holy symbol – and decent armor.

DRUID

250 points

Your friends call you a "nature priest." That's half true: you do worship Nature, and Nature has powerful allies, but you're dedicated to Life above all, and your powers are a divine reward for your fervor. Like the cleric (p. 6), you cast supportive spells (p. 19). You're also an initiate of the Druidic Arts (p. 22). These gifts don't work perfectly down in the dungeon, but they *do* work – and without you, the 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]. • 20 points in Druidic abilities (p. 22); put leftovers into spells. • A further 20 points chosen from among additional Druidic abilities or IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Animal Friend 1-4 [5/level], Green Thumb 2-4 [5/level], Healer 1 or 2 [10 or 20], Intuition [15], Luck [15], Mind Shield [4/level], Outdoorsman 1 or 2 [10 or 20], Power Investiture (Druidic) 4 or 5 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], Signature Gear [Varies], or Spirit Empathy [10].

Disadvantages: -20 points chosen from among Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Sense of Duty (Wild nature) [-15], Vow (Vegetarianism) [-5], Vow (Never sleep indoors) [-10], or Wealth (Struggling or Poor) [-10 or -15]. • A further -25 points chosen from among the previous traits or Intolerance (Urbanites) [-5], Loner [-5*], No Sense of Humor [-10], Odious Personal Habit ("Dirty hippy") [-5], Overconfidence [-5*], Phobia (Crowds) [-15*], Phobia (Fire) [-5*], Phobia (Machinery) [-5*], Stubbornness [-5], or Weirdness Magnet [-15].

Primary Skills: Esoteric Medicine (Druidic) (H) Per [4]-14; Herb Lore (VH) IQ [4]-14†; *and* Naturalist (H) IQ [2]-14†. • One of Innate Attack (any) or Thrown Weapon (Spear or Stick), all (E) DX+2 [4]-14; Bolas, Lasso, or Throwing, all (A) DX+1 [4]-13; or Blowpipe, Net, or Sling, all (H) DX [4]-12. • One of these two melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-14, *and* Shield (E) DX+2 [4]-14.
2. One of Spear or Staff, both (A) DX+3 [12]-15.

Secondary Skills: Camouflage (E) IQ [1]-14; Animal Handling (any), Disguise (Animals), Hidden Lore (Elementals, Faeries, or Nature Spirits), and Weather Sense, all (A) IQ-1 [1]-13; Mimicry (Animal Sounds or Bird Calls), Pharmacy (Herbal), Religious Ritual (Druidic), Theology (Druidic),

and Veterinary, all (H) IQ-2 [1]-12; *and* Survival (any) (A) Per-1 [1]-13.

Background Skills: Climbing and Stealth, both (A) DX [2]-12; *and* Hiking (A) HT-1 [1]-12. • Three of Knife (E) DX [1]-12; First Aid or Gesture, both (E) IQ [1]-14; Animal Handling (any other), Hidden Lore (any other), or Teaching, all (A) IQ-1 [1]-13; Diagnosis or Poisons, both (H) IQ-2 [1]-12; or Observation (A) Per-1 [1]-13.

Spells: Choose 20 druidic spells (p. 19), which will be either (H) IQ+1 [1]-15 or (VH) IQ [1]-14 with the +3 for Power Investiture (Druidic).

* Multiplied for self-control number; see p. B120.

† Includes +1 for Green Thumb.

Customization Notes

Druids fall into a few broad categories, defined largely by their spells. *Beastmasters* prefer spells that let them summon and interact 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 fury. A typical starting list would be Clouds, Fog, Freeze, Frost, Mystic Mist, Rain, Recover Energy, Shape Air, Shape Earth, Shape Water, Snow, Summon Air Elemental, Summon Earth Elemental, Summon Fire Elemental, Summon Water Elemental, Wall of Wind, Waves, Whirlpool, Wind, and Windstorm.

Green druids focus on Plant spells and magic useful in the forest. Such a druid might start with Animate Plant, Blossom, Conceal, Create Plant, False Tracks, Forest Warning, Hide Path, Identify Plant, Plant Control, Plant Growth, Plant Sense, Plant Speech, Plant Vision, Pollen Cloud, Rain of Nuts, Rejuvenate Plant, Shape Plant, Tangle Growth, Walk Through Plants, and Walk Through Wood.

Of course, a druid could know just about *any* set of druidic spells – he isn't limited to one of these lists. Druids who desire access to powerful combat and shapeshifting magic should be sure to raise Power Investiture (Druidic) to level 4 or 5 with advantage points.

Unlike other casters, druids rarely trade the 5 points they get from quirks for money for a power item. More likely investments are extra spells or Druidic abilities.

HOLY WARRIOR

250 points

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 (p. 6), you carry the flame of Holy Might (p. 22), but where the cleric wields spells, you prefer the sword, much like the knight (p. 8). While people who don't know you sometimes think that 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 (Slay Demons or Slay Undead) [5]; Holiness 2 [10]; and Shtick (Foes slain personally can't rise as undead) [1]. • 25 points in Holy abilities (p. 22); put leftovers into more advantages. • A further 25 points chosen from among additional Holy abilities or ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], HP +1 to +3 [2/level], Will +1 to +5 [5/level], Born War Leader 2-4 [5/level], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level] or Unfazeable [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Higher Purpose (different from first) [5], Holiness 3 or 4 [5 or 10], Luck [15], Magic Resistance [2/level], Rapid Healing [5], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], or 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*], Compulsive Generosity [-5*], Compulsive Vowing [-5*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Intolerance ("Evil" religions) or (All other religions) [-5 or -10], Selfless [-5*], Truthfulness [-5*], or Vow (Chastity) [-5]. • A further -15 points chosen from either of the two previous lists or Bloodlust [-10*], Code of Honor (Chivalry) [-15], Easy to Read [-10], No Sense of Humor [-10], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Exorcism (H) Will [4]-14 and Hidden Lore (Demons or Undead) (A) IQ [2]-12. • One of Crossbow or Thrown Weapon (Axe/Mace or Spear), all (E) DX+2 [4]-15; or Throwing (A) DX+1 [4]-14. • One of these three melee skills packages:

1. One of Axe/Mace, Broadsword, or Spear, all (A) DX+3 [12]-16, and Shield (E) DX+3 [8]-16.
2. Flail (H) DX+2 [12]-15 and Shield (E) DX+3 [8]-16.
3. One of Polearm, Spear, or Two-Handed Sword, all (A) DX+5 [20]-18.

Secondary Skills: Brawling (E) DX+1 [2]-14; Wrestling (A) DX+1 [4]-14; Leadership (A) IQ [1]-12†; Physiology (monster type) and Psychology (same monster type), both (H) IQ [4]-12; Strategy and Tactics, both (H) IQ [2]-12†; and Intimidation (A) Will-1 [1]-13.

Background Skills: Religious Ritual and Theology, both (H) IQ-2 [1]-10; Meditation (H) Will-2 [1]-10; and Esoteric Medicine (Holy) (H) Per-2 [1]-10. • Five of Fast-Draw (any) (E) DX [1]-13; Climbing, Lance, Riding (Horse), or Stealth, all (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-12; Interrogation (A) IQ-1 [1]-11; Physiology (other monster type) or Psychology (other monster type), both (H) IQ-2 [1]-10; Hiking (A) HT-1 [1]-12; or Observation (A) Per-1 [1]-11.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Born War Leader (p. 14).

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

Blessed (notably the Heroic Feats variant; see p. B41), Resistant to Evil Supernatural Powers, and True Faith with Turning (**GURPS Powers**, p. 84). Gamers who wish to focus exclusively on fighting will be happier playing barbarians, knights, and swashbucklers.

Other choices should support a clear archetype. Some holy warriors are paragons of religious chivalry (*peaceful* Higher Purpose, more Holiness, Charitable, Code of Honor, and of course the Lance and Riding skills); 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 for monsters).

Like most fighters, holy warriors should consider sacrificing some of the 5 points from quirks for cash enough to buy good weapons and armor.

KNIGHT

250 points

Officially, you might not be a knight, but you're more dedicated than some fop living in a castle. Anyway, "knight" sounds better than "fighter" (dull!) or "thug" (offensive!). Like the barbarian (p. 4), you favor heavy weapons, and like the swashbuckler (p. 11), you're very skilled. Unlike both, though, you have the good sense to wear proper armor. You're into dungeon delving to prove your mettle – although the loot doesn't hurt, given the high 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]. • Another 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 +4 [2/level], Basic Speed +1 or +2 [20 or 40], Alcohol Tolerance [1], Born War Leader 3 or 4 [5 or 10], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], 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], Rapid Healing [5], Recovery [10], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Weapon Bond [1], or Weapon Master [20 to 45].

Disadvantages: -20 points chosen from among Bad Temper [-10*], Bloodlust [-10*], Code of Honor (Pirate'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], or Wounded [-5]. • Another -15 points chosen from among those traits or Bully [-10*], Compulsive Carousing [-5*], Greed [-15*], Honesty [-10*], Lecherousness [-15*], Overconfidence [-5*], or Sense of Duty (Adventuring companions) [-5].

Primary Skills: Brawling (E) DX+1 [2]-15 or Boxing (A) DX [2]-14; Fast-Draw (any) (E) DX+1 [1]-15†; Knife (E) DX [1]-14; Shield (E) DX+2 [4]-16†; and Sumo Wrestling or Wrestling, both (A) DX [2]-14. • One of Crossbow or Thrown



Weapon (Axe/Mace or Spear), all (E) DX+2 [4]-16; Bow or Throwing, both (A) DX+1 [4]-15; or Sling (H) DX [4]-14. • One of these three sets of options:

1. One of Axe/Mace, Broadsword, Polearm†, Shortsword, Spear‡, or Two-Handed Sword‡, all (A) DX+6 [24]-20; or Flail (H) DX+5 [24]-19.
2. Two of Axe/Mace, Broadsword, Polearm†, Shortsword, Spear‡, or Two-Handed Sword‡, all (A) DX+3 [12]-17; or Flail (H) DX+2 [12]-16.
3. Three of Axe/Mace, Broadsword, Lance, Polearm†, Riding (Horse), Shortsword, Spear‡, or Two-Handed Sword‡, all (A) DX+2 [8]-16; or Flail (H) DX+1 [8]-15.

Secondary Skills: Armoury (Body Armor or Melee Weapons) and Connoisseur (Weapons), both (A) IQ+1 [4]-11; Leadership (A) IQ+1 [1]-11§; and Strategy and Tactics, both (H) IQ+1 [2]-11§.

Background Skills: Four of Forced Entry (E) DX [1]-14; Climbing or Stealth, both (A) DX-1 [1]-13; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-10; Gambling, Heraldry, or Streetwise, all (A) IQ-1 [1]-9; Carousing (E) HT [1]-13; Hiking (A) HT-1 [1]-12; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; or Observation (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Combat Reflexes.

‡ Knights who prefer two-handed weapons can omit Shield and raise a two-handed combat skill by a level.

§ Includes +2 for Born War Leader (p. 14).

Customization Notes

With 60 points in advantages, any “heavy fighter” archetype fits. Examples include the chivalrous knight (more Born War Leader, Weapon Master with knightly weapons, Code of Honor (Chivalry), Honesty, Sense of Duty, and the Broadsword, Heraldry, Lance, Riding, and Savoir-Faire skills), the lithe Amazon (high DX and Basic Speed, Sense of Duty to her sisters, skill with Shortsword and Spear, and a soldier’s knowledge of First Aid, Hiking, and Scrounging), the thug (piles of ST, Bad Temper, Bloodlust, 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* just 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, then 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 5 points from quirks for cash for arms and armor.

MARTIAL ARTIST

250 points

You’re a true master of barehanded combat and exotic weapons, from a faraway land – probably the Mysterious East. While the knight (p. 8) and swashbuckler (p. 11) claim to be trained in “martial arts,” their *kung fu* is weak. Years as a monastic ascetic have awakened your gift for Chi Mastery (p. 21) and taught you disciplines that channel your 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]. • 20 points in Chi abilities (p. 21); put leftovers into special skills. • A further 20 points chosen from among additional Chi abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Basic Speed +1 [20], Basic Move +1 or +2 [5 or 10], Ambidexterity [5], Chi Talent 3 [15], Combat Reflexes [15], Enhanced Dodge 1 [15], Enhanced Parry 1 or 2 (Unarmed) [5 or 10], Fit [5] or Very Fit [15], Flexibility [5] or Double-Jointed [15], High Pain Threshold [10], Luck [15], Magic Resistance [2/level], Mind Shield [4/level], Signature Gear [Varies], Unfazeable [15], Weapon Bond [1], Weapon Master (One exotic weapon) [20], or Wild Talent 1 [20].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10]. • Another -25 points chosen from among Code of Honor (*Bushido*, equivalent to Chivalry) [-15], Compulsive Vowing [-5*], Honesty [-10*], Obsession (“Perfect my art at any cost!”) [-10*], Social Stigma (Minority Group) [-10], Vow (Vegetarianism) [-5], Vow (Silence) [-10], Vow (Always fight unarmed) [-15], or Wealth (Struggling, Poor, or Dead Broke) [-10, -15, or -25]. • A further -15 points chosen from among those traits or Callous [-5], Loner [-5*], No Sense of Humor [-10], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Jumping (E) DX [1]-16; *and* Acrobatics, Judo, and Karate, all (H) DX-1 [2]-15. • One of Thrown Weapon (Dart, Knife, or Shuriken) (E) DX [1]-16; Throwing (A) DX-1 [1]-15; or Blowpipe or Sling, both (H) DX-2 [1]-14. • One of these three melee skills packages:

1. Two of Knife (E) DX+2 [4]-18; Axe/Mace, Jitte/Sai, Shortsword, Smallsword, Staff, or Tonfa, all (A) DX+1 [4]-17; or Flail or Kusari, both (H) DX [4]-16.

2. *One* of the Melee Weapon skills in option 1, *and* raise both Judo *and* Karate to DX [4]-16.
3. *No* Melee Weapon skills, but raise one of Judo or Karate to DX+1 [8]-17 and the other to DX [4]-16.

Secondary Skills: Stealth (A) DX-1 [1]-15 *and* Meditation (H) Will-1 [2]-10.

Background Skills: Tactics (H) IQ [4]-10. • *Three* of Fast-Draw (any) (E) DX [1]-16; Climbing (A) DX-1 [1]-15; First Aid or Gesture (E) IQ [1]-10; Teaching (A) IQ-1 [1]-9; Hiking or Running, both (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-10; or Observation (A) Per-1 [1]-9.

Special Skills: *Seven* of Immovable Stance, Light Walk, Parry Missile Weapons, Push, or Throwing Art, all (H) DX+1 [2]-17; Breaking Blow, Flying Leap (requires Power Blow), or Pressure Points, all (H) IQ+1 [2]-11; Breath Control or Kiai, both (H) HT+1 [2]-13; Body Control (VH) HT [2]-12; Mental Strength (E) Will+3 [2]-14; Mind Block (A) Will+2 [2]-13; Autohypnosis or Power Blow (H) Will+1 [2]-12; Esoteric Medicine (Chi) (H) Per+1 [2]-11; or Blind Fighting (VH) Per [2]-10. All include +2 for Chi Talent.

* Multiplied for self-control number; see p. B120.

Customization Notes

The martial artist must balance Chi abilities, other advantages, and special skills. It's tempting to take a few combat-effective Chi abilities (DR, Striking ST, etc.) and put all leftover points into one skill (e.g., Power Blow). However, the warrior with Catfall, DR, Danger Sense, *and* Resistant will probably live longer to develop his skills!

Favored combat skills affect these choices. Some martial artists fight using Judo and Karate. They *need* DR (to protect their hands) and Striking ST (because they lack a weapon's leverage), and should improve Breaking Blow early in order to defeat armor. Martial artists who fight armed can take a longer view – they have a weapon between them and their enemies.

This template depicts a fighter fresh from the monastery or academy. He's capable but needs time to hone his skills. He'll grow quickly with a few points, and the 5 points from quirks can boost key skills significantly. Those points aren't needed for cash – a martial artist requires only inexpensive weapons and perhaps gauntlets (count as brass knuckles *and* protect the hands).

SCOUT

250 points

You're called "archer," "stalker," and "tracker," and you've filled all three roles in the past. Such labels don't do justice to your expertise, however. By taking the stealth of the thief (p. 12) into the great outdoors and mixing it with the mobility and skill at arms of the swashbuckler (p. 11), you've become a master of guerrilla warfare. You track elusive prey of all descriptions – and when the trail leads down into the dungeon, you follow it without hesitation.

Attributes: ST 13 [30]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [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]. • 20 points chosen from among ST +1 or +2 [10 or 20], DX +1

[20], HT +1 or +2 [10 or 20], Per +1 to +4 [5/level], Basic Speed +1 [20], Basic Move +1 to +3 [5/level], Absolute Direction [5], Acute Vision [2/level], Combat Reflexes [15], Danger Sense [15], Fit [5] *or* Very Fit [15], High Pain Threshold [10], Luck [15], Night Vision 1-9 [1/level], Outdoorsman 3 or 4 [10 or 20], Peripheral Vision [15], Rapid Healing [5], Signature Gear [Varies], Weapon Bond [1], *or* Weapon Master (Bow) [20].

Disadvantages: -15 points chosen from among Bloodlust [-10*], Callous [-5], Greed [-15*], Honesty [-10*], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], *or* Stubbornness [-5]. • Another -35 points chosen from among the previous traits or Code of Honor (Pirate's or Soldier's) [-5 *or* -10], Intolerance (Urbanites) [-5], Loner [-5*], No Sense of Humor [-10], Odious Personal Habit ("Unwashed bushwhacker") [-5], Paranoia [-10], Phobia (Crowds) [-15*], Social Stigma (Disowned) [-5], Vow (Never sleep indoors) [-10], *or* Vow (Own no more than what can be carried) [-10].

Primary Skills: Bow (A) DX+4 [16]-18; Camouflage (E) IQ+3 [2]-14†; Fast-Draw (Arrow) (E) DX [1]-14; Observation (A) Per [2]-14; *and* Tracking (A) Per+2 [2]-16†. • *One* of these two melee skills packages:



1. *One* of Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-16, *and* Shield (E) DX+2 [4]-16.
2. *One* of Broadsword, Shortsword, Spear, or Staff, all (A) DX+3 [12]-17.

Secondary Skills: Climbing *and* Stealth, both (A) DX-1 [1]-13; Gesture (E) IQ+1 [2]-12; Cartography, Shadowing, and Traps, all (A) IQ+1 [4]-12; Navigation (Land *or* Sea) (A) IQ+1 [1]-12†; Mimicry (Bird Calls) (H) IQ+1 [2]-12†; Hiking (A) HT [2]-12; *and* Survival (any) (A) Per+1 [1]-15†.

Background Skills: 8 points in improved primary or secondary skills, *or* Brawling, Fast-Draw (any other), Garrote, Jumping, Knife, *or* Knot-Tying, all (E) DX [1]-14; Boating (Unpowered), Riding (Horse), Throwing, *or* Wrestling, all (A) DX-1 [1]-13; First Aid *or* Seamanship, both (E) IQ [1]-11; Armoury (Missile Weapons), Prospecting, *or* Weather Sense,

all (A) IQ-1 [1]-10; Swimming (E) HT [1]-12; Running (A) HT-1 [1]-11; Skiing (H) HT-2 [1]-10; or Search (A) Per-1 [1]-13.

* Multiplied for self-control number; see p. B120.

† 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 advantages, disadvantages, and skills 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 (Pirate'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 background skill points to raise Stealth and Traps, and to buy 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 classic (*nobody* surprises a ranger), and the remaining points might raise Basic Move for covering ground quickly, or buy 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 background skill points to raise Navigation a couple of levels and buy Boating, Riding, Running, Skiing, and Swimming, all so that you can get anywhere at any time.

Sharpshooter: You're a dedicated bow sniper – basically, an assassin. You'll almost certainly want Weapon Master (Bow) for the damage bonus. 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 for backup (no Shield). Background skill points might raise Bow *another* level, buy other assassination skills such as Garrote and Knife, and add Fast-Draw for your blades.

SWASHBUCKLER

250 points

You're living proof that the sword is mightier, speedier, and more stylish than, well, just about *everything*. In the time it takes the plodding knight (p. 8) to strike his first blow, you've struck two, and with more flair – and although you respect the precision of the martial artist (p. 9), you would never bring fists 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 of choice) [5]; Luck [15]; Weapon Bond (Any starting

weapon) [1]; *and* Weapon Master (Weapon of choice) [20]. • Another 60 points chosen from among ST +1 to +6 [10/level], DX +1 to +3 [20/level], Basic Speed +1 or +2 [20 or 40], Basic Move +1 to +3 [5/level], Alcohol Tolerance [1], Ambidexterity [5], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Charisma [5/level], Daredevil [15], Enhanced Dodge 1 [15], Enhanced Parry 2 or 3 (Weapon of choice) [5 or 10], Extra Attack 1 [25], No Hangover [1], Perfect Balance [15], Rapier Wit [5], Serendipity [15/level], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], or replace Luck [15] with Extraordinary Luck [30] for 15 points *or* with Ridiculous Luck [60] for 45 points.

Disadvantages: -15 points chosen from among Code of Honor (Pirate's or Gentleman's) [-5 or -10], Obsession (“Become the best swordsman in the world!”) [-10*], Vow (Use only weapon of choice) [-5], Vow (Never refuse a challenge to combat) [-10], Vow (Challenge every swordsman to combat) [-15], or Vow (Never wear armor) [-15]. • Another -15 points chosen from among those traits or Impulsiveness [-10*], Overconfidence [-5*], Short Attention Span [-10*], or Trickster [-15*]. • A further -20 points chosen from the two previous lists or Chummy [-5] *or* Gregarious [-10], Compulsive Carousing [-5*], Compulsive Spending [-5*], Greed [-15*], Jealousy [-10], Lecherousness [-15*], One Eye [-15], Sense of Duty (Adventuring companions) [-5], or Wounded [-5].

Primary Skills: Jumping (E) DX [1]-15; Fast-Draw (Knife) and Fast-Draw (Sword), both (E) DX+1 [1]-16†; *and* Acrobatics (H) DX [4]-15. • *Either* Thrown Weapon (Knife) (E) DX+1 [2]-16 *or* Throwing (A) DX [2]-15. • *One* of these three melee skills packages:

1. *One* of Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+3 [12]-18; *one* of Shield (Buckler) (E) DX+3 [8]-18, or Cloak or Main-Gauche, both (A) DX+2 [8]-17.
2. *One* of the sword skills in option 1 at DX+4 [16]-19; *one* of Shield (Buckler) (E) DX+2 [4]-17, or Cloak or Main-Gauche, both (A) DX+1 [4]-16.
3. *One* of the sword skills in option 1 at DX+5 [20]-20!

Secondary Skills: Brawling (E) DX+1 [2]-16 *or* Boxing (A) DX [2]-15; *and* Wrestling (A) DX [2]-15.

Background Skills: Stealth (A) DX-1 [1]-14; Savoir-Faire (High Society) (E) IQ+1 [2]-11 *or* Streetwise (A) IQ [2]-10; *and* Carousing (E) HT [1]-13. • *Seven* of Fast-Draw (any other) (E) DX+1 [1]-16†; Climbing (A) DX-1 [1]-14; First Aid, Gesture, or Seamanship, all (E) IQ [1]-10; Connoisseur (any), Fast-Talk, or Gambling, all (A) IQ-1 [1]-9; Hiking or Sex Appeal, both (A) HT-1 [1]-12; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; or Search (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Combat Reflexes.

Customization Notes

The swashbuckler is built around *one* sword skill. Be sure that Enhanced Parry and Weapon Master agree with that choice, that Weapon Bond is with a suitable blade, and that any sword acquired as Signature Gear is similarly appropriate. If selecting the Vow pertaining to weapons, *it* should match all of this as well.

Obviously, this makes the swashbuckler a real weapon specialist – a lot like the scout. The difference is that the swashbuckler has *great* latitude with advantages. It's possible to create completely different characters by focusing on offense (more ST, Extra Attack, Striking ST, and Signature Gear for fine swords), defense (more Basic Speed, Enhanced Dodge, and Enhanced Parry, not to mention extra Luck), or dash and flair (Appearance, Charisma, Daredevil, Rapier Wit, and Serendipity).

An interesting choice of background skills is 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 sacrificing the 5 points they get from quirks to acquire the money for a nice sword. Those with Signature Gear won't need this, though, and may prefer to buy higher weapon skills or a few skills borrowed from the thief.

THIEF

250 points

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 a 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], IQ +1 [20], Per +1 to +6 [5/level], Basic Speed +1 [20], Basic Move +1 or +2 [5 or 10], Ambidexterity [5], Catfall [10], Combat Reflexes [15], Danger Sense [15], Enhanced Dodge 1 or 2 [15 or 30], Gizmos 1-3 [5/level], High Manual Dexterity 2-4 [5/level], Honest Face [1], Luck [15] *or* Extraordinary Luck [30], Night Vision 1-9 [1/level], Peripheral Vision [15], Serendipity [15/level], Signature Gear [Varies], Striking ST 1 or 2 (Only on surprise attack, -60%) [2 or 4], Wealth (Comfortable or Wealthy) [10 or 20], or improve Flexibility [5] to Double-Jointed [15] for 10 points.

Disadvantages: One of Greed (12) [-15], Kleptomania (12) [-15], or Trickster (12) [-15]. • One of Callous [-5], Code of Honor (Pirate's) [-5], or Curious (12) [-5]. • A further -20 points chosen from either of the two previous lists or Bad Temper [-10*], Bloodlust [-10*], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Lying [-15*], Compulsive Spending [-5*], Cowardice [-10*], Laziness [-10], Lecherousness [-15*], Loner [-5*], One Eye [-15], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Social Stigma (Criminal Record) [-5].

Primary Skills: Forced Entry (E) DX [1]-15; Climbing (A) DX+3 [1]-18†‡; Filch (A) DX [2]-15; Stealth (A) DX+3 [12]-18; Escape (H) DX+1 [1]-16†; Pickpocket (H) DX [2]-15§; *and* Lockpicking and Traps, both (A) IQ+1 [4]-14.

Secondary Skills: Acrobatics (H) DX-1 [1]-14‡; Sleight of Hand (H) DX-1 [1]-14§; Gesture (E) IQ [1]-13; Holdout, Shadowing, Smuggling, and Streetwise, all (A) IQ [2]-13; *and* Search and Urban Survival, both (A) Per [2]-14. • One of Rapier, Saber, Shortsword, or Smallsword, all (A) DX-1 [1]-14. • One of Shield (Buckler) (E) DX [1]-15; Cloak or Main-Gauche, both (A) DX-1 [1]-14; or raise main sword skill to DX [2]-15. • One of Crossbow or Thrown Weapon (Knife), both (E) DX [1]-15; Bow or Throwing, both (A) DX-1 [1]-14; or Sling (H) DX-2 [1]-13.

Background Skills: Brawling (E) DX [1]-15; Gambling (A) IQ-1 [1]-12; *and* Carousing (E) HT [1]-11. • Another 7 points spent on any previous skill, or on Fast-Draw (any) or Garrote, both (E) DX [1]-15; First Aid, Panhandling, or Seamanship (E) IQ [1]-13; Cartography, Connoisseur (any), Disguise, Fast-Talk, or Merchant, all (A) IQ-1 [1]-12; Counterfeiting, Forgery, or Poisons, all (H) IQ-2 [1]-11; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-14; or Lip Reading or Observation, both (A) Per-1 [1]-13.

* Multiplied for self-control number; see p. B120.

† Includes +3 for Flexibility.

‡ Includes +1 for Perfect Balance.

§ Includes +1 for High Manual Dexterity.

Customization Notes

Thieves aren't combatants built around toughness and combat skills, nor do they have access to powers, spells, and special skills. They're broad-based experts at *mundane* skills. Thus, they're best-suited to players who prefer a supporting role 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. He might choose Catfall, Double-Jointed, and more High Manual



Dexterity. He often suffers from Kleptomania and is Curious, and frequently has traits like Overconfidence and Skinny. His background skill points go into improved Climbing, Forced Entry, and/or Lockpicking, leaving a point or two for something like Observation (for casing targets).

The *mastermind* is a plotter. He has more IQ – plus Wealth to bankroll his schemes. He’s classically a Trickster with a perverse Code of Honor about splitting up loot, and often Compulsive Lying. His background points go toward “urban” skills: higher Streetwise and Urban Survival, and things like Counterfeiting, Forgery, and Merchant.

The *assassin* uses his skills not to steal but to kill for hire. Combat Reflexes, Gizmos (for concealed weapons), and Striking ST (for backstabs) all help. Bloodlust, Callous, Greed, and Loner are common. Background skill points go toward raising combat skills and buying Fast-Draw, Garrote, and Poisons.

Many thieves put the 5 points from quirks into *more* skills. You can’t be “too good” at sneaking or finding traps!

WIZARD

250 points

You’re the only truly *learned* delver. Your knowledge of magic is deeper than that of the cleric (p. 6) or druid (p. 7), and your spells don’t merely borrow the power of mercurial supernatural beings (demons are *quite* controllable). The party needs your mighty wizardry, knowledge of all manner of strange creatures, and raw 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 14 [9]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Magery 3 [35]. • 30 points chosen from among DX +1 [20], IQ +1 [20], Will +1 to +5 [5/level], FP +1 to +10 [3/level], Eidetic Memory [5] or Photographic Memory [10], Gizmos 1-3 [5/level], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Mind Shield [4/level], Signature Gear [Varies], Spirit Empathy [10], or Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].

Disadvantages: -15 points chosen from among Curious [-5*], Frightens Animals [-10], Obsession (Become the world’s most powerful wizard, a lich, etc.) [-10*], Pyromania [-5*], Skinny [-5], Social Stigma (Excommunicated)† [-10], Unfit [-5] or Very Unfit [-15], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15]. • Another -20 points chosen from among the previous traits or Absent-Mindedness [-15], Bad Temper [-10*], Clueless [-10], Combat Paralysis [-15], Cowardice [-10*], Hard of Hearing [-10], Klutz [-5] or Total Klutz [-15], Loner [-5*], Low Pain Threshold [-10], Nervous Stomach [-1], Oblivious [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Hidden Lore (Demons, Magic Items, Magical Writings, or Spirits) and Occultism, both (A) IQ [2]-15; Alchemy (VH) IQ [8]-15; and Thaumatology (VH) IQ [1]-15‡.

Secondary Skills: Hazardous Materials (Magical), Research, Speed-Reading, Teaching, and Writing, all (A) IQ-1 [1]-14; and Meditation (H) Will-1 [2]-14. • *Either* Shield (Buckler) (E) DX+2 [4]-14 and Smallsword (A) DX+1 [4]-13, or Staff (A) DX+2 [8]-14. • *One* of Innate Attack (any) or Thrown Weapon (Dart) (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12.

Background Skills: *Nine* of Fast-Draw (Potion) (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; Body Sense (H) DX-2 [1]-10; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-15; Cartography or Hidden Lore (any other) (A) IQ-1 [1]-14; Diplomacy, Physiology (monster type), or Strategy, all (H) IQ-2 [1]-13; Hiking (A) HT-1 [1]-10; or Scrounging (E) Per [1]-12.

Spells: Choose 30 wizardly spells (p. 20), which will be either (H) IQ+1 [1]-16 or (VH) IQ [1]-15 with the +3 for Magery.

* Multiplied for self-control number; see p. B120.

† Means that helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren’t* affected!

‡ Includes +3 for Magery.

Customization Notes

Unlike other casters, wizards lack a power that’s distinct from their spells; their spell lists tend to define them. Essentially unrestricted access to magic makes generalization impossible, but here are three classics:

Artillery Mage: Specializes in direct-damage magic – especially area-effect spells. A representative spell list is Breathe Fire, Burning Touch, Concussion, Create Air, Create Fire, Deflect Energy, Explosive Fireball, Extinguish Fire, Fire Cloud, Fireball, Fireproof, Flame Jet, Flaming Armor, Flaming Missiles, Flaming Weapon, Heat, Ignite Fire, Lightning, Purify Air, Rain of Fire, Resist Fire, Shape Air, Shape Fire, Smoke, Sound, Spark Storm, Stench, Thunderclap, Wall of Lightning, and Windstorm. Extra Magery to enable higher damage dice is valuable, and the Innate Attack skill is indispensable.

Illusionist: Specializes in baffling (dumber) enemies. Typical starting spells would be Apportation, Blackout, Blur, Colors, Complex Illusion, Continual Light, Darkness, Daze, Fascinate, Flash, Foolishness, Haste, Hide, Hinder, Hush, Illusion Disguise, Illusion Shell, Independence, Invisibility, Light, Mage-Stealth, Mass Daze, Mirror, Perfect Illusion, Phantom, Silence, Simple Illusion, Sound, Voices, and Wall of Silence. A Photographic Memory for faces and voices greatly enhances *believable* illusions, and mundane Stealth and many of these spells are complementary.

Necromancer: Specializes in creating undead and throwing malisons. A necromancer might start with Agonize, Animation, Choke, Clumsiness, Control Zombie, Death Vision, Deathtouch, Debility, Decay, Frailty, Itch, Lend Energy, Lend Vitality, Minor Healing, Pain, Paralyze Limb, Pestilence, Rotting Death, Sensitize, Sickness, Skull-Spirit, Spasm, Steal Energy, Steal Vitality, Stun, Summon Spirit, Test Food, Wither Limb, Zombie, and Zombie Summoning. Spirit Empathy is handy, obviously – as are Hidden Lore specialties pertinent to darker beings.

Most wizards want as many FP as they can afford. It’s also useful to trade the 5 points granted by quirks to get money for a high-capacity power item (p. 28) and a belt stocked with paut (p. 29).

CHAPTER TWO

DUNGEON DELVERS'

CHEAT SHEET

New Advantage: 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, but success lets you attack at -3 on the same turn! Both penalties are only -1 if you have Weapon Master (Bow). This trick shaves a second off the usual two-second ready time, letting you shoot every other turn. By making a Fast-Draw (Arrow) roll to ready an arrow instantly before either roll above, you can shoot *every* turn!

You're also a "natural" with the bow in general. 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* similar penalties to Fast-Draw (Arrow).

New Talent: Born War Leader

5 points/level

You get +1 per level to Leadership, Strategy, and Tactics – and to Intelligence Analysis and Savoir-Faire (Military), in games that use those skills. You also get +1 per level to reaction rolls made by professional fighters.

New Perk: 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 this perk! You may start play with a bond to any kind of weapon you've bought with cash or as Signature Gear.

Real munchkins may shun templates, opting to create and optimize dungeon-crawling PCs by hand. To hasten the process, the next few sections pare down the big lists of advantages, disadvantages, and skills in the **Basic Set** to merely large tables of more-or-less suitable traits.

SUITABLE ADVANTAGES

The **Basic Set** offers *many* advantages. Below is a list of those best-suited to dungeon crawls. It excludes most social advantages (since those rarely matter in a dungeon unless they grant equipment), exotic and supernatural traits that are more applicable to monsters than to PCs (for exceptions, see *Powers*, p. 21), and abilities that make little sense except in high-tech or sci-fi contexts. The GM is free to permit *any* advantage, of course!

Advantage	Cost	Page
Absolute Direction	5	B34
Acute Senses	2/level	B35
Alcohol Tolerance	1	B100
Allies	Variable	B36
Ambidexterity	5	B39
Animal Empathy	5	B40
Animal Friend	5/level	B90
Appearance	Variable	B21
Blessed	10	B40
Breath-Holding	2/level	B41
Catfall	10	B41
Charisma	5/level	B41
Clerical Investment	5	B43
Combat Reflexes	15	B43
Contacts	Variable	B44
Cultural Adaptability	10	B46
Cultural Familiarity	1	B23
Danger Sense	15	B47
Daredevil	15	B47
Discriminatory Smell	15	B49
Double-Jointed	15	B56
Eidetic Memory	5	B51
Empathy	15	B51
Enhanced Defenses	Variable	B51
Extra Attack	25/attack	B53
Fearlessness	2/level	B55
Fit	5	B55

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Suitable Advantages (Continued)

Advantage	Cost	Page
Flexibility	5	B56
Gizmos	5/gizmo	B57
Hard to Kill	2/level	B58
Hard to Subdue	2/level	B59
Healer	10/level	B90
High Manual Dexterity	5/level	B59
High Pain Threshold	10	B59
Higher Purpose	5	B59
Honest Face	1	B101
Intuition	15	B63
Language Talent	10	B65
Languages	Variable	B23
Lifting ST	3/level	B65
Luck	Variable	B66
Magery	5 + 10/level	B66
Magic Resistance	2/level	B67
Mind Shield	4/level	B70
Musical Ability	5/level	B91
Night Vision	1/level	B71
No Hangover	1	B101
Outdoorsman	10/level	B91
Penetrating Voice	1	B101
Perfect Balance	15	B74
Peripheral Vision	15	B74
Photographic Memory	10	B51
Power Investiture	10/level	B77
Rapid Healing	5	B79
Rapier Wit	5	B79
Recovery	10	B80
Reputation	Variable	B26
Resistant	Variable	B80
Sensitive	5	B51
Serendipity	15/level	B83
Shtick	1	B101
Signature Gear	Variable	B85
Smooth Operator	15/level	B91
Social Chameleon	5	B86
Speak With Animals	25	B87
Spirit Empathy	10	B88
Striking ST	5/level	B88
Temperature Tolerance	1/level	B93
Trained by a Master	30	B93
True Faith	15	B94
Unfazeable	15	B95
Unusual Background	Variable	B96
Very Fit	15	B55
Very Rapid Healing	15	B79
Voice	10	B97
Wealth	10, 20, or 30	B25
Weapon Master	Variable	B99
Wild Talent	20/level	B99

SUITABLE DISADVANTAGES

Many disadvantages in the *Basic Set* don't suit dungeon crawls. The reasons given under *Suitable Advantages* (p. 14) apply here, along with two others: crippling physical problems (e.g., One Arm and Quadriplegic) simply *aren't fun* in pure hack-and-slash games, while quite a few mental problems

Disadvantage Limit

In dungeon fantasy games, disadvantages serve two real purposes:

1. To distinguish PCs whose players have – in hal-
lowed munchkin tradition – taken almost identical abil-
ities because those are what's *effective*.
2. To represent the exaggerated “alignments” (Good,
Chaotic, etc.) found in many fantasy universes.

This doesn't mean that they give fewer points! Any penalties they cause still apply, and in the absence of such drawbacks, the GM should exercise sadistic cre-
ativity at least once per adventure. However, it's
admirable munchkinism to take disadvantages that are
“free points,” and classic hack-and-slash heroes aren't
thwarted by their problems at every turn anyway, so
the disadvantage limit effectively increases the cam-
paign's power level. A suggested limit is -50 points of
disadvantages and reduced attributes or secondary
characteristics, *regardless* of power level, plus -5 points
in quirks.

aren't meaningful or enforceable in a dungeon environment. Below are the disadvantages most appropriate for delvers. The GM is welcome to allow others.

An asterisk (*) next to cost means that a self-control num-
ber is required; see pp. B120-121. The listed cost is for a self-
control number of 12.

Disadvantage	Cost	Page
Absent-Mindedness	-15	B122
Appearance	Variable	B21
Bad Sight	-25	B123
Bad Temper	-10*	B124
Berserk	-10*	B124
Bloodlust	-10*	B125
Bowlegged	-1	B165
Bully	-10*	B125
Callous	-5	B125
Charitable	-15*	B125
Chummy	-5	B126
Clueless	-10	B126
Code of Honor	-5 to -15	B127
Colorblindness	-10	B127
Combat Paralysis	-15	B127
Compulsive Behavior	-5 to -15*	B128
Cowardice	-10*	B129
Curious	-5*	B129
Delusions	-5 to -15	B130
Disciplines of Faith	-5 to -15	B132
Distinctive Features	-1	B165
Disturbing Voice	-10	B132
Divine Curse	Variable	B132
Dwarfism	-15	B19
Easy to Kill	-2/level	B134
Easy to Read	-10	B134
Fanaticism	-15	B136

Continued on next page . . .

Suitable Disadvantages (Continued)

Disadvantage	Cost	Page
Fat	-3	B19
Fearfulness	-2/level	B136
Frightens Animals	-10	B137
Gigantism	0	B20
Gluttony	-5*	B137
Greed	-15*	B137
Gregarious	-10	B126
Gullibility	-10*	B137
Ham-Fisted	-5 or -10	B138
Hard of Hearing	-10	B138
Honesty	-10*	B138
Horrible Hangovers	-1	B165
Hunchback	-10	B139
Impulsiveness	-10*	B139
Incompetence	-1	B164
Increased Consumption 1	-10	B139
Intolerance	Variable	B140
Jealousy	-10	B140
Kleptomania	-15*	B141
Klutz	-5	B141
Laziness	-10	B142
Lecherousness	-15*	B142
Loner	-5*	B142
Low Pain Threshold	-10	B142
Magic Susceptibility	-3/level	B143
Minor Handicaps	-1	B165
Miserliness	-10*	B144
Missing Digit	-2 or -5	B144
Nervous Stomach	-1	B165
Night Blindness	-10	B144
No Depth Perception	-15	B145
No Sense of Humor	-10	B146
No Sense of Smell/Taste	-5	B146
Oblivious	-5	B146
Obsession	-5 or -10*	B146
Odious Personal Habits	-5 to -15	B22
On the Edge	-15*	B146
One Eye	-15	B147
Overconfidence	-5*	B148
Overweight	-1	B19
Paranoia	-10	B148
Phobias	Variable*	B148
Post-Combat Shakes	-5*	B150
Pyromania	-5*	B150
Reputation	Variable	B26
Selfish	-5*	B153
Selfless	-5*	B153
Sense of Duty	-2 to -20	B153
Short Attention Span	-10*	B153
Shyness	-5, -10, or -20	B154
Skinny	-5	B18
Slow Healing	-5/level	B155
Social Stigma	-5 to -20	B155
Squeamish	-10*	B156
Stubbornness	-5	B157
Stuttering	-10	B157
Susceptible	Variable	B158
Total Klutz	-15	B141

Continued . . .

Suitable Disadvantages (Continued)

Disadvantage	Cost	Page
Trickster	-15*	B159
Truthfulness	-5*	B159
Unfit	-5	B160
Unluckiness	-10	B160
Unnatural Features	Variable	B22
Very Fat	-5	B19
Very Unfit	-15	B160
Vow	-5 to -15	B160
Wealth	-10, -15, or -25	B25
Weirdness Magnet	-15	B161
Wounded	-5	B162
Xenophilia	-10*	B162

Everyman Skills

Some activities are so common on dungeon crawls that players assume – wrongly – that they're *unskilled* feats. Most dungeon-crawlers should have at least a point in each of the following:

- *Climbing, Hiking, and Stealth*: When the party moves as a group, it's only as good at these things as its *worst* member.
- *First Aid*: For bandaging after fights, especially when the healer is down and there are no healing potions left.
- *Gesture*: Party members often want to communicate basic concepts like "Attack!" and "Distract him while I steal his gold!" without speaking.
- *Observation, Scrounging, or Search*: Spotting clues and loot is vital!

Because dungeon fantasy games have such a narrow focus, the GM may wish to limit Incompetence (p. B164) to the above skills and – when using templates – the primary skills on an adventurer's template.

SUITABLE SKILLS

The GM is free to allow delvers to choose any skill, but high-tech skills aren't appropriate, academic skills mostly suit NPC sages, and *boring* skills (like Accounting) won't be useful in the dungeon . . . which means that players in touch with their inner munchkin won't bother with them. Below is a list of skills that *do* fit hack-and-slash games. Individuals with special powers may possess other, more unusual skills; see *Powers* (p. 21).

An asterisk (*) next to a skill name means that skill requires specialization. The GM may opt to *ignore* specialties in a real-life simple game!

Skill	Type	Page
Acrobatics	DX/H	B174
Acting	IQ/A	B174
Alchemy/TL	IQ/VH	B174

Continued on next page . . .

Suitable Skills (Continued)

<i>Skill</i>	<i>Type</i>	<i>Page</i>
Animal Handling*	IQ/A	B175
Architecture/TL	IQ/A	B176
Area Knowledge*	IQ/E	B176
Armoury/TL*	IQ/A	B178
Axe/Mace	DX/A	B208
Blowpipe	DX/H	B180
Boating/TL*	DX/A	B180
Body Language	Per/A	B181
Body Sense	DX/H	B181
Bolas	DX/A	B181
Bow	DX/A	B182
Boxing	DX/A	B182
Brawling	DX/E	B182
Broadsword	DX/A	B208
Camouflage	IQ/E	B183
Carousing	HT/E	B183
Cartography	IQ/A	B183
Climbing	DX/A	B183
Cloak	DX/A	B184
Connoisseur*	IQ/A	B185
Counterfeiting/TL	IQ/H	B185
Crossbow	DX/E	B186
Current Affairs/TL*	IQ/E	B186
Dancing	DX/A	B187
Detect Lies	Per/H	B187
Diagnosis/TL	IQ/H	B187
Diplomacy	IQ/H	B187
Disguise/TL*	IQ/A	B187
Engineer/TL*	IQ/H	B190
Erotic Art	DX/A	B192
Escape	DX/H	B192
Falconry	IQ/A	B194
Fast-Draw*	DX/E	B194
Fast-Talk	IQ/A	B195
Filch	DX/A	B195
First Aid/TL	IQ/E	B195
Fishing	Per/E	B195
Flail	DX/H	B208
Forced Entry	DX/E	B196
Forgery/TL	IQ/H	B196
Gambling	IQ/A	B197
Games*	IQ/E	B197
Garrote	DX/E	B197
Gesture	IQ/E	B198
Hazardous Materials (Magical)	IQ/A	B199
Heraldry	IQ/A	B199
Hidden Lore*	IQ/A	B199
Hiking	HT/A	B200
Hobby Skill	DX/E or IQ/E	B200
Holdout	IQ/A	B200
Innate Attack*	DX/E	B201
Interrogation	IQ/A	B202
Intimidation	Will/A	B202
Jeweler/TL	IQ/H	B203
Jitte/Sai	DX/A	B208
Judo	DX/H	B203
Jumping	DX/E	B203
Karate	DX/H	B203

Continued . . .

Suitable Skills (Continued)

<i>Skill</i>	<i>Type</i>	<i>Page</i>
Knife	DX/E	B208
Knot-Tying	DX/E	B203
Kusari	DX/H	B209
Lance	DX/A	B204
Lasso	DX/A	B204
Leadership	IQ/A	B204
Leatherworking	DX/E	B205
Lifting	HT/A	B205
Lip Reading	Per/A	B205
Lockpicking/TL	IQ/A	B206
Main-Gauche	DX/A	B208
Meditation	Will/H	B207
Merchant	IQ/A	B209
Mimicry*	IQ/H	B210
Musical Composition	IQ/H	B210
Musical Instrument*	IQ/H	B211
Naturalist*	IQ/H	B211
Navigation/TL*	IQ/A	B211
Net	DX/H	B211
Observation	Per/A	B211
Occultism	IQ/A	B212
Packing	IQ/A	B212
Panhandling	IQ/E	B212
Performance	IQ/A	B212
Pharmacy/TL (Herbal)	IQ/H	B213
Philosophy*	IQ/H	B213
Physiology/TL*	IQ/H	B213
Pickpocket	DX/H	B213
Poetry	IQ/A	B214
Poisons/TL	IQ/H	B214
Polearm	DX/A	B208
Professional Skill	DX/A or IQ/A	B215
Propaganda/TL	IQ/A	B216
Prospecting/TL	IQ/A	B216
Psychology	IQ/H	B216
Public Speaking	IQ/A	B216
Rapier	DX/A	B208
Religious Ritual*	IQ/H	B217
Research/TL	IQ/A	B217
Riding*	DX/A	B217
Running	HT/A	B218
Saber	DX/A	B208
Savoir-Faire (High Society)	IQ/E	B218
Scrounging	Per/E	B218
Seamanship/TL	IQ/E	B185
Search	Per/A	B219
Sex Appeal	HT/A	B219
Shadowing	IQ/A	B219
Shield*	DX/E	B220
Shortsword	DX/A	B209
Singing	HT/E	B220
Skiing	HT/H	B221
Sleight of Hand	DX/H	B221
Sling	DX/H	B221
Smallsword	DX/A	B208
Smith/TL*	IQ/A	B221
Smuggling	IQ/A	B221
Spear	DX/A	B208

Continued on next page . . .

Suitable Skills (Continued)

Skill	Type	Page
Spear Thrower	DX/A	B222
Speed-Reading	IQ/A	B222
Staff	DX/A	B208
Stealth	DX/A	B222
Strategy*	IQ/H	B222
Streetwise	IQ/A	B223
Sumo Wrestling	DX/A	B223
Surgery/TL	IQ/VH	B223
Survival*	Per/A	B223
Swimming	HT/E	B224
Tactics	IQ/H	B224
Teaching	IQ/A	B224
Teamster*	IQ/A	B225
Thaumatology	IQ/VH	B225
Theology*	IQ/H	B226
Throwing	DX/A	B226
Thrown Weapon*	DX/E	B226
Tonfa	DX/A	B209
Tracking	Per/A	B226
Traps/TL	IQ/A	B226
Two-Handed Axe/Mace	DX/A	B208
Two-Handed Flail	DX/H	B208
Two-Handed Sword	DX/A	B209
Urban Survival	Per/A	B228
Ventriloquism	IQ/H	B228
Veterinary/TL	IQ/H	B228
Weather Sense	IQ/A	B209
Whip	DX/A	B209
Wrestling	DX/A	B228
Writing	IQ/A	B228

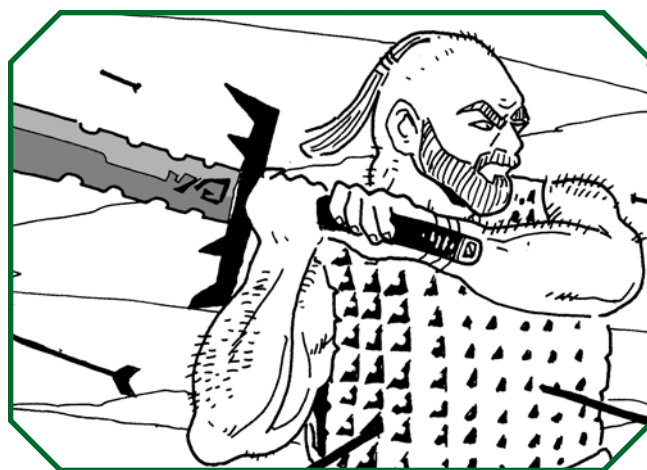
Wildcard Skills

The table above reduces the **Basic Set** list by better than half but still contains over 100 skills. The GM may wish to go one step simpler and assign wildcard skills (p. B175) to the character types represented by the templates on pp. 4-13. If using a template, find the matching wildcard skill below, remove the ordinary skills it covers and related skill Talents (Born War Leader, Green Thumb, Musical Ability, Outdoorsman, etc.) from the template, and spend the points assigned to those things on as much of the wildcard skill as they'll buy.

Barbarian! (IQ). Replaces Camouflage, Disguise (Animals), Mimicry (Animal Sounds, Bird Calls), Naturalist, Navigation (Land), and Weather Sense. Make a HT-based roll for Hiking, Running, or Swimming, or a Per-based roll for Fishing, Survival (any), or Tracking.

Bard! (IQ). Replaces Acting, Current Affairs (any), Diplomacy, Fast-Talk, Heraldry, Musical Instrument (any one), Performance, Poetry, Propaganda, and Public Speaking. Make a HT-based roll for Carousing or Singing, or a Per-based roll for Detect Lies.

Cleric! (IQ). Replaces any Philosophy, Religious Ritual, or Theology skill for the priest's faith, plus Diagnosis, First Aid, Hidden Lore (Demons, Spirits, Undead, etc.), Occultism, Public Speaking, Surgery, and Teaching. Make a Will-based roll for Exorcism or Meditation, or a Per-based roll for Esoteric Medicine (Holy).



Druid! (IQ). Replaces druidic Religious Ritual and Theology skills, as well as Animal Handling (any), Disguise (Animals), Herb Lore, Hidden Lore (any *natural* lore), Naturalist, Pharmacy (Herbal), Veterinary, and Weather Sense. Make a Per-based roll for Esoteric Medicine (Druidic) or any kind of Survival.

Holy Warrior! (IQ). Replaces Leadership, Religious Ritual, Strategy, Tactics, and Theology, as well as Hidden Lore, Physiology, and Psychology specialties pertaining to evil monsters. Make a Will-based roll for Exorcism, Intimidation, or Meditation.

Knight! (DX). Replaces "heavy" Melee Weapon skills (Axe/Mace, Broadsword, Flail, Polearm, Spear, Two-Handed Sword, etc.) and Shield – plus Lance and Riding (Horse), for mounted combat. Make an IQ-based roll for Leadership, Strategy, or Tactics, or when an Armoury or Connoisseur roll is called for to recognize or maintain arms or armor.

Martial Artist! (DX). Replaces Judo, Karate, and any Melee Weapon or Thrown Weapon skill used with "exotic" weapons: Axe/Mace for *kama*, Flail for *nunchaku*, Jitte/Sai, Kusari, Smallsword for *jo*, Staff for *bo*, Thrown Weapon (Shuriken), and Tonfa. Also covers related Fast-Draw skills, and any use of Acrobatics, Climbing, Jumping, or Stealth in combat. Make a Will-based roll for Meditation.

Scout! (IQ). Replaces Camouflage, Cartography, and Navigation (Land); Shadowing, but only when outdoors; and Gesture and Mimicry (Bird Calls) for signaling allies. Make a DX-based roll for Stealth, a HT-based roll for Hiking, or a Per-based roll for Observation, Survival (any), Tracking, or any use of Traps to *spot* traps.

Swashbuckler! (DX). Replaces Fast-Draw, Melee Weapon, and Thrown Weapon skills for *one-handed blades* – Broadsword, Fast-Draw (Knife or Sword), Knife, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, and Thrown Weapon (Knife). Also covers Boxing, Brawling, Cloak, Shield, and Wrestling, and any use of Acrobatics, Climbing, Jumping, or Stealth in combat.

Thief! (DX). Replaces Climbing, Escape, Filch, Forced Entry, Pickpocket, Sleight of Hand, and Stealth. Make an IQ-based roll for Holdout, Lockpicking, Shadowing, Smuggling, Streetwise, or Traps, or for Gesture to signal allies. Make a Per-based roll for Search or Urban Survival.

Wizard! (IQ). Replaces Alchemy, Hazardous Materials (Magical), Hidden Lore (any *magical* specialty), Occultism, Research, Speed-Reading, Teaching, Thaumatology, and Writing. Make a DX-based roll for Body Sense or Innate Attack when spellcasting, or a Will-based roll for Meditation.

CHAPTER THREE

SPELLS

Spells in a dungeon fantasy game use the rules in Chapter 5 of the *Basic Set* and in *GURPS Magic*, with the exceptions noted below for specific types of magic.

CLERICAL SPELLS

Clerical magic emanates from the gods, and differs from standard wizardly magic in three ways:

- Clerics require Power Investiture (p. B77), not Magery. Whenever the rules refer to Magery level (e.g., *Magery and Effect*, p. B237), use the cleric's Power Investiture level instead. The GM should let clerics buy up to at least Power Investiture 6 in play.
- Clerical spells are affected by *sanctity*, not mana. Sanctity is "normal" everywhere but in areas that are specially cursed (no or low sanctity) or blessed (high or very high sanctity). These levels affect holy magic just like mana levels affect wizardly magic.
- Clerical spells don't have prerequisites beyond a minimum Power Investiture level, or require study to learn. To acquire one, the cleric prays and spends a point. Available spells are limited, though. A recommended spell list for dungeon fantasy:

PI 1: Armor, Aura, Body-Reading, Bravery, Cleansing, Coolness, Detect Magic, Detect Poison, Final Rest, Lend Energy, Lend Vitality, Light, Might, Minor Healing, Purify Air, Purify Water, Recover Energy, Sense Life, Sense Spirit, Share Vitality, Shield, Silence, Stop Bleeding, Test Food, Thunderclap, Umbrella, Vigor, Warmth, and Watchdog.

PI 2: Awaken, Clean, Command, Compel Truth, Continual Light, Create Water, Glow, Great Voice, Healing Slumber, Major Healing, Peaceful Sleep, Persuasion, Purify Food, Relieve Sickness, Remove Contagion, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Resist Pressure, Restore Hearing, Restore Memory, Restore Sight, Restore Speech, Seeker, Soilproof, Stop Spasm, Summon Spirit, Truthsayer, Turn Spirit, Turn Zombie, and Wall of Light.

PI 3: Affect Spirits, Astral Vision, Breathe Water, Command Spirit, Create Food, Cure Disease, Dispel Possession, Flaming Weapon, Great Healing, Magic Resistance, Neutralize Poison, Oath, Relieve Madness, Relieve Paralysis, Repel Spirits, Restoration, See Secrets, Silver Tongue, Stone to Flesh, Stop Paralysis, Strengthen Will, Sunbolt, Sunlight, Suspended Animation, Water to Wine, and Wisdom.

PI 4: Astral Block, Banish, Cleansing, Continual Sunlight, Dispel Magic, Divination, Essential Food, Gift of Letters, Gift of Tongues, Instant Neutralize Poison, Instant

Restoration, Monk's Banquet, Regeneration, Suspend Curse, and Vigil.

PI 5: Bless, Curse, Earthquake, Entrap Spirit, Instant Regeneration, Pentagram, Remove Curse, Storm, and Suspend Mana.

PI 6: Bind Spirit, Drain Mana, Planar Summons (Divine Servitor), Sanctuary, and Resurrection.

DRUIDIC SPELLS

Druidic spells are the work of invisible natural spirits bound to the druid by his gods. They function like clerical spells (above), except as follows:

- They require Power Investiture (Druidic), not regular Power Investiture.
- They're influenced by nature's strength rather than by sanctity. They're at full skill in healthy wilderness, natural caves, etc.; -1 in despoiled wild places such as mines or clear-cut forests; -3 in cities and cut-stone tunnels; -5 amidst ordinary pollution; and -10 in a poisoned wasteland.
- They use a different list:

PI 1: Beast-Rouser, Beast-Soother, Detect Magic, Detect Poison, Extinguish Fire, Find Direction, Hawk Vision, Identify Plant, Master, No-Smell, Purify Air, Purify Earth, Purify Water, Quick March, Recover Energy, Seek Coastline, Seek Earth, Seek Food, Seek Pass, Seek Plant, Seek Water, Sense Life, Tell Position, and Umbrella.

PI 2: Animal Control, Beast Link, Beast Seeker, Beast Speech, Bless Plants, Cure Disease, Fog, Frost, Heal Plant, Hide Path, Know Location, Light Tread, Mystic Mist, Neutralize Poison, Pathfinder, Plant Growth, Plant Vision, Pollen Cloud, Predict Earth Movement, Predict Weather, Purify Food, Repel Animal, Rider, Rider Within, Shape Air, Shape Earth, Shape Plant, Shape Water, Spider Silk, Wall of Wind, Weather Dome, and Windstorm.

PI 3: Animate Plant, Beast Summoning, Blossom, Breathe Water, Clouds, Conceal, Create Plant, False Tracks, Forest Warning, Freeze, Instant Neutralize Poison, Melt Ice, Plant Control, Plant Sense, Plant Speech, Protect Animal, Rain, Rain of Nuts, Rejuvenate Plant, Remember Path, Resist Cold, Resist Lightning, Resist Pressure, Snow, Snow Shoes, Summon Elemental, Swim, Tangle Growth, Walk Through Plants, Walk Through Wood, Water Vision, Waves, Whirlpool, and Wind.

PI 4: Beast Possession, Blight, Body of Slime, Body of Water, Body of Wind, Body of Wood, Control Elemental, Create Animal, Create Spring, Dispel Magic, Dry Spring, Frostbite, Hail, Lightning, Plant Form, Sandstorm, Shapeshifting, Storm, Strike Barren, Tide, and Wither Plant.

Spell vs. Spell

Spells that affect other spells work normally on any type of magic, regardless of the kinds of spellcasters involved. Clerics, druids, and wizards can all learn Detect Magic and Dispel Magic, and use them on magic worked by other sorts of casters. The same logic applies to wizards who know Spell Shield, Ward, etc. – such things can block clerical and druidic spells. Clerics and druids can't usually return the favor, though; they *borrow* their magic, while wizards know how it works. They can, of course, smite the wizard or feed him to bears.

Spell vs. Power

Spells *can't* normally interfere with powers. Chi Mastery (p. 21) isn't magic, but a form of inner strength. Druidic Arts (p. 22) and Holy Might (p. 22) are divine power immanent, not merely borrowed magic. Bard-Song (p. 21) is the exception – it *is* magic, and subject to being detected, dispelled, etc., by spells. A bard's abilities resist at a level equal to his skill with Musical Instrument or Singing, as applicable, plus his Bardic Talent.

Magic Resistance

Magic Resistance works against clerical, druidic, and wizardly spells.

PI 5: Alter Terrain, Arboreal Immurement, Create Elemental, Entombment, Partial Shapeshifting, Permanent Beast Possession, Permanent Shapeshifting, Plant Form Other, and Shapeshift Others.

PI 6: Earthquake, Geyser, Move Terrain, and Volcano.

WIZARDLY SPELLS

Wizards use the magic system as written. They require Magery, and should be allowed to buy up to at least Magery 6 in play. Wizards *do* have to learn prerequisites and *don't* have limited spell lists, but several spells are off-limits (unless the GM makes an exception):

- Aside from Lend Energy and Recover Energy, Healing spells are the dominion of clerics. Wizards may only learn Healing spells that either belong to another college as well or are in the *only* prerequisite path to a spell in a different college (e.g., Zombie requires Lend Vitality, so a wizard could learn it). In the latter case, if *any* other path exists, the wizard must take it instead.

- Animal, Plant, and Weather spells are the preserve of druids. Again, wizards may only learn such magic as part of another college or when a spell from another college absolutely *requires* it.

- Enchantment spells are the sphere of sage NPC enchanters, who don't share their secrets. If you want a magic sword and can't afford one, go look in a dungeon . . .

- Spells that permit teleportation and time manipulation tend to ruin dungeon fantasy, where time constraints, physical barriers, and keeping the party together are among the most important challenges. These include Accelerate Time, Create Gate, Rapid Journey, Slow Time, Suspend Time, Teleport, Teleport Other, Time Out, Timeport, and Timeport Other. Evil NPC archmages sometimes *do* know these spells! Life isn't fair.

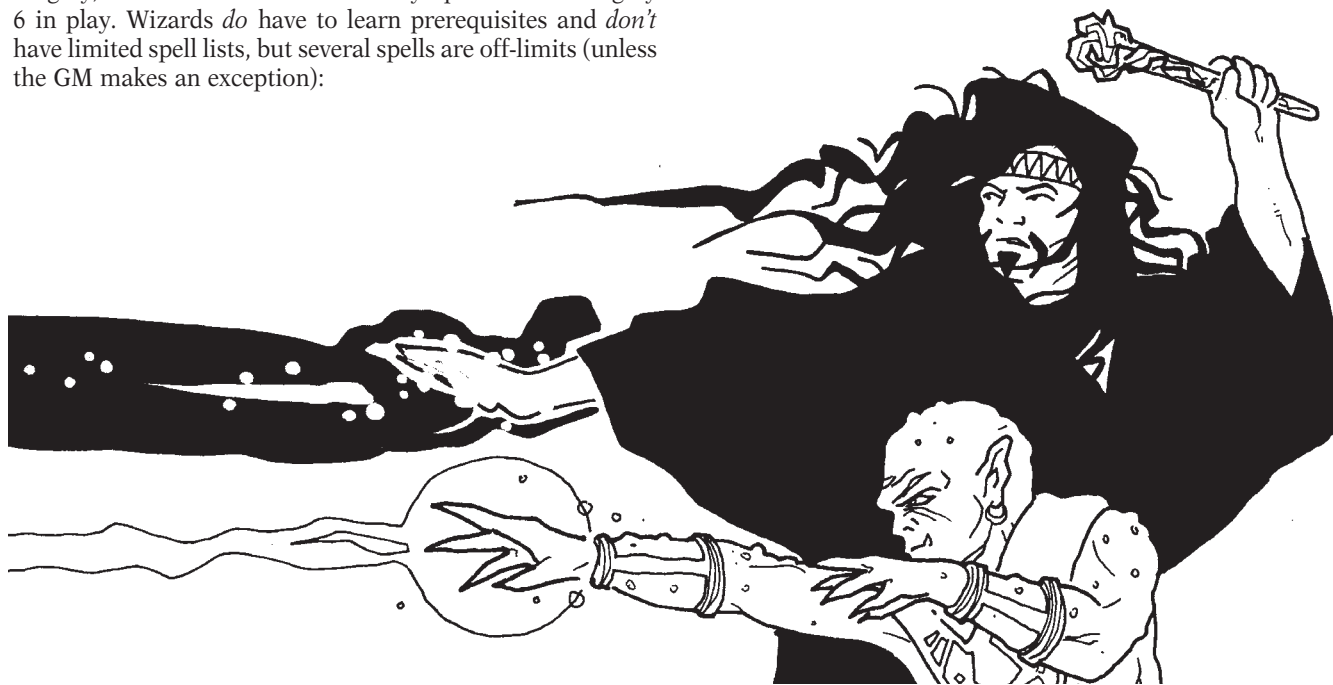
- Radiation spells don't suit dungeon fantasy, so they don't exist for *anyone*.

Other spells need *changes* to be balanced in dungeon fantasy:

- "Create" spells that materialize permanent matter tend to destroy the economy. If delvers could create wealth, why would they raid dungeons? Such spells last for a day.

- Enlarge is too good for the energy cost. It costs 15 FP per +1 SM.

- To keep Invisibility from completely upstaging thieves, the spell ends *instantly* if the subject attacks, casts a combat spell, or otherwise does anything more violent than moving around, spying, and stealing. Reduce energy cost from 5/3 to 4/2 to compensate.



CHAPTER FOUR

POWERS

Certain abilities of fantasy adventurers are best represented using powers similar to the psionic powers on pp. B254-257. This is partly because they're more like innate gifts than learned arts and partly because a game with many different kinds of abilities makes it easier for each PC in the party to find his niche – a dungeon fantasy tradition. A power has three components:

1. A set of advantages, the power's *abilities*.
2. A special limitation, the *power modifier* (abbreviated "PM"), which applies to all abilities.
3. A *Talent* that makes the power work better by adding to all rolls against attributes, secondary characteristics, or skills to use the abilities.

As well, in a dungeon fantasy campaign, certain unusual skills are restricted to people who possess a particular power (individuals who've spent points on that power's abilities and/or Talent). This is about niche protection again! If the GM gives *everybody* access to Musical Influence and Power Blow, for instance, then bards and martial artists won't be as distinctive and useful.

For *much* more on powers, see **GURPS Powers**.

BARD-SONG

This is the power of magical song. Its abilities are subject to the Bard-Song limitation. Rolls to use them are made at a bonus equal to the bard's Bardic Talent level.

Power Modifier: Bard-Song

-30%

Bard-Song abilities require the bard to sing or play a musical instrument at skill 14+; all effects end immediately if he stops. Anything that affects others only works on targets who can hear the music, while any messages or instructions the bard sends have to be hidden in song. Bard-Song abilities are also subject to the constraints on wizardly magic: they need mana to work, Dispel Magic can end their ongoing effects, and modifiers such as the -5 for low mana and penalties for Magic Resistance apply to rolls to use them.

Bard-Song Abilities

Empathy (PM, -30%) [11]; Mimicry (PM, -30%) [7]; Mind Control (PM, -30%) [35]; Rapier Wit (PM, -30%) [4]; Speak With Animals (PM, -30%) [18]; Subsonic Speech (PM, -30%) [7]; Telecommunication (Telesend; PM, -30%) [21]; Terror (PM, -30%) [21]; and Ultrasonic Speech (PM, -30%) [7].

Bardic Talent

8 points/level

Bardic Talent both adds to Bard-Song rolls *and* lets the bard cast Communication and Empathy and Mind Control spells (only!) as if he were a wizard who had the same level of Magery with the Song limitation.



Bardic Skills

Those with *any* points in Bard-Song can learn Captivate (p. B191), Hypnotism (p. B201), Musical Influence (p. B210), Persuade (p. B191), Suggest (p. B191), and Sway Emotions (p. B192).

CHI MASTERY

This power channels the user's life energy, or *chi*. All of its abilities have the Chi limitation. Rolls to use them enjoy a bonus equal to the wielder's Chi Talent level.

Power Modifier: Chi

-10%

Chi abilities depend on special diet, exercise, and meditation. The user must take the disadvantage Disciplines of Faith (Chi Rituals) [-10] to reflect this. Each day, roll 1d; this is how many hours *less* he has for sleep, standing watch, etc. Moreover, he must pay double for rations, which reflects not just an unusual diet, but incense, ointments, etc. If deprived of these things, or if he fails to sacrifice the necessary time, he must take a day out to rebalance his chi. His entire power will immediately burn out for 1d days if called upon before he does this.

Chi Abilities

Catfall (PM, -10%) [9]; Damage Resistance 1 or 2 (PM, -10%; Tough Skin, -40%) [3 or 5]; Danger Sense (PM, -10%) [14]; Enhanced Move 0.5 or 1 (Ground; PM, -10%) [9 or 18]; Extra Attack 1 or 2 (PM, -10%) [23 or 45]; Metabolism Control 1 to 5 (PM, -10%) [5 to 23]; Perfect Balance (PM, -10%) [14]; Regeneration (Slow, Regular, or Fast; PM, -10%) [9, 23, or 45]; Resistant to Metabolic Hazards (+3) or (+8) (PM, -10%) [9 or 14]; Striking ST 1 or 2 (PM, -10%) [5 or 9]; and Super Jump 1 or 2 (PM, -10%) [9 or 18].

Chi Talent

15 points/level

Chi Talent adds to both Chi Mastery rolls *and* the special chi skills below. In general, a power's Talent *doesn't* add to its special skills – this one is an exception!

Chi Skills

Those with *any* points in Chi Mastery can learn Autohypnosis (p. B179), Blind Fighting (p. B180), Body Control (p. B181), Breaking Blow (p. B182), Breath Control (p. B182), Esoteric Medicine (Chi) (p. B192), Flying Leap (p. B196), Immovable Stance (p. B201), Invisibility Art (p. B202), Kiai (p. B203), Light Walk (p. B205), Mental Strength (p. B209), Mind Block (p. B210), Parry Missile Weapons (p. B212), Power Blow (p. B215), Pressure Points (p. B215), Pressure Secrets (p. B215), Push (p. B216), Throwing Art (p. B226), and Zen Archery (p. B228).

DRUIDIC ARTS

This power emanates from nature itself. Its abilities must be bought with the Druidic limitation. Rolls made for them get a bonus equal to the user's Druidic Talent level.

Power Modifier: Druidic

-10%

In areas where nature is weak, druidic abilities take the same penalties to success rolls that druidic spells suffer; see *Druidic Spells* (p. 19). Abilities that don't require a success roll instead lose 10% of their potency – Ally point value, DR, etc. – per -1 (round *down*).

Druidic Abilities

Allies (Nature spirit or powerful totem beast of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Animal Empathy (PM, -10%) [5]; Channeling (PM, -10%; Specialized, Nature Spirits, -50%) [4]; Damage Resistance 1 or 2 (Limited, Elemental, -20%; PM, -10%) [4 or 7]; Detect (PM, -10%) for all plants [18], all animals [18], or anything alive [27]; Medium (PM, -10%; Specialized, Nature Spirits, -50%) [4]; Mind Control (Animals Only, -25%; PM, -10%) [33]; Plant Empathy (PM, -10%) [5]; Speak With Animals (PM, -10%) [23]; Speak With Plants (PM, -10%) [14]; and Terrain Adaptation (PM, -10%) [5] for ice, mud, snow, or other weather-related conditions.

Druidic Talent

5 points/level

Each level of Power Investiture (Druidic) costs 10 points, *includes* a level of Druidic Talent, and thus adds to both druidic spells *and* rolls for Druidic abilities. Spellcasting druids should buy that advantage – not this one.

Druidic Skills

Those with *any* points in Druidic Arts can learn Esoteric Medicine (Druidic) (p. B192) and Herb Lore (p. B199).

HOLY MIGHT

This power is granted by the user's patron deity. Its abilities have the Holy limitation. Any rolls necessary to use them receive a bonus equal to the user's Holiness.

Power Modifier: Holy

-10%

Holy abilities depend on the possessor living a virtuous life. He must adopt a moral code worth -10 points: Honesty (12), Sense of Duty (Coreligionists), a major Vow, etc. If he transgresses, he loses his power – although his god won't endanger him unless the sin is terrible. To recover his power, he must offer *significant* penance: coin and goods equal to starting money (\$1,000), a full month of fasting, a major quest, etc.

Holy Abilities

Allies (Divine servant of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Blessed (PM, -10%) [9]; Detect (PM, -10%) for evil [18], good [18], or supernatural beings [18]; Healing (Faith Healing, +20%; PM, -10%) [33]; Intuition (PM, -10%) [14]; Oracle (PM, -10%) [14]; Patron (Deity; 6 or less; Highly Accessible, +50%; PM, -10%; Special Abilities, +100%) [36] or (9 or less) [72]; Resistant to Evil Supernatural Powers (+3) or (+8) (PM, -10%) [5 or 9]; Spirit Empathy (PM, -10%) [9]; and True Faith (PM, -10%; Turning*, +65%) [24].

* Take a Concentrate maneuver and roll a Quick Contest of Will with any undead or evil spirit in sight. If you win or tie, the creature can't come closer than yards equal to your margin of victory (minimum one yard). If it's closer already, it must move away. Effects endure for as long as you concentrate and for 1d seconds afterward.

Holiness

5 points/level

This is the Talent for Holy Might, and is normally bought by holy warriors. Clerics buy Power Investiture instead, at 10 points/level. Each level of Power Investiture both adds to clerical spells *and* counts as a level of Holiness.

Holy Skills

Those with *any* points in Holy Might can learn Esoteric Medicine (Holy) (p. B192) and Exorcism (p. B193).

CHAPTER FIVE

GEAR

Heroes need lots of *stuff* to be self-sufficient. An exhaustive guide to everything seen in fantasy would fill volumes, but these equipment lists strive to cover everything vital to beginners. Many items aren't realistic – they're aimed at *dungeon fantasy*. They might be unbalancing in more sensible campaigns!

While *dungeon* crawls gleefully knife realism and leave it to twitch, it's customary to track money, encumbrance, arrows, healing potions, etc. Half the fun is pulling off coups in resource management. The other half is hauling back as much booty as you can carry! Thus, everything here has a detailed cost, weight, number of uses, etc.

BASICS

These items are fairly realistic, unlikely to require GM control, and available in most cities and good-sized towns. Some equipment from the **Basic Set** appears here for quick access and to separate it from high-tech gear.

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, 3 lbs.

Fishhooks and Line. Basic equipment for Fishing skill. Needs a pole. \$50, 0.1 lb.

Group Basics. Basic equipment for Cooking and Survival skill for a group – cook pots, rope, hatchet, etc., for 3-8 campers. \$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 (coins, personal basics, etc.). \$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, arctic adventures, etc. \$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-Man. Includes ropes; no poles needed. \$50, 5 lbs.

Tent, 2-Man. Includes ropes; requires one 6-foot pole. \$80, 12 lbs.

Tent, 4-Man. Includes ropes; requires 2 poles. \$150, 30 lbs.

Tent, 20-Man. Includes ropes; requires 16 poles. \$300, 100 lbs.

Wineskin. Holds 1 gallon of liquid (8 lbs. if water). \$10, 0.25 lb.

Buying (and Selling) Gear

Since a delver's kit is as important as his abilities, he'll want to start with good gear and sell loot to afford even better stuff. Thus, *dungeon fantasy* needs clear rules for *buying* and *selling*.

Starting Money

Average starting money is \$1,000, *all* of it available for gear. Delvers may be Dead Broke (\$0), Poor (\$200), Struggling (\$500), Comfortable (\$2,000), Wealthy (\$5,000), or Very Wealthy (\$20,000) at the usual point costs. Filthy Rich is off-limits – nobody that rich would raid dungeons!

Signature Gear

Any adventurer may designate a nonexpendable item as Signature Gear and pay 1 point (*instead* of cash) per \$500 in value. This makes it part of his abilities, buying the GM's word that he won't often be without it. The GM *might* allow such gear to be magically "hexed" and irremovable.

Extra Money

Trading Points for Money (p. B26) is common among delvers. Since Signature Gear is worth \$500/point, it's fair to give the same oomph to those blowing points on things that *do* risk being broken or worn out. Each point sacrificed yields \$500 – not merely \$100 – in extra starting money. Dead Broke PCs *cannot* do this! To encourage adventurers to go on adventures, this option isn't available after the campaign begins.

Wealth in Play

"Society" can be summed up as "town, where we buy and sell stuff." To give Wealth impact once play begins, assume that it represents business contacts. For all loot except coin and gems, it determines the percentage of an item's new price that the adventurer can get when *selling*: 0% if Dead Broke, 10% if Poor, 20% if Struggling, 40% if Average, 60% if Comfortable, 80% if Wealthy, or 100% if Very Wealthy.

Combat Accessories

Hip Quiver. Holds 20 arrows or bolts. \$15, 1 lb.

Hip Quiver, Large. Holds 50 arrows or bolts. Two compartments. \$30, 2 lbs.

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. Holds 400 lbs. or 5 cubic feet of loot. Has brackets for two poles; add Basic Lift of carriers to assess encumbrance. 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 blood, etc. DR 1, HP 1. \$5, 0.25 lb.

Light Sources

Candle, Beeswax. Sufficient to read by. Lasts 24 hrs. \$5, 1 lb.

Candle, Tallow. Smell may attract monsters! Lasts 12 hrs. \$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 hr. \$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 mana organs, eyeballs, etc., from dead monsters without ruining them. \$300, 15 lbs.

Miscellaneous Hardware

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, etc. \$1, 0.5 lb.

Ladder, 10'. Wooden. For scaling walls and crossing chasms. \$25, 15 lbs.

Pole, 6'. For lifting chests, pitching tents, prodding traps, etc. \$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 items are used mainly by bards. Everything but the whistle is suitable for Bard-Song (p. 21). No special ability is needed simply to *make noise*!

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! Two-handed; speech is impossible. \$100, 2 lbs.

Stringed. Cittern, lute, oud, etc. Two-handed. \$150, 5 lbs.

Whistle. For signaling – *not* suitable for Bard-Song. \$5, 0.1 lb.

Woodwind. Bamboo flute, tin whistle, or similar. Two-handed; speech is impossible. \$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, etc., in (DR + HP) minutes. \$40, 1 lb.

Hatchet. For Forced Entry, cutting firewood, etc. Treat as a hatchet in combat, at -1 to skill. \$15, 2 lbs.

Mallet. For Forced Entry, driving iron spikes, staking vampires, etc. Treat as a small mace in combat, at -1 to skill. \$15, 3 lbs.

Pickaxe. Improves digging speed. \$15, 8 lbs.

Saw. Used to hack off valuable horns, tusks, etc. \$150, 3 lbs.

Shovel. Speeds up digging. \$12, 6 lbs.

Tool Kit, Backpack. Basic equipment for *one* of Armoury, Smith, etc. Other skills 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

Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps 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, particular races, etc. Delvers may start out with them – but to obtain them in play, they'll have to visit a metropolis, shop at a traveling bazaar (and doubtless pay *criminal* prices), or find them as treasure.

Adventure-Wear

Anti-Garrote Collar. Gives +4 DR vs. strangling and garrotting damage (but *not* neck blows). Can be worn with armor. \$35, 1 lb.

Delver's Webbing. Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Reaching 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. Shuttered, *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 or *two* potion vials. 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.

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.

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 Essential 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.

Combat Accessories

Bandoleer. Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). 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 edged weapons +1 damage for sharpness with first blow that connects after sharpening (1 minute/weapon). \$500, 1 lb.

Covert Ops and Security Gear

Bit and Brace. Useful for drilling peepholes. Does sw-2(2) pi++ per second to wood. \$120, 5 lbs.

Caltrops. Take a Ready maneuver to deploy. Victims who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thr-3 imp – based on *his* ST – to the foot. Caltrops that penetrate DR continue to do damage each turn 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.

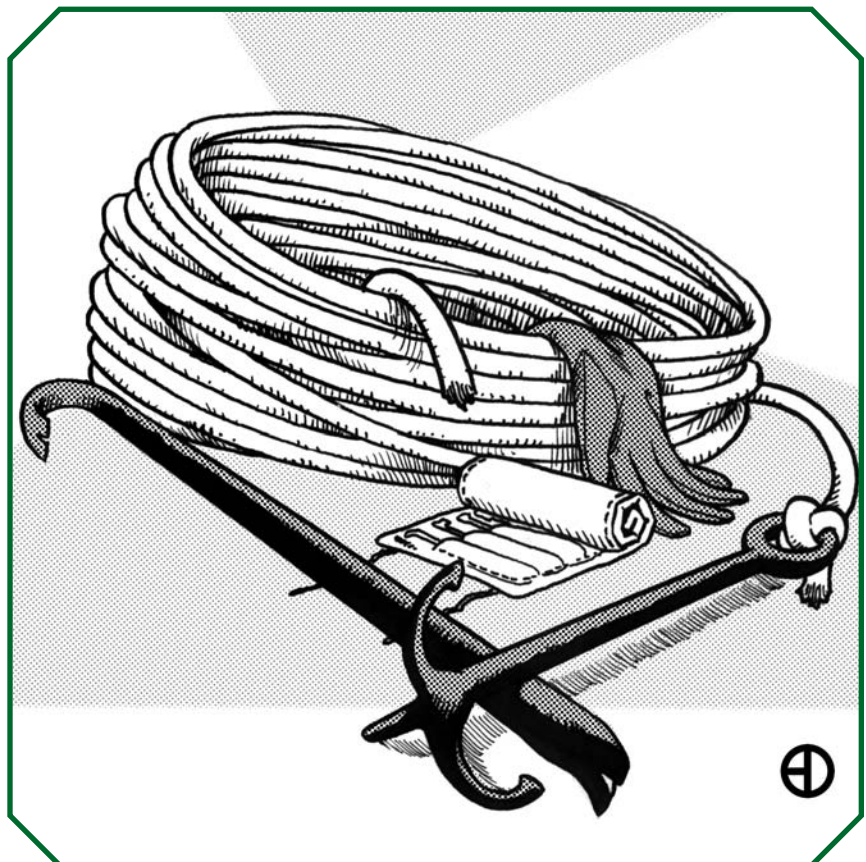
Giant Spider Silk Cord. Supports 360 lbs. Per 10 yards: \$100, 0.5 lb.

Grapnel. 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.

Nageteppe, Flash. When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn. \$40, 0.2 lb.

Nageteppe, Smoke. When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds. \$40, 0.2 lb.



Padlocks. For chests, strongboxes, etc. Cheap ones have DR 3, HP 4, and give +5 to Lockpicking; \$20, 1 lb. Good ones have DR 6, HP 5, and give no Lockpicking modifier; \$400, 2 lbs. Fine ones have DR 12, HP 5, and give -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 sw+3d+1 cr 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, etc., at a penalty equal to barrier's (DR + HP)/5. \$100, 2 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 cr, ST 8; \$80, 2.5 lbs. Man trap: 1d+1 cr, ST 12; \$180, 6 lbs. Monster trap: 1d+3 cr, ST 16; \$320, 11 lbs.

Esoteric Supplies

Backpack Alchemy Lab. Basic equipment for identifying potions and magic items with Alchemy skill; -2 to brew potions in the field. \$1,000, 10 lbs.

Healer's Kit. Basic equipment for one specialty of Esoteric Medicine skill. Also gives +1 to First Aid skill. \$200, 10 lbs.

Holy Symbol. Ordinary religious symbol made of wood, cheap metal, etc., and blessed only by user's personal faith. \$50, 1 lb.

Holy Symbol, Blessed. Sanctified by a high priest. Gives +1 to rolls for Exorcism, True Faith, etc. (but *not* clerical spells). \$250, 1 lb.

Holy Symbol, High. Sanctified by head of religious order. Gives +2 to rolls for Exorcism, True Faith, etc. \$1,000, 1 lb.

Holy Water. Small bottle holds enough (1/2 pint) to damage an unholy creature with a suitable Weakness. Hurl it using the "grenade" rules; see *Concoctions* (p. 28). \$15, 1 lb.

Information

Manual. Allows default rolls for one "information" skill that normally has *no* default – Alchemy, Hidden Lore, etc. 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, forest, etc. *Unreliable* maps are cheaper. \$100+, 0.1 lb.

Tome. As manual, but *also* gives those who know the skill +1 to identify items, do research, etc. \$500, 12 lbs.

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.

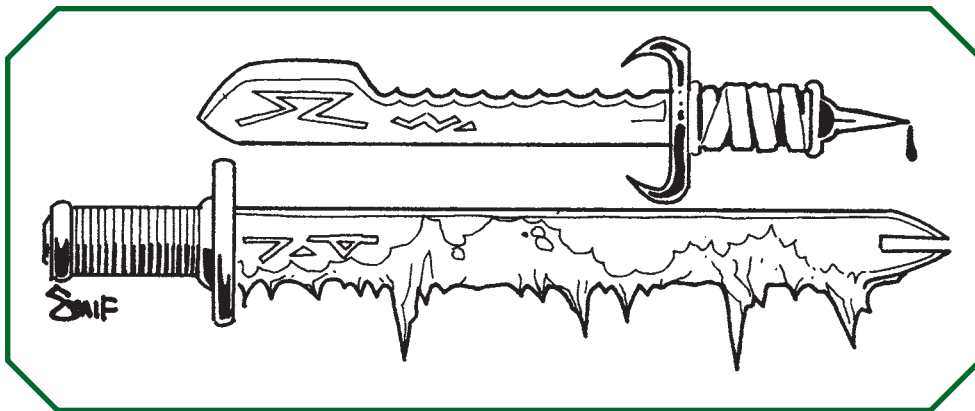
Burning Glass. Sets fires – but only in sunlight. \$40, 0.25 lb.

Corrective Spectacles. Mitigator for Bad Sight. Large and heavy, like bottle-bottoms. Give DR 1 to eyes, but break if this is penetrated! \$150, 0.5 lb.

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.

Telescope. Gives Telescopic Vision 1 (2× magnification). \$500, 6 lbs.

Tinted Goggles. "Alchemist's goggles" grant Protected Vision, at the cost of -5 to Vision rolls. Give DR 1 to the eyes, but break if this is penetrated! \$150, 0.5 lb.



WEAPONS

All of the TL0-4 weapons on pp. B271-277 are available in dungeon fantasy games – including TL4 blades normally not found in "medieval" settings (bards, swashbucklers, and thieves *prefer* these). Players with **GURPS Martial Arts** may buy its TL0-4 weapons, too, regardless of culture of origin.

Delvers can apply several modifiers to improve their weapons. These are "stackable" unless noted otherwise, but some are restricted to specific weapon types. Each modifier has a "cost factor" (CF); to find final cost, simply multiply list cost for a good-quality weapon by (1 + total CF).

Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt etc.), or +1 Acc with a blowpipe, bow, or crossbow. All weapons except sticks and improvised weapons: +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 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, *and* +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing- or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/thrown weapons: +9 CF.

Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, 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. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

Silver*†: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.

Very Fine*: -2 to odds of breakage *and* +2 to 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.

Weapons for Giants

An SM +1 fighter, such as a barbarian with Gigantism, may use an oversized weapon. Multiply the weapon's listed damage bonus by 1.5 and round *down*, but always add at least +1; e.g., sw-2 becomes sw-1, while sw+4 becomes sw+6. Also multiply ST and *final* weight and cost, after all modifiers, by 1.5!

SHIELDS

All of the shields on p. B287 exist in dungeon fantasy. As with weapons, it's possible to apply modifiers to shields, including bucklers but *not* cloaks; these have "cost factors" (CF) that affect cost according to the rules for weapons (p. 26). Since shield damage is too complex to be *fun* in dungeon fantasy, none of these modifiers affect shield breakage.

Balanced: +1 to Shield skill. +4 CF.

Dwarven*†: Made of hefty iron. When ignoring shield damage, the primary effect is to give +1 to shield-bash damage (cumulative with +1 for spikes, if any). *Doubles* weight! +4 CF.

Fine†: Shield has the same DB, but only 3/4 its usual weight: +9 CF.

Meteoric*†: Resists magic as for the weapon modifier (above), gives +1 to shield-bash damage (cumulative with +1 for spikes, if any), and *doubles* weight. +99 CF.

Mirrored: Polished or silvered to reflect gaze attacks. A successful Block against a Vision-Based attack allows an immediate Shield roll to redirect the curse onto anyone within its usual range. Rolls to resist reflected gazes are at +3. Dwarven, meteoric, or orichalcum shields: +2 CF. Other shields: +6 CF.

Orichalcum*†: Shield offers the same DB, but has only 2/3 its usual weight and gives non-orichalcum weapons +2 to odds of breakage when parrying a shield bash. +149 CF.

Ornate: Impresses plebes exactly as for the weapon modifier (p. 26): +1 to reactions for +1 CF, +2 for +4 CF, and +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

All of the TL0-4 armor on pp. B283-284 is fair game in a dungeon fantasy campaign. Many modifiers are available to improve armor; these have "cost factors" (CF) that affect cost as explained for weapons (p. 26). *Most* modifiers are specific to particular kinds of armor.

Dragonhide*: Any *hard leather* armor (DR 2) can be dragonhide. This provides from +1 to +4 DR, depending on the dragon's age (elder dragonhide has up to +7 DR, but isn't for sale). It also gives -3 reactions from dragons! Weight and cost depend on DR bonus (treat "neg." weight as 0.5 lb to begin with): +1 DR is 1.25 times weight and +37 CF; +2 DR is 1.5 times weight and +44 CF; +3 DR is 1.75 times weight and +52 CF; and +4 DR is 2 times weight and +59 CF.

Dwarven*: Dwarves can forge any DR 6-7 *plate* armor to be extra-thick. This raises weight: +1 DR weighs 1.2 times as much, +2 DR weighs 1.4 times as much, and +3 DR weighs 1.6 times as much. Cost depends on DR bonus: +1 DR is +1 CF, +2 DR is +2 CF, and +3 DR is +3 CF.

Elven: Elven mail uses the higher DR listed for the base armor against *all* damage – don't reduce its DR vs. crushing blows. Any *mail*: +3 CF.

Fine*: Expertly fitted, with no waste material. Offers full DR at 3/4 the usual weight. Only fits wearers whose height *and* weight match the original owner's! Any armor: +9 CF.

Giant Spider Silk: Improves *cloth* armor from DR 1 to DR 2, and allows it to be worn under other armor, for +2 DR, without the DX penalty for layering. +99 CF.

Meteoric†: Resists magic as for the weapon modifier (above). Any *metal* armor: +19 CF.

Orichalcum*†: Provides full DR at just 1/3 the usual weight! Any *bronze plate* armor (assume that gauntlets and sollerets can be bronze): +29 CF.

Ornate†: Dress to impress, exactly as for the weapon modifier (p. 26). Any armor: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

Spiked: Lets the wearer roll DX-4 to stab *each* foe in close combat with him for 1d-2 imp, once per turn, as a free action. Anyone who strikes him with an unarmed attack is hit immediately and automatically – and a bite, slam, or Constriction Attack means that attacker suffers *maximum damage* (4 points). Any *plate* armor: +2 CF.

Thieves'†: Blackened mail woven for maximum flexibility and minimum noise. *Ignore* its weight for encumbrance purposes when making Climbing and Stealth rolls. Any *mail*: +3 CF.

* Weight effects multiply together; e.g., dwarven plate with +3 DR (1.6 times weight) of fine quality (3/4 weight), weighs 1.2 times as much as usual.

† Meteoric and orichalcum are mutually exclusive.

‡ Thieves' mail cannot be ornate.

Armor for Giants

For armor that's large enough to fit an SM +1 user – such as a barbarian with Gigantism – double the *final* cost and weight, after all modifiers.

CONCOCTIONS

Dungeon fantasy wouldn't be complete without delvers swilling healing and strength potions – and hurling acid and flaming goo in battle. These concoctions require a Ready maneuver or a Fast-Draw (Potion) roll to remove from delver's webbing (p. 25) or a potion belt (p. 25), 1d seconds to dig out of a pouch. They come in four classes (weights include container):

Bundle: A bunch of herbs for repelling monsters. Once in hand, the user must actively brandish it by taking Ready maneuvers. 0.25 lb.

Power Items

GURPS Magic introduces Powerstones: objects (often gems) that hold extra FP for spells. These come with complexities that don't suit dungeon crawls. In dungeon fantasy, any spellcaster may instead designate *one* thing he owns – holy symbol, staff, etc. – as his “power item.” It holds extra FP for casting spells, and when they're gone, they're gone (like a Manastone, for those with **Magic**). The maximum FP it can hold depends on its value as a *nonmagical* item:

Value	FP	Value	FP	Value	FP
\$50	1	\$1,400	9	\$4,900	17
\$120	2	\$1,700	10	\$5,500	18
\$220	3	\$2,000	11	\$6,200	19
\$340	4	\$2,400	12	\$7,000	20
\$490	5	\$2,800	13	\$12,000	25
\$670	6	\$3,300	14	\$18,000	30
\$880	7	\$3,800	15	\$26,000	35
\$1,100	8	\$4,300	16	\$37,000	40

For in-between values, use the next-highest amount. An ordinary \$10 staff will hold 1 FP; a fine, ornate staff worth \$120, 2 FP; and a \$1,000 high holy symbol, 8 FP. Casters *can* buy jewelry of any value, add gems to items, etc., to qualify for better power items.

A caster must pay \$5/FP (to the temple, guild, or whatever) for the “charge” in his power item. He can “top it up” at this cost whenever he's in the city. He has to do the same thing to change power items; e.g., if he finds a bejeweled ring worth \$10,000 and wants to put 25 FP in it, he must visit town and pay \$125 to do so.

Casters can't have multiple power items or use another's power item.

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. 24). 0.5 lb.

Grenade: A bottle meant to be hurled at enemies. Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. Hurling it is an Attack with the Throwing skill: Acc 0, Range ST×2, and Bulk -2. It shatters on striking DR 3+, such as armor (affects wearer), a shield (affects shield), or the ground (area effects, if any, only). Dumping it out leaves a small bottle (p. 24). 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.

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* non-alchemical poison or venom. Completely halts effects of that toxin after 1d minutes. \$20, 0.5 lb.

Garlic (Bundle). Repels vampires. \$5, 0.25 lb.

Wolfsbane (Bundle). Repels lycanthropes. \$5, 0.25 lb.

Poisons

These are *fantasy* poisons. Those marked “utility” are follow-up agents – they go on cutting or impaling weapons, work only if the blade pierces DR, and last for one wound or three hits that are blocked, parried, or stopped by DR. Ignore weight when carried *on* a weapon. “Grenade” means a respiratory or contact agent. All prices buy one dose.

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.

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.

Potions

Potions, prepared by alchemists, *are* magical. Ongoing effects are subject to Dispel Magic vs. an assumed Alchemy skill of 15.

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. Only one dose of a given potion can affect someone at a time, except as noted.

Note to those with GURPS Magic: Costs assume a “common magic” campaign, but several effects have been changed.

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 user 2 HP at the cost of 1 FP, once per second, until he 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.

Great Healing Potion (Drinkable). Heals 4d HP. \$1,000, 0.5 lb.

Invisibility Potion (Drinkable). Grants invisibility for 1d×10 minutes or until user attacks, casts a spell, etc. \$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. Wizards who breathe them can't cast spells for 1 hour. \$1,400, 1 lb.

Magic Resistance Potion (Drinkable). +5 Magic Resistance (and -5 to wizardly spells) for 1 hour. \$1,600, 0.5 lb.

Major Healing Potion (Drinkable). Heals 2d HP. \$350, 0.5 lb.

Minor Healing Potion (Drinkable). Heals 1d HP. \$120, 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 for 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.



MAGIC ITEMS

"Low-end" magic items abound in dungeon fantasy, and are often for sale. A small sampling appears below. *Powerful* items are found only in dungeons, of course!

Note to those with GURPS Magic: Costs assume that enchanted items up to 100 energy points are Quick and Dirty (\$1/point), that more powerful artifacts are second-hand Slow and Sure items (\$20/point), and that alchemical amulets are rare (\$66/day, plus ingredients).

Magic Weapons and Armor

The table below provides the following information:

Spell: The enchantment. Spells not found in the **Basic Set** are from **GURPS Magic**.

Effects: What the enchantment does. See pp. B480-483 and **Magic** for details.

Base Item: What the enchantment goes on: Armor, Melee Weapon (includes throwing weapons), Missile Weapon, Projectile (arrow, bolt, etc.), Shield, or Weapon (melee or missile). This item *isn't* included in the cost – buy it separately! Since starting gear is a lifetime's worth of stuff, PCs can start with any spell/item combination they can afford. After that, the GM decides what Ye Olde Magick Shoppe has ("Could I interest you in a giant orichalcum greatsword of smiting?").

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*."

Other Items

These are *complete* items popular with (wealthy!) adventurers. The spells or skills involved appear in parentheses.

Boots of Balance (Balance). Grant Perfect Balance (p. B74). \$15,080, 3 lbs.

Bottomless Purse (Hideaway). Holds 9 lbs. instead of 3 lbs. Extra 6 lbs. don't count as encumbrance! \$12,010, 0.2 lb.

Cornucopia Quiver (Cornucopia). Creates *ordinary* arrows. Only one arrow at a time. \$110, 0.5 lb.

Gem of Healing (Major Healing, Spell Stone). Jasper stone heals 8 HP when crushed in hand. One use. \$400, neg.

Ironskin Amulet (Alchemical amulet). Gives +3 DR. \$28,720, 0.25 lb.

Moly Amulet (Alchemical amulet). Grants +5 Magic Resistance (and -5 to wizardly spells). \$23,600, 0.25 lb.

Necklace of Fireballs (Explosive Fireball, Spell Stone). Rubies can be removed (Ready) and hurled (Attack) as 3d exploding fireballs. 10 uses. \$7,200, 0.25 lb.

Salamander Amulet (Alchemical amulet). Bestows immunity to normal fire and fire spells. \$4,920, 0.25 lb.

Serpent's Amulet (Alchemical amulet). Gives immunity to poison. \$9,590, 0.25 lb.

Siege Stone (Rive, Spell 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 (Staff). Quarterstaff. Extends the wizard's reach. \$40, 4 lbs.

Wizard's Wand (Staff). Baton. Extends the wizard's reach. \$50, 1 lb.

Magic Weapons and Armor Table

Spell	Effects	Base Item	Cost	Prefix	Suffix
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 DB	Armor/Shield	\$2,000	Warding	of Warding
Deflect	+2 DB	Armor/Shield	\$10,000	Deflecting	of Deflection
Flaming Weapon	+2 fire*	Melee Weapon	\$15,400	Flaming	of Flame
Flaming Weapon	+2 fire*	Projectile	\$75	Fire	of Burning
Fortify	+1 DR	Armor	\$50	Unyielding	of Solidity
Fortify	+2 DR	Armor	\$4,000	Impenetrable	of Invulnerability
Icy Weapon	+2 cold*	Melee Weapon	\$17,000	Icy	of Ice
Icy Weapon	+2 cold*	Projectile	\$75	Cold	of Freezing
Lighten	-25% from weight	Armor/Shield	\$100	Light	of Lightness
Lighten	-50% from weight	Armor/Shield	\$10,000	Weightless	of Weightlessness
Lightning Weapon	+2 electrical*	Melee Weapon	\$15,300	Crackling	of Shocking
Lightning Weapon	+2 electrical*	Projectile	\$75	Lightning	of Lightning
Penetrating Weapon	armor divisor (2)	Melee Weapon	\$5,000	Penetrating	of Penetration
Penetrating Weapon	armor divisor (2)	Missile Weapon	\$10,000	Penetrating	of Penetration
Penetrating Weapon	armor divisor (2)	Projectile	\$25	Burrowing	of Piercing
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

* Follow-up – adds injury of listed type if attack pierces DR, not basic damage.

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Fourth Edition

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INTRODUCTION

The term "dungeon" refers to a simple fantasy adventure. Typically, the PCs wander from room to room, killing monsters and grabbing treasure . . . A "dungeon" can also be a building, battleship, space station, etc. If the adventurers are dropped into a limited area, with little or no goal except to grab what they can and get out alive, it's a "dungeon."

– **GURPS Basic Set**

Dungeon Fantasy: Dungeons is about what heroes created using **Dungeon Fantasy: Adventurers** actually do: raid dungeons! For players, it offers pragmatic advice on how to (ab)use advantages and skills from the **Basic Set** before, during, and after a dungeon crawl. For the GM, it provides tips on how to keep dungeon adventures challenging but fun.

Like all **Dungeon Fantasy** titles, this isn't a self-contained game – it's a play aid. It gives quick-and-dirty rules that are (mostly) compatible with the **Basic Set** but that don't require gamers to search 576 pages to find them. Most important, it shows the

GM what corners to cut and calls to make when his only goal is a fast-and-loose dungeon crawl.

The shortcuts and rules of thumb that follow probably aren't very sensible *outside* a dungeon crawl. **GURPS** is generic, but this stuff isn't – it's all about adapting generic rules to the dungeon fantasy environment.

About the Author

Sean "Dr. Kromm" Punch set out to become a particle physicist and ended up as the **GURPS** Line Editor. Since 1995, he has compiled the two **GURPS Compendium** volumes, written **GURPS Wizards** and **GURPS Undead**, edited or revised over 20 other **GURPS** books, and masterminded rules for dozens more. Most recently, he created the **GURPS Basic Set, Fourth Edition** with coauthor David Pulver, wrote **GURPS Powers** with coauthor Phil Masters, and wrote **GURPS Martial Arts** with coauthor Peter V. Dell'Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.



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CHAPTER ONE

DUNGEON-CRAWLING

Delvers such as those created with the templates in *Dungeon Fantasy: Adventurers* may have dozens of skills – and dungeons can hold *hundreds* of challenges. The burning question, then, is “What skills do I use to get rich without getting dead?” Below are lots of answers, arranged by topic, with the operative skills (and occasionally advantages or spells) in **boldface**.

For the GM, this is a guide to setting up and handling common situations in dungeon fantasy games. For the players, it’s advice on how to survive a dungeon crawl. It’s also useful when choosing abilities, buying gear, and exploiting the system for a few extra coins!

GETTING READY TO GO

The GM *might* simply ask the players to create characters and buy gear, and then drop the PCs into a dungeon. This section won’t apply in that case. *Real* munchkins will want their heroes to start out in town, though, so that they can beg, borrow, and steal the most useful equipment for the upcoming quest while spending as little as possible.

Getting Stuff Cheap

List prices in *Dungeon Fantasy: Adventurers* are the going rate. Whether a PC gets his gear through purchase, barter, or inheritance, it normally comes out of starting money at those prices. There are other options, though (*none* of which apply to Signature Gear).

Below, “item” means one large article (weapon, magic item, etc.) or a group of small ones (e.g., a suit of armor or a quiver of arrows). The GM should probably limit each PC to rolls for three or four items – although true munchkins will quibble!

Scrounging: Any PC may try *one* **Scrounging** roll before each adventure. Success means he can take \$10 worth of nonmagical items for free. Critical success (*ordinary* success, for someone with **Serendipity**) yields a more valuable, useful item of the GM’s choice. Failures, even critical ones, aren’t noteworthy.

Crafting: Heroes with **Armoury** can start with *ordinary* arms and armor of their own making – anything listed in the **Basic Set**, but no fine swords, magic items, etc. Materials and labor consume starting cash equivalent to list cost, but roll against skill: any success reduces the price by 20%, while any failure

means wastage that adds 10%. Use whatever specialty (Body Armor, Melee Weapons, or Missile Weapons) suits the item.

Brewing: Individuals with **Alchemy** can use the crafting rules above for any *chemical* or *potion*, while those with **Poisons** can use them for any *poison*. Adventurers with **Herb Lore** can start with *natural preparations* and *healing potions* (minor, major, or great) at *half price* on a success – but still 10% extra on a failure. Heroes with **Clerical Investment** get holy water at 50% off *without* a roll.

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The **GURPS Dungeon Fantasy 2: Dungeons** web page is www.sjgames.com/gurps/books/dungeondfantasy2.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the books that interest you! Go to the book’s web page and look for the “Bibliography” link.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

Bargain Hunting: A PC who has the **Merchant** skill can roll a Quick Contest vs. a generic skill of 15 (Merchants' Guild members are canny!) for a given item. If he *wins*, he saves 10%; if he *ties*, he pays list price; and if he *loses*, the price is 10% higher than usual. He can opt not to pay an inflated price – but he'll be unable to find that piece of gear at a better price before the adventure begins.

Black Market: As an *alternative* to bargain hunting, an adventurer can use **Streetwise** to get something cheaply on the black market. Use the same rules, except that losing still leaves the option of buying a legit item at list price. The catch: critical failure on the roll means the Thieves' Guild or Town Watch confiscates cash or gear equal to 10% of the PC's starting money!

Shoplifting: A daring PC can try a **Filch** roll to steal any article that would fit under a shirt – GM's judgment, but 3 lbs. is a fair limit. Pricy items are watched more carefully: roll at -1 for anything over \$100, another -1 per doubling (-2 for \$200+, -3 for \$400+, and so on), and a further -3 for anything rare or magical. *Any* failure means the powerful Merchant's Guild pillories the thief – he loses all his gear! Even a successful thief must make a **Smuggling** roll before leaving town with stolen goods, with any failure giving identical results.

Scoring Extra Cash

Even with the above tricks – especially with those tricks, for failed crooks – money can be tight. These next few measures may help. A PC can try *each* of them *once* while in town before each adventure, or *one* of them *daily* while awaiting a quest (see *Finding a Quest*, below).

Dredging and Mud-Larking: Desperate heroes can try an **Urban Survival** roll to seek coin in gutters. Success finds \$1 times margin of success; critical success finds a useful item of the GM's choice. Critical failure means a dire case of sewer rot: -1 on all attribute and skill rolls for the next adventure, barring **Cure Disease**.

Bumming, Busking, and Haranguing: Adventurers can beg, perform, or give sermons for cash. Beggars use **Panhandling**. Buskers use **Dancing, Musical Instrument, Performance, Poetry, or Singing** – and those with several skills start with the *best*, roll once against any others, apply +1 per success or -1 per failure, and then roll against the total (if the show includes music or song, also check **Musical Composition**). Soapbox lecturers use **Public Speaking** or **Theology**. Success earns \$2 times margin of success; critical success scores a useful gift. Critical failure means a beating (1d HP) or a broken musical instrument.

Gambling: If the PC knows **Gambling**, he can bet any amount. Roll a Quick Contest vs. a generic skill of 12 for sums up to \$25. Higher stakes attract sharks: +1 to opposing skill per doubling (13 up to \$50, 14 up to \$100, and so on). If he *wins*, he doubles his money; if he *ties*, he breaks even; and if he *loses*, he forfeits his stake. Success at **Sleight of Hand** allows cheating for +3, but *any* failure means the crook loses his bet *and* is beaten for 1d HP.

Working the Crowd: Dishonest delvers can go on a spree with **Pickpocket**. Success nets \$5 times margin of success; critical success means \$50 times the margin! *Any* failure means a beating (1d HP); critical failure indicates swift justice in the form of a broken hand (1d months to heal, barring magic).

Debasing Coin: Really depraved scum can debase (shave or add impurities to) the King's coin. Start with honest coin up to \$1,000 and then roll against **Counterfeiting**. Success increases the sum by 10%. Failure means ruined coin or lost metal, costing the crook 20% of his stake. Critical failure means the King's men stick his hand in molten silver, giving him One Hand.

Finding a Quest

The GM wouldn't be running a dungeon fantasy game if he didn't have an adventure in mind – but having a dungeon ready doesn't mean that the *heroes* know about it!

Rumors: The GM might allow each PC *one* **Carousing** roll (for tavern talk) and one **Current Affairs** roll (to know a rumor already) between adventures. The player decides whether to attempt either roll, but the GM rolls in secret. Success reveals the quest – or if the GM has *several* dungeons ready, each success reveals one at random, and the players can choose based on hearsay. Failure discovers nothing. Critical failure finds a quest with *wrong* rumors, like a cave full of vampires described as “the Faerie Caverns.”

Starving: If nobody succeeds, the GM can say “A week passes,” dock everyone \$150 for cost of living, and let them try again. To avoid this cost, each hero can try a **Survival** roll (if he camps outside town) or an **Urban Survival** roll (if he lives like a bum). Failure means starting the eventual adventure down 1d HP.

Advertising: Each week, *one* PC can use **Propaganda** to advertise the party's services. The GM rolls in secret. Success brings an adventure of the GM's choice. It's probably the dungeon he had planned all along – but the quest's bearer smells desperation, so clearly it's *nasty*. The GM will quietly make the monsters and traps scarier. Critical failure *also* means bad info, as above.

Details: After learning of a quest, *one* PC can use **Research** to unearth information about the dungeon. Again, the GM rolls in secret. Success reveals something useful (e.g., “It's full of werewolves!”). This lets heroes with suitable skills prepare accordingly; see *Exploiting Weaknesses* (p. 10). Failure gives nothing. Critical failure yields *false* info.

Scum and Villainy

At the GM's discretion, adventurers caught shopping or selling on the black market, shoplifting, cheating, pickpocketing, or debasing coin, or who betray a sponsor, may end up with Social Stigma (Criminal Record). Thieves might even *start* with this! The effect in dungeon fantasy is -2 on rolls to buy or sell, beg for alms, advertise for quests, or engage future backers. Even the Thieves' Guild is reluctant to back anybody stupid enough to get caught!

Finding a Sponsor

Once the party has a quest, it may be possible to get *more* money for gear by finding a backer. The group must appoint *one* mouthpiece to approach potential sponsors. He can try **Savoir-Faire** to seek merchant or noble backing, **Streetwise** to get the support of the Thieves' Guild, or **Writing** to compose an academic proposal to the Wizards' Guild or a temple. Apply any **Charisma** bonus.

Failure or critical failure means no backing. Any success gives each adventurer an equipment allowance: gear (*not* cash) worth \$100 times margin of success, minimum \$100 apiece. The catch is that the group owes the sponsor future loot worth *triple* the total allowance (a 200% return). The backer may settle for an artifact of special significance regardless of its value – which usually means it's worth more than the party realizes!

TRAVEL

Once the heroes have gear and a quest, their goal is to reach the dungeon. Again, the GM might simply drop them into the thick of things; if so, skip these notes. But it's traditional to trek across monster-infested wilds whilst subsisting on rat-on-a-stick.

Getting There Quickly

The GM should set a base travel time. He might roll dice, always proclaim "40 days and 40 nights!", or do something else. For simplicity's sake, assume that this accounts for encumbrance, weather, and terrain. The GM is free to set longer times for heavily burdened parties or lousy traveling conditions ("Sorry, but the trip to the Lair of the Weather Witch will take 60 days, not the usual 40.").

Delvers must carry, forage, or conjure three meals apiece per day of travel. When they arrive at the dungeon, they'll be down 1 FP per missed meal (and 1 HP per FP below 0!). This FP penalty will last *for the entire dungeon crawl*, unless the group rests with food for a day per 3 FP lost.

Naturally, the GM will roll daily for a random encounter with bandits, dire wombats, etc. More days means more chances to get killed!

Thus, it's important to minimize travel time. There are three tricks for this. For each, *any* success knocks 10% off travel time, failure adds 10%, and critical failure adds 20%. The results are additive, giving from -30% to +60% travel time. The party can opt out of any of these rolls.

The Golden Path: If the party appoints a guide, he can make a **Navigation** roll (-5 with just the shadows of the trees, -1 with a sundial, or no modifier with a compass) to pick an optimal route over the best terrain.

Wind at Your Back: If the guide has **Weather Sense**, a successful roll lets the party walk or sail with the wind, avoid storms . . . whatever. This is *fantasy* weather!

Forced March: If the party is traveling overland, everyone can try **Hiking**, **Riding**, or **Skiing**, as appropriate, to move quickly; use the *worst* result. On water, *one* hero can roll against **Boating** for a small craft, **Seamanship** for a large one, to make good time.

Foraging

Rations are expensive, and cumbersome to lug around a dungeon (you have to bring enough to make the return trip!). Next to the **Create Food** spell, foraging is the best way around that. Only a traveler who *knows* **Fishing**, **Naturalist**, or **Survival** – no defaults – can forage in a world with killer bunnies and man-eating shrubs. Roll once per trip.

Success means that he needs only *half* as much food from rations; e.g., 60 instead of 120 meals on a 40-day journey. Critical success means he can either consume *no* rations or halve the rations used by himself and one companion.

Sleeping in Armor

To answer an age-old question: No, this isn't that hard, even in real life, once you're used to it. Paranoid munchkins are *definitely* used to it! The GM shouldn't be a cad and assess terrible penalties for this. However, the occasional creepy-crawler under the armor, biting and slithering, can be fun.

Failure still means *some* good days – but mostly bad ones. He needs only 2/3 as many rations. Critical failure means he must rely on rations like everyone else. This is probably a disaster: an outdoorsman counting on foraging and carrying less food will be half-dead after a long trip – or the whole party will be weak, if they're nice and share with him.

Most sensible delvers plan on modest failure. Those with Overconfidence bank on success.

Camping and Posting Watches

Camping requires no special skill, but the party should post watches. The order isn't important; when a nighttime encounter occurs, the GM will *randomly* determine whose watch it interrupts, and secretly roll against the higher of **Perception** or **Observation** for that PC. For sneaky monsters, this becomes a Quick Contest against Stealth (likely to be 18+ for werelions, undead shadows, etc.).

If the watch-keeper succeeds (*wins*, if a Contest), the party isn't surprised – although those who were asleep start combat lying down. Otherwise, everyone is asleep or stunned; each delver must make one IQ roll per turn, at +1 per turn after the first and +6 for Combat Reflexes, and can only react on the turn after he succeeds. So post watches – it's free.

Wilderness Camps: If a nighttime encounter involves monsters that hunt by sight, the GM will roll a Quick Contest: the monsters' Vision vs. the party's *highest* **Camouflage** skill, at bonus equal to the number of party members who know the skill (no defaults!) but a penalty equal to party size. Victory means the enemy spends enough time sniffing around that any watch-keeper gets a *second* chance to detect the monsters, as above.

Dungeon Camps: When sleeping in a dungeon, camouflage won't work – but if the room has doors, use the same rules with **Traps** to set simple noise-makers. In that case, victory means the monsters awaken the party; the delvers won't be surprised. Sleeping heroes will still start combat lying down, though.

Tracking

The adventurers may have to follow a trail to the dungeon – that of the last group to die there, rivals with a lead, monsters boiling out to eat travelers, etc. Since it won't be much of an adventure if the party never gets there, they'll *eventually* find the trail. Make *one* **Tracking** roll per delver, at -2 in wastes (ice, rock, etc.) or -4 in goo (slime, swamp, etc.), and note the best result. Success lets the party follow the trail at full speed. Failure or critical failure means time wasted searching for tracks: add 10% or 20%, respectively, to base travel time.

EXPLORING THE DUNGEON

Huzzah! The party is now at the gates of the Durance of Doom or Tunnels of Terror. Time to see lots of monsters and kill them and take their treasure! This works best with a little forethought.

Mapping

Traditionally, the GM describes what the PCs see and the players attempt to map it. Players and GM alike should read *Player-Made Maps* (p. B491) to understand how this works.

For the players to be allowed to make a map in the real world, a party member must serve as “mapper” in the game world. He requires ink, paper, and *two* free hands. He can't carry a ready torch, shield, weapon, etc.

When using the map (e.g., to predict where a tunnel comes out) leads to nonsense results, the players can ask the GM for help. He'll make a secret **Cartography** roll for the mapper. Success means he explains what's wrong so that the players can correct their map. Failure means he smiles smugly. On a critical failure, he pretends it's a success and *lies*! Even a good map of a twisted and weird dungeon will seem wrong – the GM should never reveal *that*.



Light Sources

In a typical dungeon, the party will be blind without light sources. Most lights require a hand, which *can't* be used for combat. Those marked * below are hands-free, and the first choice for fighters who must carry their own light.

A light usually *eliminates* darkness penalties to combat and vision, for everyone, in a semicircle in front of the bearer – who's presumably holding it so that *he* can see:

Candle, **Continual Light** spell (level 1)*, **Light** spell*: 1 yard
Continual Light spell (level 2)*, Glow Vial*, Lantern, Torch: 2 yards

Continual Light spell (level 3)*: 4 yards

Spells like **Glow** and **Sunlight** eliminate penalties over their entire area of effect. One of the most useful things a caster can do when combat starts is cast such a spell!

For simplicity's sake, assume that if the party has any area-effect source, vision and combat are possible at -3 out to *triple* the range of the *best* source; e.g., 6 yards if a torch, 12 yards if a 4-yard-radius Sunlight spell. After that, the ambient level applies: -3 for the lamps and candles in an evil temple, -8 for glowing slime, or total darkness for shadowy tunnel.

Other lights throw a beam that eliminates darkness penalties in a path 1 yard wide, in the direction of the carrier's choice (pointing it is a free action each turn), out to a fixed range:

Helmet Lamp*: 5 yards

Bull's-Eye Lantern, **Light Jet** spell: 10 yards

Marching Order

The party should establish one marching order for traveling single-file down narrow passages, another for moving two abreast along typical interior corridors, and a third for walking three abreast in spacious hallways. Be sure to note gaps (between, to one side, etc.). It usually makes sense to put people who know **Traps** in front, fighters with long weapons

behind those with short ones, and delvers with missile weapons where they'll have a clear shot.

Positioning casters demands careful thought. Placing them in front lets them detect supernatural dangers but exposes them to physical ones better faced by nimble thieves and armored knights. Putting them in back lets them cast unmolested . . . unless attacked from behind. They're probably safest in the middle and/or protected by a tougher buddy.

When it becomes important to know who can see by what light

sources, trips a trap, is in front (or back!) when the monsters come, etc., the GM will use the current order. If the players want to change this, they must *tell the GM*. Otherwise . . . too bad.

Hidden Doors

Secret Doors: Secret doors are things like pieces of wall that spring open, altars that roll aside, and fireplaces that drop into the floor to reveal hidden portals – but only when some hard-to-find control is manipulated. Finding them always requires an active search; the GM rolls secretly against the *highest* of Vision, **Observation**, or *Per*-based **Traps** for each searcher. Success reveals a door, if there is one; it may require an IQ-based **Traps** roll to open. These rolls *often* have steep penalties!

Concealed Doors: Concealed doors are ordinary doors *behind* or *inside* other items, like tapestries and wardrobes. They require a roll to find, as for a secret door, but not to operate. However, the GM may wait for a player to declare that he's looking behind the curtain or whatever – so *pay attention* when the GM describes the area!

Scouting Ahead

It's useful to send a thief or a scout ahead of the main marching order to reconnoiter – especially if he can run fast!

Sneaking: Roll against **Stealth** to *sneak* ahead. Normally, any success will do – but if you happen upon a sentry, this becomes a Quick Contest against the *better* of his Hearing or Vision. In a dark dungeon, you *can't* sneak with a light source; you'll need a spell like **Dark Vision**, **Infravision**, or **Sound Vision**.

Information Gathering: Spotting pits, counting orcs, noticing doors, and so on requires no roll. A successful **Observation** roll will reveal *interesting* details: the pit is freshly dug, the orcs have a shaman, the second door looks more worn, etc. It will also determine patrol frequency and sentry placement, but that's a Quick Contest vs. **Stealth** or **Camouflage** for *hidden* sentries. If you can get within 7 yards (×2 with a telescope, ×2 *per level* with the **Hawk Vision** spell), you can use **Lip Reading** to learn what intelligent monsters are saying – perhaps even a password! Detecting traps requires a **Traps** roll; see *Traps and Hazards* (p. 8). Noticing monster tracks calls for **Tracking**.

Dogging: To follow a monster to its lair or treasure without being noticed, *win* a Quick Contest of **Shadowing** against its Vision. Any other result means it sees you and may try to eat you. This is where the “run fast” part comes into play (don't overlook the **Haste** spell!).

A wizard can cast **Wizard Eye** or **Wizard Ear** to do these things remotely; enemies are at -7 to spot such effects, and *can't* see **Invisible Wizard Eye** or **Invisible Wizard Ear**. But spells aren't a perfect replacement for old-fashioned reconnaissance – magic is fatiguing, and few wizards are skilled at noticing sentries, tracks, and traps. Savvy mages prefer to assist thieves and scouts with spells like **Hide**, **Hush**, **Invisibility**, and **Mage Stealth**.

Signaling

Gesture can communicate a simple concept – “six monsters,” “attack,” etc. – without compromising stealth. The player writes what he wants to relay and hands the note to the GM, who rolls in secret. Success means he tells everyone the message. Failure – or an attempt to relate anything complex (e.g., “a death brain and two dire wombats”) – means he says nothing. Critical failure means he gets to be evil.

Mimicry (Animal Sounds or Bird Calls) can deliver a *pre-arranged* signal to warn the party. Outdoors, assume this is stealthy. In a dungeon without animals or birds, it's likely to warn monsters, too. Failure simply means the others don't hear the call of the wild.

If a party member spots danger and doesn't signal, or fails, the GM may roll secretly for an ally's **Body Language**. Success means the GM gives a hint (“Bob looks like he's seen a ghost.”).

BREAKING AND ENTERING

Delvers often run into obstacles (literally, if they lack adequate light) while sneaking around corridors and mapping passages. Some have to be skirted – by one brave soul or by the whole party – while others must be removed.

Dungeon Parkour

Martial artists, swashbucklers, and thieves sometimes use athletics to reach difficult areas. This lets them get into position to deploy a rope or a portable ladder to help less-agile friends. *All* of these rolls have a penalty equal to encumbrance.

Balancing: Roll **Acrobatics** to traverse something *narrow*, at -2 if it's taut or rigid (a ledge or a rail) or -5 if it's slack (an ordinary rope). A pole helps balance – add +2 for a quarterstaff or a 6' pole, +3 for a 10' pole. Failure means a fall, but allows a DX roll to catch something and try a pull-up to get back on. Critical failure (or failure on a DX roll to catch yourself) drops you into the depths. Those with **Perfect Balance** don't *have* to roll!

“. . . With Spikes”

The dungeon-delving tasks discussed here assume the basic, plain version of each situation or hazard. The GM may assess penalties for trickier versions. A handy way to think about it is like this: for every nasty qualifier added, the roll has another -1. For instance, balancing on a *slimy, twisting, smoke-obscured* ledge is at an extra -3. This lets the GM “scale up” threats to challenge even experienced delvers.

Climbing: Most dungeon-sized climbs require *one* **Climbing** roll, at no modifier for a steep slope, -2 for a rope straight up, or -3 for a vertical wall (*no* penalty with climbing spikes). Failure means a fall from halfway up; critical failure means a fall from the top.

Diving: An **Acrobatics** roll at -4 lets you dive through a narrow opening – under a pendulum, between two rollers, etc. Failure means you end up stuck halfway through, which may hurt! Critical failure adds 1d-3 HP of injury (DR *doesn't* protect).

Jumping: If an obstacle is small enough for anyone to hurdle, the GM should let people do so on a DX roll. If it's *wide*, it calls for an expert with the **Jumping** skill, who can run and jump up to skill/2 yards. In either case, success gets you across in one piece. Failure allows a DX roll to catch the far side (no consolation with a *shallow* hazard) and try a pull-up. Critical failure – or failure on the last-ditch DX roll – means you fall right in.

Leg Up: A friend can boost you to reach a high area. He makes a ST roll while you roll **Acrobatics** at -2. If you both succeed, you can reach anything up to the sum of your heights and try a pull-up to get *yourself* up there. Failure by either of you lets you retry, but your partner must pay 1 FP per repeated attempt. On any critical failure, you collapse in a pile and each take 1d-3 HP of injury (DR *doesn't* protect).

Pull-Up: Make a ST-based **Climbing** roll to pull yourself up onto anything you can reach: your height plus 1.5'. On a failure, you hang there and may retry, paying 1 FP per repeated attempt. Critical failure means a strained arm (crippled for 30 minutes) and a fall – *bad*, if you're trying to recover from another failed stunt.

Running Climb: If two obstacles are within a couple of yards, you can run at one and kick off back and forth between them to gain additional height before a pull-up. Use the better of **Acrobatics** or **Jumping**, at -4 to gain Basic Move/4 yards or -6 to gain Basic Move/2 yards (round *up*). Failure means a fall from that height; critical failure means maximum falling damage!

Skidding: To cross ice or similar, make a DX or DX-based **Skiing** roll at the combat penalty for bad footing – usually -2. Failure means you fall; roll DX-4 to stand up before you can try again (this is when the ice weasels attack). Critical failure adds 1d-3 HP of injury (DR *doesn't* protect) to a random limb.

Squeezing: Roll against **Escape** to wiggle through a narrow crack. Success gets you to the other side. Failure means you *won't* fit, and can't retry. Critical failure means you're stuck and must be rescued.

Swinging: If you can affix a line to an overhead anchor (toss a grapnel, climb up and tie it, etc.), you can swing across a hazard. Regardless of the rope's true length, *effective* length can't exceed the distance from anchor to ground. You can swing up to 3/4 of that length from a vertical rope, or 1.5 times that length if it starts 45° off-vertical. Make an **Acrobatics** roll at the range penalty for that distance (p. B550). Failure allows you to retry. Critical failure drops you into the hazard!

Bridging Hazards

In all cases above, if *one* party member gets past the obstacle, he can coordinate with somebody on the far side to set up a ladder (no roll) or a line (roll vs. **Throwing** to *toss* a line, but not to carry one) so that the others can safely join him, provided the group *has* a rope, ladder, etc., long enough to reach! Once this is ready, people can be hoisted up – or cross using handholds, or on hands and knees – one at a time. This requires no roll – or a DX roll, if the GM feels mean (probably DX+5, unless he's being *really* mean).

Water Hazards: It's possible to swim across water – make a **Swimming** roll, with the usual consequences for failure (p. B354). Most water in dungeons has Things That Bite, and then you're stuck using Water Move (Basic Move/5), while your combat skills can't exceed your DX-based Swimming level.

Picking Locks

Reliable locks are either anachronistic or costly in a “medieval” setting, yet portals in dungeon fantasy are often locked. (Somewhere, gnomish craftsmen are growing wealthy selling locks to stupid goblins.) Picking them is a **Lockpicking** roll, at -5 with a knife or similar crude tool, no modifier for proper picks, or +1 or +2 for good or fine tools, plus anywhere from +5 to -5 for cheap through fine locks. It's traditional in dungeon fantasy for lockpicking to be a fiddly physical task, so this skill roll is DX-based, and gets **High Manual Dexterity** bonuses. *Puzzle* locks still require IQ-based rolls.

Muscling Through

Delvers don't have to unlock or skirt doors and other barriers. They can plow *through* many obstacles! The disadvantage is that stealth is impossible – *each* attempt at the tasks below has a chance of being heard.

Bashing: You can destroy a door or a chest with a crushing or cutting weapon. Don't bother with attack rolls! Roll damage at +2, or +1 per die, for All-Out Attack (Strong) – plus *another* +1 per die with **Forced Entry** at DX+1, or +2 per die at DX+2. The GM will subtract DR, multiply by 1.5 if you used a cutting attack, and reduce the target's HP until it breaks. *Swords* dislike such abuse, and have a 3 in 6 chance (2 in 6 if fine, 1 in 6 if very fine) of bending: -1 to skill. *Crowbars* revel in destruction, and deliver swing+2 crushing.

Forcing: Another option is to apply boot or shoulder to the door and overpower its attachments without annihilating it. Roll a Quick Contest: ST vs. the lock or hinge's HP (6 to 46). You may add **Lifting ST**, +2 for a crowbar, and +1 with **Forced Entry** at DX+1 or +2 at DX+2, but have a penalty equal to the hardware's DR (-3 to -24). For a *barred* or *wedged* portal, use the bar or wedge's DR (-1 to -16) as a penalty, if greater than the lock or hinge's DR; similarly, the portal resists with the bar or wedge's HP (14 to 37), if higher than the lock or hinge's HP. You must *win* to open the door. Repeated attempts have a cumulative -1 and cost 1 FP each.

Bending: To pry apart metal bars in a grate or a portcullis, use the rules for forcing. A metal bar gives from -6 to -24 for DR, and has from 12 to 46 HP.

Lifting: If the problem is a *heavy* barrier (fallen lintel, unlocked portcullis, etc.), the solution is to lift it. This is a two-handed lift; use Basic Lift × 8 lbs., figured using ST plus **Lifting ST**. Add another 5% to BL per point by which you make a **Lifting** roll.

Hiii-yah! For *all* the feats above, martial artists can make a **Breaking Blow** roll (-1 for wood, -5 for metal) to divide object DR by 5 and/or a **Power Blow** roll to double ST. This costs 1 FP per skill per attempt.

TRAPS AND HAZARDS

Monsters aren't the only things that can kill delvers (or at least give them a really bad day). Dungeon security systems include all manner of infernal devices. In *all* cases, if an adventurer with **Danger Sense** is on a fast path to enjoying one of these dangers, the GM should make a secret Perception roll for him. Success warns him that he'll be in danger if he continues – but *not* what the danger is!

Dealing with Traps

A *trap* is a mechanical device – covered pit, shuriken launcher, overhead chute full of rusty morningstar heads – intended to harm those who trigger it. Everything to do with traps is a function of the **Traps** skill.

Finding: Detecting a trap requires a *Per*-based roll, with **Acute Vision** bonuses and darkness penalties. *Concealed* traps give a penalty. The party is assumed to be looking for traps at all times. The GM rolls secretly against their *best* **Traps** skill – separately for each group, when split up – to see if they notice each trap. When fleeing or similarly rushed, the roll is at -5!

Disarming: Disabling most traps calls for a *DX*-based roll, with bonuses for **High Manual Dexterity**. *Tricky* traps give a penalty.

Rearming: By making the roll to disarm again, it's possible to rearm *some* traps after the party has passed.

Stealing: Small traps (leg-hold traps, tripwires, etc.) can be taken once disarmed. This is a standard *IQ*-based roll.

Tricks

A *trick* is a non-mechanical trap – mirror or other optical illusion (*IQ* roll at a penalty to discover), temporary spell (**Detect Magic** cast on dodgy-looking scenery, or an active **Magery** roll to reveal), enchantment (**Magery** allows a Perception + **Magery** roll to detect), etc. Details are up to the GM. It's impossible to prepare for every trick!

Portals: A favorite trick of evil wizards is a magic portal that transports the party somewhere *bad*. If you're tricked into walking through one of these, Magic Resistance *won't* help! You'll also be disoriented and forced to Do Nothing for the first turn after you arrive – when the zombies attack – unless you can make a **Body Sense** roll.

Dangerous Stuff

Other unpleasantness includes . . .

Gunk: Some "traps" aren't triggered but consist of vile glop sitting where heroes will touch it; e.g., contact poison on treasure or flesh-eating acid in a mud puddle. To spot these, adventurers get a *Per*-based roll against **Poisons** for toxins, or **Alchemy** for acid, volatile oil, etc. **Acute Vision** adds if the goo is visible; otherwise, **Acute Taste and Smell** helps sniff it out. Such rolls often have penalties! Make a standard *IQ*-based skill roll to wash it off safely, with failure meaning it gets on *someone*.

Potions: Magic potions (see *Dungeon Fantasy: Adventures* for examples) can guest-star as gunk. Use the rules above, but mages get a Perception + **Magery** roll to spot this. Removing such gunk requires an **Alchemy** or **Hazardous Materials (Magical)** roll.

Evil Runes: Nobody knows who carves them, but Evil Runes that drain life, explode, etc., show up regularly in dungeons. They're enchantments of some sort, but don't correspond to standard wizardly spells; they require a **Thaumatology** roll to distinguish from orc graffiti or a mason's mark, and defy Analyze Magic. Most are permanent and target *intent*, affecting delvers who "cleverly" try to avoid them using 10' poles or pull-ropes. The usual solution is to send the barbarian up, because he has the most HP.

Curses 101

Some dungeon areas are *cursed* by squid shamans, *satanistas*, etc. Possible effects include something resembling the Curse spell (-1 to -3 to success rolls), disease-like symptoms (injury or attribute loss), flying objects (inflicting damage or stealing gear), and possession (spinning head and vomiting). They might be persistent (constantly affecting a room) or triggered (e.g., afflicting those who touch an altar), and may be confined to the area or haunt the victim after he leaves.

Detection: Those with **Holiness** or **Power Investiture** get a Perception roll at a bonus equal to advantage level to recognize a cursed zone before it's too late. If they're not *in front*, though, somebody may already be cursed! An **Occultism** roll will also reveal the danger, *if* there's a visible altar, idol, or the like that will curse those who mess with it (e.g., by prying the rubies from the idol's eyes). The GM makes such rolls in secret.

Analysis: A separate **Occultism** or **Theology** roll – at a penalty for altars of *forgotten* cults or *unspeakable* gods – may turn up clues about the curse's effects and triggers. The GM rolls in secret. Critical failure means the curse affects the analyst. It isn't wise to stand around the evil altar, thinking hard about what the squid motif means!

Cleansing: Making a cursed area safe to enter or a cursed altar safe to pillage requires an **Exorcism** roll by someone with Holy Might. This is a Quick Contest vs. the (possibly high) Will of the evil force possessing the area. A blessed or high holy symbol gives +1 or +2, respectively. This takes *three hours*, if time matters, and fails automatically if anyone casts *any* magic within the exorcist's sight. The exorcist must *win* to prevail. Otherwise, he can't retry for a week (others can). If his roll is a critical failure, he suffers the curse.

Treatment: If a *person* is cursed, use the procedure for cleansing, but add the higher of the victim's ST or Will to the exorcist's roll.

Magic: Those with more FP than time may use a **Remove Curse** spell for cleansing or treatment. This works just like Exorcism, but costs 20 FP and takes only an hour.

MONSTERS

A *monster* is any hostile being – including not only creatures like dragons and trolls, but also dangerous and warped animals, evil humans (like bandits and cultists), *former* humans (zombies, werewolves, etc.), slimes, and magical creations (notably golems and animated statues). Dungeons are full of 'em. Adventurers normally handle monsters through combat (p. 10), but there are other options to consider before or even instead of fighting.

Recognition

It's good to know the opposition. The GM makes identification rolls in secret – but only if somebody asks *and* has the right skill:

- **Heraldry** to recognize bandits, orc tribes, etc., by their mark. They *always* have a mark, like a pig's head on a stick.
- **Hidden Lore** specialties (Demons, Elementals, Undead, etc.) for supernatural entities with complex hierarchies or cultures.
- **Naturalist** for giant, dire, and warped versions of normal animals. Anybody can recognize lions, tigers, and bears, but things like greater dire numbats are trickier.
- **Occultism** for freaky-weird things, like Spawn of 'Thulhu.
- **Thaumatology** for golems and other wizardly automata.

Success identifies the target, plus one useful tidbit (favorite weapon, special power, weakness, etc.) per two points of success. Failure reveals nothing. Critical failure means the GM *lies* ("It's mostly harmless, and likes apples.").

Negotiation

Intelligent monsters that aren't bloodthirsty and pure Evil *might* be willing to parley. This is advisable when the party can't afford a fight; e.g., everyone is wounded, power items are exhausted, and the cleric is somewhat dead.

Make a reaction roll (3d). Modifiers are infinitely variable, but generally, the GM will assume a basic -5 (these are *monsters*, not merchants), and allow only the bonus for the speaker's **Charisma** and +1 for **Social Chameleon**. If the sum is 10+, the monsters will listen instead of attacking immediately.

Making Deals: Deal-making is pure roleplaying. The PCs offer something, the GM counteroffers, and so on. If everyone seems to agree at some point, roll **Diplomacy** – at -3 with non-human monsters, unless the bargainer has **Cultural Adaptability**. Success means the monsters accept the deal. Failure means it isn't good enough after all, and the party must make an extra concession (usually loot) to close the deal. Critical failure means war! This roll *isn't* secret. The party will hear the orc boss yell, "Get 'em, boys!"

Language: Most intelligent beings in dungeon fantasy have at least *some* command of the "generic human" or "common" tongue of adventurers. The GM may rule that *these* orcs speak only Orcish, however! In such cases, the **Diplomacy** roll is at -1 for an Accented grasp of the monsters' language, or at -3 for Broken comprehension. If no one knows the right language, hand signs may work: roll against the *lower* of **Diplomacy** or **Gesture**. The -3 for nonhumans still applies in all cases.

Skeevy Bastards: The GM might have decided that *these* monsters are cheats, and have no intention of honoring any deal. He'll roll secretly against the bargainer's **Detect Lies** skill – and if anyone in the party has **Danger Sense**, he'll roll for that. Success means he warns the players. Otherwise, the heroes *won't* see trouble coming.

Trickery

Intelligent (IQ 6+), free-willed monsters that aren't *too* intelligent can sometimes be fooled. This is a chance to get creative with skills that rarely see use. Possibilities include feigning injury or death to draw the enemy into an ambush (**Acting**), posing as fellow monsters (**Disguise** or **Disguise (Animals)**), using noises or voices to distract them (**Mimicry** or **Ventriloquism**), duping them with a snake-oil pitch (**Fast-Talk**), mesmerizing them with old Bardic mind tricks (**Captivate**, **Hypnotism**, **Musical Influence**, **Persuade**, **Suggest**, or **Sway Emotions**), exploiting their appetites or fears (**Psychology (monster)**), or even showing some leg (**Sex Appeal**, best saved for mostly compatible species).

The only goals of much importance in dungeon fantasy are getting past the monsters without a fight (like negotiation, but without giving up anything) or getting the drop on a big horde in order to whittle them down a little. Most such "dirty tricks" involve a Quick Contest against the IQ of the *leader* of an organized group or the *smartest* monster in a rabble. The trickster is at -5 if the monsters are already on the verge of combat (e.g., they chase the party around the corner, only to come across a nude Marge the Barbarian rippling her unibrow knowingly).

If the party *wins*, they avoid the fight or score a second of surprise (the monsters are stunned, but roll vs. IQ to recover, at +1 per turn). If they *tie*, the attempt has no effect. If they *lose*, it backfires in some way; e.g., a hidden archer shoots the trickster mid-speech.

"Good (Three-Headed) Doggie!"

Druids, elves, etc., may take exception to adventurers who kill animals, even in self-defense. The following alternatives work as written on natural animals, at -5 on giant or dire ones that share the mindset of their natural brethren, and not at all on supernatural *things* that merely resemble animals (e.g., hellhounds).

Call of the Wild: An **Animal Handling** roll – at -5 for man-eaters, cumulative with the -5 above – allows Nature Boy to distract a beastie while the party passes. A **Mimicry (Animal Sounds)** roll lets him lead it away from the party, although he'll need a plan for dealing with it when it finds him.

Doggo: Winning a Quick Contest of **Disguise (Animals)** against the animal's Perception lets someone pass uneaten. One person can use his skill to disguise as many party members as he wishes, although some may object to being smeared with dung.

Soothe the Savage Breast: As in most fantasy, **Musical Influence** does affect animals.

COMBAT

Delvers spend a lot of time killing monsters in order to take their stuff – and monsters smarter than slimes tend to fight back. Combat is one situation where the GM will *need* to break out the **Basic Set**. It's too complex a topic to summarize in a few paragraphs! However, the **Basic Set** doesn't directly address several dungeon fantasy standbys.

Exploiting Weaknesses

Dungeon denizens often have bizarre flaws. Some weaknesses require a skill roll to discover – and it's more fun if the players *don't* know these initially! If the players forget a weakness, they must roll again unless somebody in the party has **Eidetic Memory**.

Higher Purposes: Heroes with such **Higher Purpose** advantages as "Slay Demons" or "Slay Undead" get +1 on all attack and damage rolls against the relevant foes, and to all active defenses and resistance rolls against those monsters.

Supernatural Flaws: A delver who has a suitable **Hidden Lore** specialty can ask the GM to roll against skill in secret when combat begins. For every two points of success, the GM will disclose one form of Dread, Fragile, Revulsion, Susceptible, Uncontrollable Appetite, Vulnerability, Weakness, or similar disadvantage that the monster possesses. Failure reveals nothing. Critical failure means the GM lies!

Turning Undead: A hero who has **True Faith (Turning)** may take a Concentrate maneuver and roll a Quick Contest of Will with any undead or evil spirit he can see (roll just once for a mob with uniform Will). A blessed or high holy symbol gives +1 or +2, respectively. If he *wins* or *ties*, the monsters can't come closer to *him* than yards equal to margin of victory, minimum one yard; those that are closer must move away. This lasts while he concentrates and for 1d seconds afterward.

Vitals: A successful roll against a suitable **Physiology** specialty will reveal where to find the equivalent of the brain, vitals, etc., on a creature for which this isn't obvious – assuming it *has* such areas! Any failure means the PC simply doesn't know.

No “I” in “Teamwork” (No Profit Without It)

Dungeon fantasy is about the adventures of a *team* of delvers. If the GM decides that a task requires the party to pull together – or that a group effort would be fun for more of the players if it involved more of the heroes – he can use one of these rules:

With a Little Help From My Friends. If the GM feels that a hero with the skill needed for an undertaking would benefit from assistants who know the same skill or complementary skills, each helper may try his skill roll first. This gives a modifier to the final roll: +2 per critical success, +1 per success, -1 per failure, and -2 per critical failure. For example, a bard using **Singing** to distract monsters as a form of *Trickery* (p. 10) might benefit from a musical accompaniment from a few of his bard friends, who would roll against **Musical Instrument**.

Part of the Solution or Part of the Problem. In a situation where everyone needs to look out for himself but some party members lack the right skill, skilled adventurers *might* be able to cover for unskilled ones. Start with the best skill level in question, add a bonus equal to the number of delvers who *know* the skill (no defaults!), and subtract a penalty equal to party size. An example is when concealing the group's camp using **Camouflage**; see *Camping and Posting Watches* (p. 5).

Pulling Your Weight. For combined feats of strength, the GM must first decide how many sets of hands can contribute; e.g., two heroes could lift a chest that had two handles, while four could cooperate to raise a 4-yard-wide portcullis. If combining ST for a ST roll or to deal damage (e.g., with a battering ram), use the *highest* ST plus 1/5 the total of the other ST scores (round up). If working together to lift a weight, add together everybody's Basic Lift.

Medic!

The *best* way to get healed in battle is to yell for the cleric to cast a healing spell – or to swig a healing potion. Another unrealistic dungeon fantasy tradition is combat-speed bandaging. This requires a **First Aid** or **Esoteric Medicine** roll, at -10 for “instant” use! The medic must take a Concentrate maneuver, be close enough to touch the patient, have one hand free, and have bandages, a first aid kit (+1), or a healer's kit (+1) ready in his other hand. Success heals 1d-3 HP; critical success restores 3 HP. Failure has no benefit; critical failure costs 2 HP. Technically, this takes time – but compared to 30 minutes, it's instant!

“Onward to Victory!”

Fantasy warriors often shout orders, wave battle standards, and strike inspiring poses. In dungeon fantasy, this can serve a purpose . . . *if* the fighter is willing to stop hacking and slashing for a second! The options below require at least one turn and a Do Nothing maneuver. (Everything here is doing *something*, but overlooking this lets badly wounded heroes contribute while trying not to pass out.)

Advice: You can observe and advise your friends. Choose *one* companion to aid. On his turn, he can listen to you – or ignore you! If he listens, make your **Tactics** roll. The result affects all his attack and defense rolls that turn: +2 on a critical success, +1 on a success, -1 on a failure, or -2 on a critical failure. Reroll each turn. If multiple people try to advise a fighter, *he* chooses whose advice to take, and only that person may roll.

Encouragement: A successful **Leadership** roll gives +1 to your *side's* Fright Checks, resistance rolls against mind control or fear, and self-control rolls for disadvantages that would affect combat. Critical success gives +2. This bonus lasts until your next turn, but you can roll and shout for as many turns as you like. Failure, or several people trying this at once, gives no benefit (but no penalty).

Observation: You can take a turn and ask the GM to roll **Strategy** for you. Success means he'll reveal the enemy's

general plan – if they have one – beyond “Kill 'em all!” For instance, “Guard the altar,” “Keep the party away from the west wall,” or “Kill the guy wearing the Sacred Talisman.” Failure means he *lies*.

Playing Dead

If you wish to opt out of combat, feign death. This is a free action at any time – just fall down, drop your weapon (monsters *never* trust a “corpse” with a ready weapon!), and stop moving. If a monster that attacks only the living (e.g., zombie) would attack you, roll a Quick Contest: **Acting** vs. the *higher* of its IQ or Perception. It gets bonuses for special senses (like +4 for Discriminatory Smell); you're at +1 at half HP, +2 at 0 HP, +3 at -HP, +4 at -3×HP, and +5 at -4×HP (you're *really* dead at -5×HP, and succeed automatically). If you *win*, your would-be tormenter overlooks you and eats another party member.

Recognizing Magic

Those who know a spell recognize it automatically in combat. Should it become important to identify an *unknown* enemy spell (“Is Sir George asleep or dead?”), a player can ask the GM to roll against his PC's **Thaumatology** skill. Success means the GM reveals the spell – or the *closest* spell, for spell-like effects that aren't spells. Failure, as always, means he lies!

Roguish Skills in Battle

Thieves aren't as tough as front-line fighters. In an ideal world, they would *avoid* fights. Yet they're often out in front, scouting or looking for traps, when the whacking starts. Fortunately, roguish skills can be helpful in combat.

Backstabbing: When the GM starts combat time, anyone may try a **Stealth** roll to hide in shadows, duck into the bushes, etc.

Modifiers: A basic -5; any encumbrance penalties; +5 if the party is ambushing, no modifier in a stand-up fight, or -5 if the party is ambushed; and -5 anywhere *but* in bush or shadowy tunnels.

Success lets him attack his *nearest* foe (GM chooses) from behind; critical success lets him get at *any* enemy. On a combat map, start him one step away from and behind his target. He gets +4 to hit because he can afford to be completely telegraphic against an opponent who can't see him; this helps offset the -3 for vitals (×3 injury), -7 for skull (+2 DR but ×4 injury), -8 for chinks in torso armor (*halve* DR), or -10 for chinks over the vitals or skull (half DR *and* extra injury). The victim gets no defense. The sneak can opt to make this an All-Out Attack, with further bonuses, but this isn't wise – attacking reveals his presence!

Hidden Weapons: A *small* blade can be hidden in the palm, along the forearm, etc. This requires a **Holdout** roll, at no modifier for shuriken, -1 for daggers, -2 for larger knives, or -3 for sabers, shortwords, and smallswords. Success means that when combat starts, the *first* attack with that weapon will be hard to see coming: -2 to the target's defense. Ensuing blows won't surprise anyone.

Practical Poisoning: Anybody can poison a blade – a long action that must be done *before* combat. There are tricks for getting a larger dose to the target with one blow. The poisoner may apply two or four doses, if he has enough. When he hits, make his **Poisons** roll. Failure means it isn't any more effective than one dose. Success gives -2 to HT rolls to resist and ×2 damage for two doses, or -4 to HT rolls to resist and ×4 damage for four; e.g., four doses of monster drool require a HT-4 roll to avoid 8 points of injury.

Traps: Traps add to the fun when setting an ambush. Make one **Traps** roll per trap. Repeated attempts are allowed but take a minute apiece – and critical failure means the *trapper* is affected! On any success, record the margin; during the fight, the GM will make a secret Vision roll for anyone who enters the trapped area, with a penalty equal to this margin (allies who know about the trap add +10, but success is only *automatic* for the trapper). Those who make the Vision roll see and avoid the trap; the first person to fail trips the trap, after which it's obvious or sprung, and can't affect anyone else. Hasty traps used by delvers include concealed caltrops (margin of failure on Vision determines how many affect the victim), crossbows with trigger lines (inflict their usual damage), leg-hold traps (damage a foot and, if anchored, hold the target in place until he breaks free), trip-ropes (roll DX-2 or fall), and shallow stake pits (thrust impaling damage based on victim's ST). Each affects a one-yard area – one hex, on a combat map.

Speed is Armor!

Not really – if you're hit, it's better to be an immobile lump in dwarven plate. Still, mobility keeps martial artists, swashbucklers, and thieves from getting hit. Your *first* dodge after any of the moves below counts as your Acrobatic Dodge (p. B375) for the turn, even if you didn't use **Acrobatics**, giving +2 to Dodge if the trick succeeded but -2 if it failed.

Acrobatic Evade: You may substitute **Acrobatics** for DX when evading (p. B368) on a *Move* maneuver, tumbling between your foe's legs, rolling over his shoulder, etc.

Acrobatic Guard: If you fear for your life, you can declare that you're acrobatically avoiding *one* opponent and doing nothing else. Roll a Quick Contest of **Acrobatics** vs. his best melee skill. If you *win*, he'll have a penalty equal to your margin of victory on his roll to hit you on his next turn. If you tie or lose, you waste your turn. Regardless, you still get your usual active defenses.

Acrobatic Stand: If you're lying down, you can jump to your feet using one Change Posture maneuver instead of two by making an **Acrobatics** roll at -6 plus encumbrance penalties. Failure means you end up sitting; critical failure means you fall face-down!

Athletics in Combat: Scenery permitting, the feats under *Dungeon Parkour* (p. 7) can be part of any *Move* or *Move and Attack* maneuver. During a *Move and Attack*, they count as the "Move" portion, and both your attack roll *and* roll for the stunt take an *extra* -2.

Tumbling: During a *Move* maneuver, you may try to cart-wheel or roll at full *Move*. Make an unmodified **Acrobatics** roll. Success means that anyone who makes a ranged attack on you adds your full *Move* to range. Failure means you only get half your *Move* and no special benefits. Critical failure means you *fall down* and go nowhere!

Taunt and Bluster

Delvers often want to draw the aggression of monsters away from allies – especially *wimpy* allies. Many skills work for this: **Animal Handling** to provoke dumb animals, a suitable **Psychology** specialty to distract things that *have* a psychology, **Religious Ritual** to aggravate evil monsters (especially demons), and **Singing** to taunt foes smart enough to understand insults (IQ 6+).

Take a Concentrate maneuver and roll a Quick Contest of skill against the *higher* of the monster's IQ or Will. If you *win*, that foe decides to attack *you* from now on. A tie means it continues to fight as it was. If you lose, it targets a hurt or otherwise vulnerable party member! Win, lose, or tie, if you roll a critical success, your mark *also* makes an All-Out Attack on its next turn.

You can try **Intimidation** to drive off an intelligent monster, but *not* one with IQ 0-5, Indomitable, and/or Unfazeable (which excludes animals, golems, undead, most plant-monsters, many demons, etc.). Roll dice as above. If you *win*, that foe attacks somebody *other* than you next turn, and must move *away* from you to do so (so if you step between it and a friend, you can protect your friend) – and if you rolled a critical success, it must make a Will roll or flee the battle. If you tie or lose, though, it wants *your* lungs!

AFTER THE BATTLE

After succeeding at the "killing the monsters" part, the party will want to move right to the "taking their stuff" bit. There are occasionally steps between killing and looting, however.

Prisoners

Sometimes, the monsters *aren't* dead – they're charmed, knocked out, pinned, put to sleep, or trapped. In that case, the party has to decide what to do with the prisoners.

Chains and Irons: Top priority is to ensure that they don't escape. Shackles are ideal, but not every party brings those (thieves *hate* them), and they rarely come in dragon size. Rope or cord will do; divide the prisoner's BL by 50 to get the needed weight in pounds. Make a **Knot-Tying** roll to estimate this amount and bind the target. Failure means he'll wiggle free as soon as nobody is looking. Critical failure lets him

burst out immediately. In the case of a spellcaster, *any* failure means he wasn't gagged and blindfolded securely enough to prevent casting!

Whips and Thumb-Screws: Monsters often know things – like where the secret door is and how to open the trapped chest safely. *Win* a Quick Contest of **Interrogation** vs. Will to get an answer; assume that any penalties for ferociousness are canceled by bonuses for Bad Things Done by Greedy Munchkins (and Best Left Unsaid). Losing by 5 or more means the prisoner *lies*.

Elbow-Length Gloves: Make a **Search** roll to find objects that the prisoner is trying to hide in unexpected places on its hairy, dirty body.

Patching Up

When Ed the Barbarian is face-down in a puddle of blood and you need him to bash the vault, the surest fix is to pour a healing potion in his ear or ask the cleric to heal him. However, clerics and druids study nonmagical healing skills for a reason.

For the tasks below, *one* attempt is allowed. Failure produces no change. Critical failure inevitably makes things worse.

Antidotes: In a wilderness setting, an hour and a **Pharmacy (Herbal)** roll will cook up an antitoxin for a *known* poison – if the victim can hang on for that long.

Bandaging: Assume that dungeon fantasy is TL3 for the purposes of first aid. It takes 30 minutes to restore 1d-3 HP. This requires a successful roll against **First Aid** (+1 with first aid kit) or **Esoteric Medicine** (+1 with healer's kit). See also *Medic!* (p. 11).

Bleeding: Ignore *Bleeding* (p. B420) in dungeon fantasy unless some monster, poison, or weapon specifically causes it. The usual cure is a particular degree of magical healing. Taking a minute and making a bandaging roll will also work – but apply a penalty equal to the healing needed (e.g., -4 if the effect requires 4 HP of healing to stop bleeding).

Horrible Grubs: In the event of skin-boring grubs, burrowing arrowheads, or similar unpleasantness, healing magic can cure the injury but not solve the problem. That takes a **Surgery** roll – at -5 without real surgical instruments (e.g., just a dagger). Failure means 2d injury, critical failure means 4d injury, and either means the grubs are still there.

Weird Afflictions: Make a **Diagnosis** roll to reveal what's wrong with somebody who isn't responding to healing, or to avoid -5 when casting **Cure Disease**. Roll **Poisons** to identify poison and avoid -5 on **Neutralize Poison**. Use **Thaumatology** to deduce the spells needed to cure an ongoing magical effect.

Weird Treatments: Magic spells have no penalty to cure a *diagnosed* affliction. If the party lacks the right spell, taking a day out to make an **Esoteric Medicine** roll (+1 with healer's kit) might work. Of course, the GM may cackle and apply penalties, and a day holds the potential for *many* random encounters with monsters that can smell suffering. Not to mention that fantasy diseases and poisons often kill in hours or minutes!

Fido and Ol' Paint: Use the same rules to patch up the party's pets, but **Veterinary** replaces Esoteric Medicine and First Aid.

Searching the Bodies

Dead enemies, like live ones, may have hard-to-find loot on them. Make a **Search** roll to find this. If several people search, use their margins of success to determine who finds the best stuff. The GM should reveal search results to the players in secret. That makes it easier for the thief to palm evil, mind-warping things that the cleric would destroy!

Dead Monster Bits

Taking rings from dead hands isn't enough for the truly greedy – some will want to keep the fingers. The necessary preparations must be done while the kill is fresh. If the party returns to an undefended room full of carrion, assume that massive dungeon rats (or grubs, 'pedes, or *something*) carried it off, or at least ate the valuable eyes.

Poisons: Make a **Poisons** roll to milk toxins from a mundane venomous creature (like a cobra, even a *giant* cobra), or a **Hazardous Materials (Magical)** roll to extract any agent with weird magical powers. Failure ruins the lot. Critical failure poisons the looter.

Mundane Parts: Make a **Naturalist** roll to know what furs, horns, etc., are useful for raw materials or medicine (in dungeon fantasy, this skill *does* cover “unnatural” things like giant worms). Roll against a suitable **Physiology** specialty to find any *internal* part of this kind. To remove a pelt, yank out claws, etc., make a **Survival** roll. To take out internal organs, roll **Surgery**. Any failure on the extraction roll spoils the loot.

Magical Parts: “Mana organs” require a **Thaumatology** roll to find and know how to properly extract, and a **Surgery** roll to remove. Failure on either roll ruins the body part.

LOOT

*All that glitters is not gold;
Often have you heard that told:
Many a man his life hath sold
But my outside to behold:
Gilded tombs do worms enfold.*

– William Shakespeare, *The Merchant of Venice*

And now for the feature presentation: booty, plunder, spoils, swag, treasure . . . loot.

Cracking Chests and Vaults

Use the rules under *Picking Locks* (p. 8) and *Muscling Through* (p. 8) to open loot containers – and *Dealing with Traps* (p. 8) for any traps on them. A few notes:

- Bashing open a container using **Forced Entry** will set off any trap on it!
- When picking a *trapped lock*, use the *lower* of **Lockpicking** or **Traps**. Success opens the lock – which, when done correctly, also leaves the trap untriggered. Failure means the lock stays shut but the trap goes off.
- Some traps aren't visible from outside an enclosed chest. A looter can feel for these and try to interrupt them *as he opens the chest*. This is working by touch: make a DX-based **Traps** roll at -5, but with any bonus for **High Manual Dexterity**.

Identifying the Good Stuff

Not all loot looks like loot. Some has hidden properties that make it more valuable – or trash. Professional dungeon-crawlers *need* special skills to figure out what to keep, sell, and discard. Except as noted, the rolls called for here identify the treasure but not its fair market value.

Coin: Assume that any delver who isn't completely illiterate (as barbarians often are) can count and evaluate coin: a copper farthing is \$1; a silver penny, \$4; and a gold piece, \$80. Copper is \$62.50/lb.; silver, \$1,000/lb.; and gold, \$20,000/lb. To avoid being ripped off, bring scales and weigh it all!

Stones: Everybody knows that shiny rocks are valuable. To tell semiprecious stones from gemstones, make a **Merchant** roll. *All* trained dungeon fantasy merchants seem to know about gems.

Luxury Items: To know fine incense from cathouse perfume, rare tropical woods from common types, ermine from rat fur, etc., roll against a suitable **Connoisseur** specialty.

Rare Artifacts: Some things, especially artwork, are valuable because of who made or owned them, or by dint of some other historical quirk. Make a **Connoisseur** roll to spot a potential item of this kind – and a **Forgery** roll to discover whether it's real or a fake! A **Heraldry** roll might deduce makers or past owners from marks left on the item (GM's decision).

Superior Weapons and Armor: Roll against an appropriate **Armoury** specialty to spot better-than-average arms and armor, including such properties as “balanced,” “dwarven,” and “meteoric.”

Blessed Items: A Perception roll with bonus equal to **Holiness** or **Power Investiture** lets those with either trait spot a blessed (or *cursed*) item. A cleric can take four hours to pray to his god and get the full details by making a **Religious Ritual** roll. Critical failure triggers any curse present.

Magic Items: The most reliable way to spot magic items is for a wizard to make his Perception + **Magery** roll on sight or on touch. Use the **Analyze Magic** spell to reveal specific enchantments. A delver with a backpack alchemy lab can take an hour and make an **Alchemy** roll at -2 to learn the item's *general* abilities (*not* specific spells) – but critical failure wrecks the item! If the item is legendary, a **Hidden Lore (Magic Items)** roll will identify its common name and known functions.

Magical Writings: The reader of a book must know its language to have any hope of knowing what it's about. Skimming a spellbook reveals what spells are in it. Roll **Hidden Lore (Magical Writings)** to discover other properties (“Those who read this will turn into a duck!”), with any failure activating *bad* effects. Either takes four hours – or an hour and a half with a **Speed-Reading** roll. Magic scrolls show up to **Magery**; make a **Thaumatology** roll to learn what spell a scroll casts.

Potions: These are visible to **Magery**. Roll **Alchemy** to analyze a potion's effects. The tester can use a backpack alchemy lab, take four hours, and at worst ruin the potion on a critical failure . . . or taste the stuff, which takes 10 seconds but means that bad effects affect him on *any* failure!

Naturally Occurring Money

Even an “empty” room – especially a cave – may contain loot. To identify the ore that the goblins were mining, the strange metal in the excrement of that rock-chewing worm,

etc., make a **Prospecting** roll. The GM decides how much is there, and how long it takes to mine.

Determining Value

Looters who want to estimate an item's fair value must *fully* identify the booty first; e.g., “A fine, balanced broadsword of smiting, blessed by the Squid God, known to be the blade that Hack Slashman used to slay the great wyrm Blargh.” The GM will make a secret **Merchant** roll. On a success, he'll reveal a round figure *based on what the delvers know*. This will be bogus if the party is missing major details, or if the roll fails!

DISPOSING OF THE SPOILS

Once the loot is identified and evaluated, it's time to decide what to do with it all.

Keepers

What the party keeps and what it sells is entirely a matter of intraparty negotiation. Approaches include:

- Split loot by shares, seniority, etc. Enforcement takes the form of “If you cheat, the others will pound you!”
- Allocate items to those who can make the best use of them. This *sounds* altruistic, but munchkins often prefer it because it makes the party *more powerful*.
- Free-for-all! Keep whatever you grab! (Thieves tend to play by this rule no matter what the rest of the party does.)

However it works, skills don't affect negotiations. PCs can **Fast-Talk** and haggle with NPCs, but weaseling *each other* is pure roleplaying.

Fixer-Uppers: Armor is an unusual special case, as it's made for a particular user. If the new owner's SM isn't that for which the armor was designed, it will *never* fit. If SM matches, the armor may fit with adjustments. Make an **Armoury (Body Armor)** roll, at -1 per unusual property (dwarven, magical, spiked, etc.) – but -5 for fine. Success fits the armor to the new wearer. Failure means it won't fit *him* (“Sorry, Bob, but most people aren't as freakish as you.”) but, with further adjustments, might fit somebody else. Critical failure ruins it for good.

Getting a Good Price

True munchkins will want to sell swag they can't use to get money for better gear. Dungeons with vast unexplored depths – or ones that repopulate or rearrange when nobody is visiting – often have a perpetual merchant encampment outside. A few might have shops *inside*, surrounded by mana-free areas and patrolled by armed ogre guards from Stinkerton's. Otherwise, the party has to drag the spoils back to town; see *Travel* (p. 5), and remember that a trip takes longer when hauling 523 lbs. of copper coins, the worldly goods of 114 dead goblins, and a gold cockroach the size of your head . . . while driving off the inevitable bandits bent on stealing it all.

Coin always fetches its full value. For everything else, start with the *lower* of actual value and what the seller *believes* his item is worth (see *Determining Value*, above). As noted in **Dungeon Fantasy: Adventurers**, the sum that an adventurer will actually receive depends on his **Wealth**: Dead Broke yields

0% of this price (a euphemism for “Get out of my shop, you bum!”); Poor, 10%; Struggling, 20%; Average, 40%; Comfortable, 60%; Wealthy, 80%; and Very Wealthy, 100%. The wealthy can weasel out of taxes and are assumed to be good for any damages caused by stolen, cursed, or exploding articles (the Merchants’ Guild collects taxes for the King and insurance from its members). Thus, selling is most profitable if the richest party member does it – and if he’s smart, he’ll take a percentage.

There are a few ways to bend the rules, however.

“For you, a special price!” Make a reaction roll (3d) before each selling spree. Add any bonuses for the hero’s **Appearance** and **Charisma**. If the total is 16+, the merchant likes the seller: treat the PC’s Wealth as one level higher (cumulative with the effects of haggling, if attempted).

Haggling: For each item, a PC with the **Merchant** skill can roll a Quick Contest vs. a generic skill of 15. If he *wins*, treat his Wealth as one level higher for that sale; if he *ties*, he receives his usual rate; and if he *loses*, treat his Wealth as one level lower. Thus, even Dead Broke delvers can cut deals, while Very Wealthy ones shouldn’t bother. The seller can reject the offer, but other merchants will be reluctant to make another – no repeated attempts until after the party brings its next haul to town!

Black Market: A seller can try to move goods on the black market. Use the haggling rules, except that **Streetwise** replaces Merchant and losing leaves the option of selling to a merchant. Critical failure on the roll means that some sniveling snitch turns the PC in for tax evasion or violating Guild privilege, and the Town Watch or King’s men seize the item for good.

The Temple: Those with **Clerical Investment** can trade luxury items and rare artifacts suitable for a temple (statuary, incense, etc.), and blessed items, as if their Wealth were a level

higher – no roll required. They *don’t* get cash, though, but credit for merchandise in town.

Scrap

Greedy delvers who bring a wagon and haul back everything may end up with tons of scrap – rusty iron gratings, partly sun-dered doors, etc. Make *one* **Scrounging** roll for the party at the adventure’s *end*. Success means the junk might be of some value to someone. Failure indicates that it really *is* garbage.

In town, make *one* **Current Affairs** roll to discover whether anybody is buying scrap (“Archmage Recnam Orcen is excavating a new, um, *cellar*, and could use such wares.”). Success finds a buyer who offers \$1d×100 per half-ton wagonload – take it or leave it. Any failure reveals nothing, but for each week the party stays in town (at \$150 apiece for food and lodging), *one* PC can try a **Propaganda** roll; success means he finds a similar deal through the power of advertising.

Selling the Tale

At the end of a dungeon crawl, the heroes can take a week to immortalize their recent adventures. Each may try *one* roll – **Cartography** to map the journey, **Musical Composition** to compose a ballad, **Poetry** to pen an epic, or **Writing** to create a learned work on the Squid Cult, ochre slime mating rituals, etc. Success creates something worth selling; the creator gets \$100 (of course, it costs \$150 a week to live at the inn, which explains why most authors live in garrets). Critical success is literally that, and scores \$500. Dungeon fantasy worlds don’t have presses, syndication rights, etc.; those who aren’t happy with their fee can deny the world their brilliance, but it won’t help.

Last Ditch

Dungeon fantasy is about the rousing sound of tunnels collapsing, the bracing smell of suffocating gas, and the salt spray of (your friends’) blood. Sometimes, though, things go *really* wrong thanks to unlucky dice. Then the GM may wish to grant hints or assistance. When checking for aid, failure shouldn’t make matters *worse* – if things are so bad that brave adventurers are begging, it isn’t funny to have The Devil show up and curse them, too.

Seeking Guidance: If the players are merely at a loss for what to do next, they may make a **Meditation** roll to seek enlightenment (popular with martial artists), or a **Theology** roll to decide “What would my deity do?” Success means the GM gives a *small* hint – nothing as clear as magic divination, just a cryptically worded shove in the right direction. This has the benefit of making contemplative PCs actually *seem* contemplative.

Praying: “There are no atheists in dungeons.” Adventurers who *really* need help can pray! Roll vs. the highest of IQ, **Meditation**, or **Theology**, at a base -10, +1 per unspent character point sacrificed, +1 per **Holiness** or **Power**

Investiture level, and -3 for wizards with Social Stigma (Excommunicated). Success means a fortuitous coincidence saves the supplicant; e.g., his pack snags, stopping his fall. Critical success means a miracle; e.g., his god teleports him to safety. (Gamers familiar with the computerized adventures of @ will find this comforting.)

Altars and Shrines: Dungeons often contain ready-made altars and shrines – just not ones holy to friendly gods. Someone with **Clerical Investment** and an hour to spare can make a **Religious Ritual** roll to sanctify such a site (provided that it isn’t actually *cursed*). Success makes it holy; only critical failure angers the resident god enough to blast him. With a proper shrine, he can then lead the party in a prayer for aid. Roll against **Religious Ritual** at -10, plus **Holiness** or **Power Investiture**, plus the total of all points sacrificed by everyone. Success and critical success work as above, but benefit the *entire group*.

Pass the Plate: When a god answers delvers’ prayers, anyone who benefits is advised to donate \$1,000+ to the temple when he’s next in town. Otherwise, the helpline will be busy next time . . .

CHAPTER TWO

MASTERING DUNGEONS

If you're not the GM, please stop reading.

– The Management

Much of what the GM needs to know appears in *Dungeon-Crawling* (pp. 3-15). With the rules for kicking in doors, sneaking around, looting, and so on spelled out, it's simple to come up with challenges for the heroes – just decide on things like how hard the locks are to pick, how many HP the doors have, what monsters live there, and how much gold is in the hoard! Some *additional* advice on such matters follows, with cross-references to earlier rules that may be relevant.

DUNGEON DESIGN

Dungeons don't have to make sense, but they do demand some forethought so that the GM isn't making things up while the players tap their toes. Dungeon fantasy is all about *what the heroes do* – that's why most of ***Dungeon Fantasy: Dungeons*** consists of ways for PCs to exploit their skills! Before starting a dungeon adventure, the GM should make notes on the elements below so that when the players do things, he's ready to respond.

Archetype

What is the dungeon? Answering this question can be a big help when making maps and “winging” the answers to the players' questions! Some possibilities:

Cave: Unlit and damp, with deep fissures, ponds, and similar natural dangers. A cave won't have “rooms” or “levels” as such, but erosion can produce the same effect. It may house cave-dwellers (bears, giant bats, etc.) or *intelligent* monsters that have taken it as a lair and installed traps, doors, etc. Open caves make it easier for distant foes to hear the party; tighter ones can challenge armor-clad heroes to wiggle through narrow openings.

Cellar: Might be lit, albeit poorly (-3 to Vision), and even in use; in the latter case, the users are either hostile or rarely seen (perhaps monsters are eating them). Extended cellars have numerous small rooms separated by thick walls that support the building above, and thus have lots of doors and traps – but also easily secured rooms for resting in. Monsters tend to be either humans or kept pets, unless something has burrowed in.

Labyrinth: A *deliberate* dungeon, created to challenge those within. Some are meant to keep something in – usually a terrible monster. Others are designed to tax explorers to the limit, but reward those who reach the far side or some inner area. Labyrinths tend to twist and sprawl; feature endless obstacles, tricks, traps, and monsters; and often require adventurers to use all of their skills to survive.

Mine: Dark, unless in use (parts in use will be lit at -3 to Vision). “Traps” are more like mining hazards – collapsing galleries, suffocating or explosive gas, and so on. Mines can go for miles and have many levels, but consist almost entirely of claustrophobic tunnels. Monsters might be the *miners* (evil gnomes, kobolds, etc.) or whatever ate them (giant worms, balrogs, etc.). Treasure often consists of raw ore or uncut gems.

Prison: Prisons resemble cellars with some important differences. They have guards, torturers, plenty of locked doors, and traps that offer a way for the guards to pass. There will also be cooks, kitchens, and even work areas for slave labor. Both the prisoners *and* the guards may qualify as monsters! An important subcategory is the *menagerie*: a prison for beasts. Wizards in particular seem to imprison some very unusual things . . .

Sewer: Sewers run under metropolises. They may have entrances all over town, but the *interesting* parts are remote. Sewers are wet, rank, and unhealthy; the heroes will have to make lots of HT rolls! Many have both deliberate traps (set by assassins and thieves) and bad engineering (e.g., collapsing walls). Inhabitants include slimes, giant rats, and undead drowning victims. Some sewers are dimly lit by glowing slime (-8 to Vision).

Tomb: Tombs tend to be dark, sealed, and dry. Many are labyrinthine, with cunning tricks and traps for foiling



Tavern Tales and Moldy Books

After designing the dungeon, the GM should decide what delvers can learn about it through hearsay and/or research (see *Finding a Quest*, p. 4). This step comes last because having all the facts at hand makes it easier to concoct *useful* tidbits that give a fair return on the PCs' investment in skills of little use outside town.

Rumors

Come up with a few *general* rumors about the dungeon to give to adventurers who make their **Carousing** or **Current Affairs** rolls: archetype (cave, mine, etc.), dangers obvious from the outside ("Halfway up a volcano, and full of fissures and lava pits."), a simple description of monsters seen nearby ("Ahr! Blue goblins, as sure as I be standin' here!"), fabled loot ("Everybody knows there's a Holy Sword in there."), etc. Critical success reveals a detail instead; see below.



grave-robbers. Obvious residents are the undead and things that eat corpses. Since burial is a religious ritual, tombs are often sanctified and include prayer facilities, making sanctity variations, curses, and strange altars likely. The dead are frequently buried with rich treasures, however, making the dangers worth braving.

Warren: A warren is similar to a mine, but excavated by burrowers (big ants, worms, killer bunnies) who lair there, not by miners. Most such creatures can navigate in the dark, so light is unlikely. The size and shape of tunnels will depend on the monsters that dug them; e.g., 7'-thick worms dig 7'-wide tunnels. The walls might be shored up with dung, straw, viscous goo, or the bones of prey. Things like webs and trapdoors are likely.

A dungeon may include different sectors with diverse themes. It's traditional to give the party a clue when they change sectors, though, so that they have a chance to prepare. This might depend on a skill roll – **Hidden Lore** for a forgotten labyrinth, **Prospecting** for a mine, **Urban Survival** for a sewer, **Theology** to spot tomb symbols, **Naturalist** for a warren, even **Streetwise** to know a prison. All such rolls should be *Per*-based.

Maps

The next step is to map out the dungeon – get some graph paper and start drawing rooms and passageways. *Caves* tend to have irregular areas linked by narrow tunnels. *Mines* and *sewers*, being manmade, are fairly regular; most have more corridors than rooms. *Warrens* could go either way, depending on the residents. *Cellars*, *prisons*, and *tombs* typically have lots of rooms

Also cook up two or three bits of hogwash for delvers who critically fail! These should be consistent with the accurate rumors. For instance, if success reveals "The Vault of Vileness is next to the ocean," critical failure might add "It's full of kraken!" when the Vault is actually a sealed tomb full of undead.

Details

Write down a few *specifics* to share with heroes who succeed at **Research** rolls: particular inhabitants ("The Passages of Pain are said to be the lair of the lich Ruinas, necromancer extraordinaire."), construction ("The complex is the work of Hell Gnomes, masters of cunning locks and Evil Runes."), unambiguous dangers ("It's called the Cave of Curses for good reason – bring an exorcist."), or hints about treasure that go beyond greedy speculation ("The Holy Sword rests within, true. However, Evil placed it upon the Altar of Doom, since it could not be unmade. Only the strong of will can lift it."). Critical success gives an especially valuable tidbit – a weakness of one of the worst monsters, a password, a partial map, etc.

Also note a couple of fatally flawed details for researchers who critically fail. Again, these shouldn't disagree with other findings. If holy water *heals* the lich Ruinas, he's unlikely to discourage bogus rumors that it burns him . . .

and reasonably predictable, squared-off floor plans. *Labyrinths* vary too much for generalizations beyond "confusing."

Don't worry (much) about cartography or architectural soundness, but remember these things:

Scale: Decide how many feet or yards each graph-paper square or hexagon represents.

Walls: Draw reasonably thick walls, and note their HP and DR – for when the players decide to carve a shortcut! Most dungeon walls are stone, with *ablative* DR (see p. B46). A 6" wall is about as thin as it gets, and has DR 78, HP 75; a 1' wall has DR 156, HP 94; a 2' wall has DR 312, HP 118; and a 3' wall has DR 468, DR 135.

Ups and Downs: In a multilevel dungeon, you'll need one map per floor or level. Be sure to include staircases, ladders, ramps, shafts, magic lifts, etc. Keying these between levels (say, with colors or letters) lets you see at a glance where the heroes will end up.

Area Labels: Number any area that you think might contain interesting features or an encounter, so that you have a way to refer to it in your notes. Each set of "generic" areas (connecting tunnels, prison cells, etc.) can share a number and a description. It's best to number areas in the rough order you think the adventurers will reach them, so that as the party explores the dungeon, you can consult your notes with minimal page-flipping.

Legend: You'll need symbols that represent doors, *secret* doors, stairs, ladders, and so on. You'll find it easier to answer the players' questions if you box off these symbols and always use the same ones in all of your dungeons.

For rules covering maps made by *adventurers*, see *Mapping* (p. 6) and *Selling the Tale* (p. 15).

Area Information

Looking at your map, write down the area labels in numerical order and note anything interesting in each area as you go. Your notes don't have to be *wordy*, but they should be *thorough*. A four-room dungeon can be hours of fun if it has lots going on, while 1,337 rooms with identical doors, no furniture, an orc apiece, and minimal loot is a recipe for boredom. "Interesting" is subjective, but here are some classics.

Doors and Locks

Area entrances in dungeons often have doors, grates, portcullises, or similar barriers.

Locks: Such portals may be *locked*; see *Picking Locks* (p. 8). Standard **Lockpicking** penalties range from +5 to -5. Especially tough locks might go down to -10! A Magelock spell *can't* be picked – it requires **Counterspell** or **Lockmaster**.

Doors: If lockpicking fails, the party lacks a thief, or the delvers simply want to break stuff, forced entry becomes an issue; see *Muscling Through* (p. 8). Any lock or bar can be *forced*. Typical values are:

Construction	Lock/Hinge		Bar/Wedge	
	DR	HP	DR	HP
Light	3	6	1	14
Average	6	12	2	18
Heavy	9	18	4	23
X-Heavy	12	23	8	30
Vault	24	46	16	37

The door itself can be *bashed*. Wood has ablative DR (see p. B46), while ironbound wood and iron don't. Use these numbers:

Construction	Wood		Ironbound		Iron	
	DR	HP	DR	HP	DR	HP
Light	1	23	5	27	12	36
Average	2	29	10	34	25	46
Heavy	3	33	15	39	50	58
X-Heavy	6	42	30	49	75	66
Vault	12	54	60	62	150	84

Metalwork: Gratings, grilles, etc., can be *bashed* or *bent*. The stats below are *per bar*; defeating one bar lets a Skinny person pass, two lets most adventurers get by, and three allows Fat or Very Fat delvers, or those with Gigantism, to squeeze through. Weight is for lifting *unlocked* portcullises; ST is the minimum effective ST needed without extra effort.

Construction	DR	HP	Weight	ST
Light	6	12	200 lbs.	12
Average	9	18	500 lbs.	18
Heavy	12	23	1,000 lbs.	25
X-Heavy	18	35	2,000 lbs.	36
Vault	24	46	3,000 lbs.	44

Inhabitants

Many areas should have monsters! Put their complete stats on a separate sheet that you can refer to whenever they show up. All you need to note in area information is the type and number of foes, any deviations from standard abilities and equipment, and perhaps a few important rolls (*especially* Hearing and Vision for sentries; see *Scouting Ahead*, p. 7). For advice on monster stats, see *Perilous Encounters* (p. 20).

Nasty Surprises

Traps and Hazards (p. 8) discusses many unpleasant gimmicks that could lurk in a dungeon. A few *clever* dangers – hidden on entrances, in rooms, and/or on furnishings – are a major part of what makes dungeon crawls fun! Avoid the temptation to put them everywhere, though. That will just make the players paranoid and turn the game into a tense-but-tedious mine-clearing mission. Some specific notes:

Traps: Describe *unique* traps in the notes for the area that holds them. Many traps are "generic," though, and show up repeatedly. Keep stats for these on a separate reference sheet, as recommended for monsters. Area information merely needs to note the traps' location, plus deviations from the standard versions.

Curses: Try to make these unique. Curses that show up often enough to get "generic" stats will seem *lame* – not weird and creepy! To describe a curse, specify its *resistance roll* (if any) and *effects*: damage (type and amount), or injury if it comes off FP or HP and ignores DR; afflictions (such as attribute penalties or temporary disadvantages); or spell-like effects (every malign spell in **GURPS Magic** is inspiration for a curse). If the curse is due to an evil spirit, note its effective Will for would-be exorcists.

Evil Runes: These differ from curses primarily in that they're uncommon but not rare, and mostly cause instantaneous effects similar to wizardly spells – usually Burning Touch, Deathtouch, Dehydrate, Frostbite, Icy Touch, or Shocking Touch. Note the spell, effective level, any resistance roll, and damage.

Gunk: Gunk requires a *resistance roll* and *effects*, like a curse. Resistance is normally against HT, generally at a penalty; effects typically mirror acid, poison, or potions. Note whether the gunk must touch skin or can leach through armor (similar to Oozing Doom; see **Dungeon Fantasy: Adventurers**). Some glop can rust or rot gear! For that, make a HT roll for the equipment – again, possibly at a penalty. Delicate tools (like lockpicks) and articles with moving parts have HT 10, while armor, weapons, and heavy tools (like poles) are HT 12. *Fine* combat gear and *good* tools get +1, *very fine* weapons and *fine* tools get +2, orichalcum gets +2, silver or dragonhide *usually* gets +1, and meteoric iron is immune to magical goo. Failure most often means the item is ruined.

Tricks: Even more so than curses, tricks should be remarkable. What makes a trick tricky is that it's *unexpected*! For things like portals and shifting passages, indicate where the adventurers end up by keying the entrance(s) and exit(s) exactly as you would for a staircase between levels.

See *Fiendish Traps* (p. 19) for a handy format for writing up not only traps, but also curses, Evil Runes, gunk, and tricks.

Obstacles

Some areas should include *obvious* quandaries that call for the *Dungeon Parkour* (p. 7) and/or *Bridging Hazards* (p. 8) rules. These include interesting spots that are hard to reach and self-evident dangers that can be avoided but not disarmed, broken, or resisted; e.g., acid pits. Note any of the following that apply:

- The *height* of a vertical challenge: drop to a lower area, distance from the floor to the top of a giant altar or to a small opening halfway up a wall, depth of a pit, etc.

Falling Damage

Distance	Damage	Distance	Damage	Distance	Damage
1 yard	1d	15 yards	3d+2	45 yards	6d
2 yards	1d+1	20 yards	4d	50 yards	6d+2
3 yards	1d+2	25 yards	4d+2	60 yards	7d
4 yards	2d-1	30 yards	5d	70 yards	7d+2
5 yards	2d	35 yards	5d+2	80 yards	8d+1
10 yards	3d	40 yards	6d-1	100 yards	9d+1



• The *width* of any horizontal challenge: chasm, icy surface, lava pit, water, and so on.

• Penalties to rolls to defeat these challenges; see “. . . *With Spikes*” (p. 7).

Be sure to spell out the consequences for those who fail! Some examples:

Falls: Those who fail to cross chasms, narrow ledges, pits, steep slopes, etc., smash into the ground. Don't bother doing the math on p. B431. Just use the above table.

Pits of Death: Falling damage becomes *impaling* when there are spikes at the bottom! Ignore falling damage for liquid-filled pits – but acid means 1d-1 corrosion damage per second, while lava does up to 8d+2 burning damage per second (and tends to be rather final, so use sparingly).

Water: Failure leads to drowning (see *Swimming*, p. B354).

Special Features

A dungeon area might contain all manner of weird and wonderful stuff – most of it bad, some of it good, and all of it entirely up to the GM. Old favorites include:

Altars: These might be cursed (see *Curses 101*, p. 9) or blessed (see *Last Ditch*, p. 15), or raise effective sanctity for *evil* clerics in the area.

Enchanted Fountains: These affect people who drink from them, those who bathe in them, or items dipped in them, causing corrosion (1d-1 corrosion for a dip, 3d injury if swallowed), poisoning (note damage and the penalty to any HT roll to avoid it), potion effects, and so on. Some have a whole table of random effects – or even *separate* tables for drinking, bathing, and dipping!

Mana: Areas with other-than-normal mana (see *Mana*, p. B235) can be an interesting challenge on occasion. Don't fill a whole dungeon with no-mana areas just for kicks, though – that's boring for wizards and bards, and unfair to PCs with magical Signature Gear.

Natural Features: Ore veins (specify net yield in \$ and lbs.), weird fungus (glows, or poisons those who eat it, or *heals* those who eat it), and so on.

Sanctity: Areas can have different sanctity levels, too. This affects clerics exactly like mana affects wizards. Use this sparingly – clerics are the only healers in most parties!

Statues: These may talk, posing riddles for the *players* to solve. Getting the answer right might open a door or even grant a wish. Or perhaps the statue seems mundane, but is an NPC that the party can free with a **Stone to Flesh** spell (but be sure to offer a clue). Treat *walking*, *attacking* statues as monsters!

Secret and Concealed Doors

Secret and concealed doors are de rigueur in dungeon fantasy! As with traps, avoid the temptation to put them

everywhere. Pressing against every last 10' wall section while making an “ugh-ugh” noise is fun in 1990s video games, but not at the gaming table.

As noted in *Hidden Doors* (p. 6), a *secret* door requires a roll to spot and another to operate, while a *concealed* door demands only a detection roll but the searcher must be looking inside or behind the right scenery have any chance of success. Assign each such door a penalty to any rolls involved (typically from -1 to -10). Each concealed door *also* needs a piece of concealment – include this in the area information. Well-placed red herrings (a big cabinet here, a tapestry-lined hall there) make nice additions to *any* area.

Booty

An area or its inhabitants will often have swag – see *Treasure* (p. 28).

FIENDISH TRAPS

Traps give the GM an opportunity to exercise diabolical creativity. For each trap, briefly note *what it is* and *what triggers it*, and then list the following:

Detect: The skill needed to find the trap – usually **Traps**, but **Alchemy** or **Poisons** for gunk, or **Thaumatology** for Evil Runes – along with any difficulty modifier. Such rolls are always *Per*-based. Not every trap is detectable! Only magic can spot a trap concealed entirely within a wall or a chest, or behind a door.

Disarm: The skill required to render the trap harmless. This is most often DX-based **Traps**, but gunk may require **Alchemy**, **Hazardous Materials**, or **Poisons**. Some traps allow alternative skills – for instance, **Armoury (Missile Weapons)** would be as good as Traps for neutralizing an *accessible* crossbow. This roll, too, may carry a modifier. Also note whether failure triggers the trap! Some traps can't be disarmed – consider a pit with an illusionary floor over it. The only solution might be to spot and avoid such a trap.

Circumvent: How to avoid the trap if it's found but not disarmed. This might not even require a roll; it's simple enough not to step on the big, red tile. If there *is* a roll, it's just about always against DX – or **Acrobatics** or **Jumping**, if higher. As always, there may be a modifier. By definition, failure means triggering the trap!

Evoke: Whether the trap offers a last-ditch chance to avoid its effects when triggered. In most cases, this is a Dodge roll, possibly a qualified one (“A Hearing-2 roll lets the victim hear a click behind him. He can roll Dodge at -2 to duck.”). For gas or blinding powder, though, it might be a HT roll for the target to hold his breath or shut his eyes quickly. A few undetectable traps can be *stopped* by somebody carefully reaching into the trapped area to feel for and intercept traps – a DX-based **Traps** roll at -5 plus any **High Manual Dexterity** bonus.

Effects: The trap's consequences! It might hit the victim with a spring-loaded melee or ranged weapon (find damage for the weapon as if someone with respectable ST were wielding it), drop something heavy (*any* damage is possible, but instant death is boring), restrain the target (give it an effective ST), or fill an area with gas (offers a penalized HT roll to resist, and causes sleep, injury, etc.), among other things. *Magical* traps, such as Evil Runes, should specify a spell, its effective level, and all necessary parameters (resistance roll, damage, etc.).

Shots: How many times the trap can be triggered. Most traps are one-shot. A few can fire several times. Magical traps often have *infinite* shots! Things that don't have shots, like pits, are "constant."

Rearm: If the trap is one that can be disarmed, indicate whether it's possible to rearm it by making the roll to disarm a second time.

Steal: State whether an IQ-based **Traps** roll – possibly with a modifier – lets a thief *take* the trap! If it does, spell out what the thief acquires ("A ST 15 crossbow.") and how much it weighs.

This information will make it *much* easier to adjudicate *Dealing with Traps* (p. 8) and *Dangerous Stuff* (p. 9).

Sample Traps

Concealed Crossbow: Crossbow concealed behind tiny hole in wall, triggered by loose floor tile.

Detect: Per-based Traps at -9.

Disarm: DX-based Traps. Failure triggers!

Circumvent: Automatic (don't step on tile).

Evade: Hearing roll at -2 allows Dodge at -2.

Effects: 1d+5 impaling.

Shots: 1.

Rearm, Steal: No – crossbow is *inside* wall.

Frozen Runes: 30' stretch of floor covered in Evil Runes casts magic on anyone who passes.

Detect: Per-based Thaumatology, or Perception + Magery for mages.

Disarm: No.

Circumvent: DX-5 to walk without stepping on runes.

Monsters and Player Knowledge

It's only fair to permit delvers who learn monster strengths and weaknesses through skills and spells, or by losing body parts, to exploit that knowledge; see *Recognition* (p. 9) and *Exploiting Weaknesses* (p. 10). The GM has no special obligation to respect player knowledge gleaned from game supplements, though! The time-honored response to this munchkin tactic is to mix things up: vampires dislike rowan or wormwood instead of garlic, or are laid to rest by burial under a sword stuck in the ground instead of by being staked through the heart; the "fire dragon" breathes lightning (or a jet of fire ants!) instead of flame; and so on.

Evade: No.

Effects: Resist Frostbite-15 with HT or suffer 3d injury.

Shots: Infinite.

Steal: No.

Illusion-Covered Pit: 30'-deep spiked pit under 10'x10' square of illusionary floor.

Detect: Per-based Traps (or suitable spell).

Disarm: No.

Circumvent: DX or Jumping – or automatic with ladder, board, etc.

Evade: No.

Effects: 3d impaling.

Shots: Constant.

Steal: No.

PERILOUS ENCOUNTERS

Killing monsters is necessary in order to take their stuff. Since that's the main point of dungeon fantasy, it's *crucial* that the GM do a respectable job of determining when and where monsters show up, what they can do, and how many try to eat the heroes at once.

Encounter Types

Dungeon fantasy encounters customarily fall into two categories.

Wandering Monsters

"Wandering monsters" are hostile things that traipse around looking for trouble. They might actively patrol a wilderness area or an underground dungeon. They could even pop in from Hell without rhyme or reason!

Handle these by assigning each outdoor area or dungeon level odds of an encounter. A roll of 6 or less on 3d suits "safe" roads, while 9 or less is best for most wilderness and dungeon. Save odds of 12 or less and 15 or less for Hell, giant wasp hives, and similarly monster-infested locales.

Assess up to +3 to the roll if the delvers are doing something stupid that will attract attention (e.g., hauling a ballista through the dungeon). Conversely, deliberate attempts at caution (e.g., everybody making **Stealth** rolls and using **Infravision** instead of lights) might give up to -3. The GM is welcome to assign further situational modifiers.

The GM must also set the *frequency* of such rolls. Hourly rolls are about right when moving around indoors, searching for secret doors, etc., while daily rolls work well when traveling outdoors. Also roll once per night when the party camps, once whenever the party stops to conduct an exorcism or other long task, and once per attempt to bash or force a door.

The GM decides what shows up (and how quickly) when a roll indicates an encounter. Some areas have just one sort of monster; others have dozens. Old-school GMs will want to put together a random encounter table for each area and let *it* determine the party's bad fortune!

Set Encounters

"Set encounters" are run-ins with monsters that the GM has deliberately placed in one particular dungeon area. This might still involve rolling dice! Area information that says something like "9 or less chance of 2d orcs" or "touching the altar summons a demon on 12 or less" can give a dungeon better replay value.

Creating Monsters

Just about *any* creature from *any* **GURPS** supplement can work as a dungeon denizen. If it wasn't designed for fantasy, simply change the special effects. For instance, an alien that zips through space, blasting people with psionic pyrokinesis, becomes a demon that flies through the air, blasting people with magic fireballs. Simple!

Like traps, monsters are fun to design. For each home-made monster, the GM should have enough information to resolve not just combat, but *all* of the situations discussed under *Monsters* (p. 9). Don't bother building monsters with character points! The following details will more than suffice:

ST:	HP:	Speed:
DX:	Will:	Move:
IQ:	Per:	
HT:	FP:	SM:
Dodge:	Parry:	DR:

Attack (Skill or Resistance): For instance, "Bite (14): 1d+2 cutting" or "Death Gaze (15 vs. HT): Heart Attack (p. B429)." *Bites* inflict thrust-1, while *strikers* (horns, scorpion tails, etc.) deliver thrust at +1/die; either may be cutting, crushing, or impaling. *Limbs* do thrust-1 (thrust for a hind limb); they may be crushing (+1/die with Blunt Claws), or cutting or impaling (+1/die with Long Talons). Natural attacks often benefit from Striking ST that raises damage; cutting and impaling ones can carry follow-up *venom* (note resistance roll and damage). Resistance and effects for *supernatural* attacks are arbitrary. Give each attack its own line.

Traits: Advantages or disadvantages important in dungeon fantasy, such as Acute Senses (for noticing sneaky delvers), Constriction Attack, Indomitable (for a monster that can't be influenced), Magic Resistance, Regeneration, and Unfazeable (for a fearless creature). Don't bother repeating DR, Innate Attacks, etc., already noted above.

Skills: Relevant skills, *especially* Brawling (at DX+2 or above, this gives +1 damage per die with natural attacks) and Stealth.

Class: *Animal* (Giant if huge or *Dire* if mutant; affected by Animal Handling and Animal spells), *Construct* (incorruptible magical servant), *Demon* (hostile extradimensional creature subject to the Banish spell), *Elder Thing* (hostile extradimensional creature *not* subject to Banish), *Elemental* (subject to Banish and Control Elemental), *Faerie* (free-willed creature of magic), *Hybrid* (as Animal, but shares traits of two or more beasts and requires a special subset of Animal spells), *Mundane* (any living thing that isn't Animal, Plant, or Slime and that has vital areas, like goblins and generic mouth-and-tentacles creatures), *Plant* (affected by Plant spells), *Slime* (diffuse, IQ 0 ooze that's immune to most Animal and Plant spells), or *Undead* (can be turned with True Faith). This is important for Higher Purpose advantages and when choosing the skill used to recognize the thing (see *Recognition*, p. 9).

Notes: Whether it will negotiate or feign willingness to negotiate (see *Negotiation*, p. 10), whether it's truly evil (matters to clerics and holy warriors), useful body parts (see *Dead Monster Bits*, p. 13), etc.

Sample Monsters

These monsters might prove useful to GMs who are in a hurry or who need inspiration for their own critters.

Acid Spider

This giant spider has a relatively tiny body – "only" 7' across – attached to long, hairy legs that lift it 7' off the ground. It can walk unhindered over all but the tallest of men. A hunting spider, it lurks in dark cracks, waiting for warm prey to happen by. It then jumps on its quarry, bites with fangs capable of penetrating plate armor, and injects fast-acting corrosive venom that partially digests its prey.

ST: 26	HP: 26	Speed: 7.00
DX: 15	Will: 12	Move: 9
IQ: 5	Per: 12	
HT: 13	FP: 13	SM: +2
Dodge: 11	Parry: N/A	DR: 4

Acidic Bite (15): 2d+1 impaling + follow-up 1d-3 corrosion (10 one-second cycles).

Traits: 360° Vision; Combat Reflexes; Extra Legs (Eight Legs; Long, Can walk *over* SM 0 or smaller adventurers without needing to evade); Horizontal; Infravision; No Fine Manipulators; Super Jump 1 (10-yard jump); Wild Animal.

Skills: Jumping-16; Stealth-15.

Class: Dire Animal.

Notes: Acid glands contain enough acid for 3d acid grenades (\$10 each). Specimens with higher ST and HP aren't unheard of; Move, leaping distance, and acid are unchanged.

as-Sharak

The as-Sharak are elemental sorcerers who sold their souls for power . . . only to be turned into monsters in Hell and returned to the living world to punish similarly arrogant mortals. With the physique of great cats (but upright, like men) and some of the magical powers they so craved as mortals – but their mind shattered by madness – these demons guard troves of hidden lore, lying in wait for power-hungry wizards. They believe that taking sufficient mortal lives will eventually break their curse.

ST: 18	HP: 18	Speed: 6.50
DX: 14	Will: 14	Move: 6
IQ: 10	Per: 14	
HT: 12	FP: 12	SM: 0
Dodge: 10	Parry: 12	DR: 2

Bite or Front Claw (16): 1d+2 cutting.

Breath (16): Can breathe a 5-yard-wide × 20-yard-long cone of magic breath once a day. Effects depend on subspecies:

- *Agni (Fire) as-Sharak:* Breath of Flame (5d+1 burning).
- *Akasha (Spirit) as-Sharak:* Removal of Life (2d fatigue). Suffocation damage; DR has no effect on this respiratory attack, but Doesn't Breathe protects completely.
- *Jala (Water) as-Sharak:* Ocean's Frozen Spray (3d-1 crushing, no blunt trauma or knockback). Roll vs. HT at -1 per 2 points of penetrating damage or be frozen (paralyzed) for (20 - HT) minutes, minimum 1 minute.

- *Prithvi (Earth) as-Sharak*: Desert's Sand (3d+1 crushing). Roll vs. HT at -1 per 2 points of penetrating damage or be blinded for (20 - HT) minutes, minimum 1 minute.
- *Vayu (Wind) as-Sharak*: Rending Storm (5d+1 crushing).

Hind Claw (14): 1d+3 cutting.

Weapon (16): Shamshir (3d+1 cutting *or* 1d+3 impaling).

Traits: Combat Reflexes; Detect (Supernatural); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Higher Purpose (Punish invaders of protected place); Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood, No Vitals); Night Vision 5; Supernatural Durability (Can only be killed by supernatural damage).

Skills: Brawling-16; Broadsword-16; Innate Attack (Breath)-16; Stealth-14.

Class: Demon.

Notes: Some wear armor; if so, add armor DR to natural DR 2. Treat a shamshir as an ordinary cavalry saber (p. B271). Wizard as-Sharak with IQ 12+, Magery 2+, and spells are rumored to exist. Unwilling to negotiate. Truly evil.

Crushroom

A crushroom is a man-sized, ambulatory fungus. It resembles a huge mushroom with dozens of tentacle-like "feet" surrounding its base (allowing it to move) and a gaping maw on top (permitting it to eat delvers). Made of solid vegetable "muscle," it's fantastically strong. Druids believe that crushrooms are nonsapient, although rumors abound of intelligent fungus-men with hallucinogenic spores.

ST : 40	HP : 40	Speed : 4.50
DX : 10	Will : 10	Move : 4
IQ : 2	Per : 10	
HT : 12	FP : 12	SM : 0
Dodge : 7	Parry : N/A	DR : 2

Bite (10): 4d crushing.

Traits: Constriction Attack; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); No Fine Manipulators; Unfazeable.

Class: Plant.

Notes: Bite counts as a grapple on opponents of SM 0 or smaller, and is followed by the Constriction Attack. Crushrooms aren't intelligent enough to negotiate. Plant spells affect them normally.

Dire Wolf

Dire wolves are huge, strong, *fast* wolves with thick, wooly coats, keen senses, and a taste for human flesh. Tales of orcs using them as mounts are apocryphal – they'll eat orcs, too. While one dire wolf might be no challenge for adventurers, they tend to occur in packs of up to 20 . . .

ST : 16	HP : 16	Speed : 6.00
DX : 12	Will : 11	Move : 9
IQ : 4	Per : 14	
HT : 12	FP : 12	SM : +1
Dodge : 9	Parry : N/A	DR : 2

Bite (14): 1d+1 cutting.

Traits: Discriminatory Smell; Night Vision 2; Quadruped; Temperature Tolerance 1 (3° to 70°); Wild Animal.



Skills: Brawling-14; Tracking-14.

Class: Giant Animal (despite the name).

Notes: While not sapient, dire wolves use effective pack tactics.

Each pack has an alpha male with ST 17, IQ 5, HP 17, Will 12, Per 15, damage 1d+2 cutting, and Tactics-12.

Doomchild

Doomchildren (plural – there's *always* a horde) are pint-sized demons, barely sapient, that attack viciously with unexpected strength and speed. Bulging eyes and bloated heads mar their disturbingly childlike appearance. They're very fragile; one solid hit will kill them. On dying, though, they explode in a cloud of flame, just like a magical fireball.

ST : 8	HP : 8	Speed : 7.00
DX : 18	Will : 10	Move : 10
IQ : 6	Per : 10	
HT : 10	FP : 10	SM : -1
Dodge : 10	Parry : 11	DR : 0

Weapon (18): Large knife (3d-2 cutting *or* 1d+2 impaling).

Death Blast: 3d burning explosion + linked 1d cutting fragmentation (flying bone shards!) on dying.

Traits: Berserk (12); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Metabolic Hazards; Indomitable; Striking ST +10 (ST 18); Unfazeable.

Skills: Knife-18.

Class: Demon.

Notes: Unwilling to negotiate. Truly evil.

Erupting Slime

Most slime is only dangerous if touched or if it drips on a careless delver. This one is unusual in that it oozes around, spewing globs of toxic gunk at anything that moves, with the goal of killing the target in order to engulf it and thus reproduce. Left undestroyed in an area with dead bodies, erupting slime will convert a body into a new slime in an hour. This doubling will continue until the slimes run out of corpses. Someone turned to slime cannot be resurrected!

ST: 0	HP: 10	Speed: 6.00
DX: 12	Will: 0	Move: 1
IQ: 0	Per: 10	
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: N/A	DR: 0

Slimeball (12): Ranged attack (Acc 3, Range 10/100). Penetrates armor in DR seconds, and then delivers 2d toxic, reduced to 1d toxic with a HT roll.

Traits: Amphibious; Doesn't Breathe; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse; Infiltration, Can ooze under barriers and through tiny holes); Invertebrate; No Legs (Slithers); No Manipulators; Vibration Sense (Air).

Class: Slime.

Notes: Nonsentient – *can't* communicate or negotiate. Unaffected by Animal or Plant spells that don't specifically target slimes. A dead slime can be used (or sold) as one dose of Oozing Doom.

Flaming Skull

Flaming skulls are semi-corporeal undead that resemble flying human skulls wreathed in fire. Streaking into close combat, they deliver flaming bites to their living prey. Owing to their size, speed, and diffuse nature, they're difficult targets, and can often inflict great damage before being destroyed. The jury is out on whether they're necromantic creations or free-willed evil spirits who loathe mortals.

ST: 0	HP: 20	Speed: 6.00
DX: 14	Will: 10	Move: 12 (Air)
IQ: 10	Per: 10	
HT: 10	FP: N/A	SM: -5
Dodge: 9	Parry: N/A	DR: 0

Flaming Bite (14): 2 points burning. This Cosmic attack ignores *all* DR!

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); No Fine Manipulators; No Legs (Aerial); Unfazeable.

Skills: Stealth-14.

Class: Undead.

Notes: Unwilling to negotiate. Truly evil.

Flesh-Eating Ape

Flesh-eating apes superficially resemble the banana-eating kind, but have a mouth full of meat-tearing teeth and a predatory temperament. They're strong, combative, and

have a nose for flesh, tracking tasty humans by scent. Due to their physical power, adventurers are advised to slay them before they get into close combat and grapple!

ST: 17	HP: 17	Speed: 6.00
DX: 12	Will: 10	Move: 7
IQ: 6	Per: 10	
HT: 12	FP: 12	SM: +1
Dodge: 9	Parry: 10 (Unarmed)	DR: 1

Bite (14): 1d+2 cutting.

Fist (14): 2d crushing.

Traits: Arm ST +2 (ST 19); Brachiator; Discriminatory Smell; Ham-Fisted 1; Wild Animal.

Skills: Brawling-14; Climbing-14; Wrestling-14 (+2 ST when grappling).

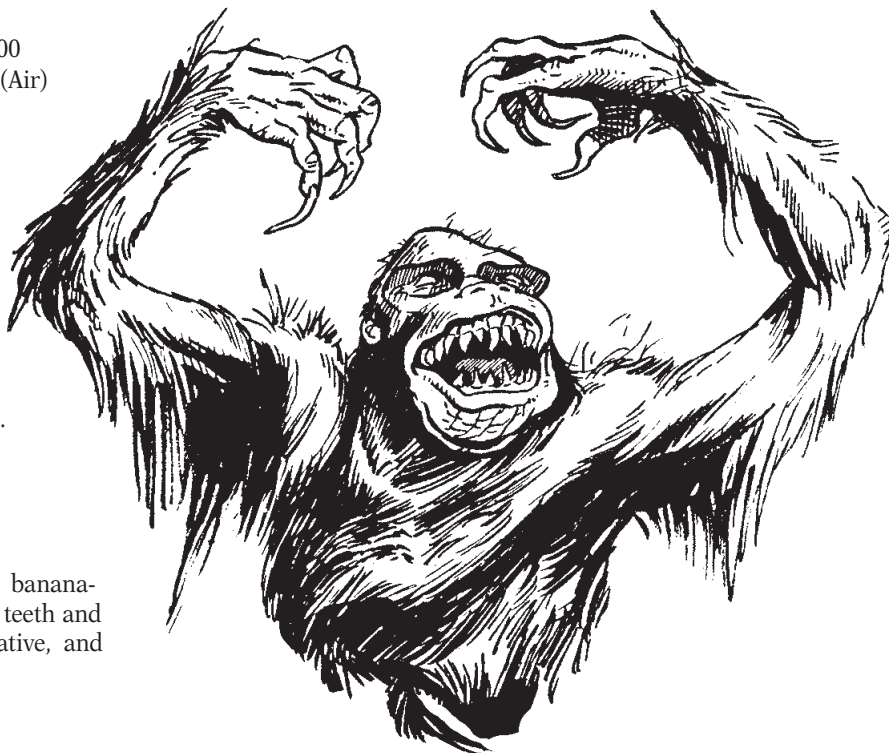
Class: Dire Animal.

Notes: Flesh-eating apes are smart enough that Animal spells *won't* work – use Mind Control magic. Arm ST and Wrestling skill give effective ST 21 for grappling, and some apes like to use Neck Snap (at ST-4, or 17, for 4d-1 damage; see p. B404) on grappled victims.

Foul Bat (Batchala)

These gigantic bats lack the fear of fire and men possessed by normal beasts. Their stench at close proximity can overcome victims before a single bite is delivered, and their mouth carries toxins that make wounds weep and bleed, causing weakness.

ST: 10	HP: 10	Speed: 6.50
DX: 14	Will: 10	Move: 13 (Air)
IQ: 3	Per: 10	
HT: 12	FP: 12	SM: 0



Dodge: 9 **Parry:** N/A **DR:** 1

Bite (16): 1d+1 cutting + follow-up 1 FP.

Stench (Resisted by HT): Smell-based emanation in one-yard radius. Those who don't resist are *nauseated* (-2 to attribute and skill rolls, -1 to active defenses, and possible vomiting; see p. B428) for minutes equal to margin of failure.

Traits: Acute Hearing 8 (Hearing 18); No Fine Manipulators; Sonar (20 yards); Striking ST +5 (ST 15); Wild Animal.

Skills: Aerobatics-14; Brawling-16.

Class: Dire Animal.

Notes: Some colonies have a demonic leader who has IQ 10+, Indomitable, Magic Resistance 10, and Unfazeable. This is a demon, *not* a dire animal with the Wild Animal meta-trait.

Frost Snake

This white-furred serpent is feared by barbarian cultures in the Frozen North. It hunts by seeking body heat, and can function even in extreme cold. Its surprisingly strong bite delivers venom, and it can also weaken prey with an exhalation of pure cold.

ST: 10 **HP:** 10 **Speed:** 7.00
DX: 14 **Will:** 10 **Move:** 7
IQ: 2 **Per:** 12
HT: 12 **FP:** 12 **SM:** 0
Dodge: 10 **Parry:** N/A **DR:** 2

Bite (16): 1d cutting + follow-up 2d toxic (HT-4 to resist).

Chill Breath (14): 1d(5) burning (Jet, Range 5/10). This is extreme cold, not fire!

Traits: DR 20 (Limited, Cold/Ice); High Pain Threshold; Infravision; Striking ST +3 (ST 13); Temperature Tolerance 10 (-135° to 40°); Terrain Adaptation (Ice); Vermiform; Wild Animal.

Skills: Brawling-16; Innate Attack (Breath)-14; Stealth-14.

Class: Dire Animal.

Notes: Cold organ worth \$50 to alchemists, who use it in liquid ice potions.

Giant Rat

There's little to be said about giant rats: they're as cunning and dextrous as regular rats, but *huge*, the size of the children they carry off as food. Almost all dungeons have them – especially sewers. They're fodder for well-equipped adventurers, but every now and then, 20 or 30 of them will get crazy and swarm a party anyway.

ST: 9 **HP:** 9 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 7
IQ: 5 **Per:** 12
HT: 13 **FP:** 13 **SM:** -1
Dodge: 9 **Parry:** N/A **DR:** 1

Bite (15): 1d-1 cutting.

Traits: Night Vision 5; Semi-Upright; Striking ST +2 (ST 11); Wild Animal.

Skills: Brawling-15; Stealth-15.

Class: Giant Animal.

Notes: Anyone wounded by giant rats must make a HT roll to avoid infection with some disease or other. Sewer rot (-1 on

all attribute and skill rolls until stopped with Cure Disease) is typical.

Golem-Armor Swordsman

This construct consists of a flesh golem – made from a formerly living swordsman – riveted inside solid metal plates that are *also* animated, thereby augmenting strength. It's virtually indestructible . . . and when the flesh golem is slain, the armor reanimates on its own as an "armor golem" and must be destroyed a second time. Fortunately for delvers, the vast weight of metal used (200 lbs.) makes the thing slow and clanking, and it seems to have the usual human vulnerabilities at the head and vitals.

ST: 13 **HP:** 13 **Speed:** 7.00
DX: 13 **Will:** 10 **Move:** 2
IQ: 10 **Per:** 10
HT: 13 **FP:** N/A **SM:** 0
Dodge: 8 **Parry/Block:** 12 **DR:** 17

Weapons (16): Broadsword (3d+1 cutting *or* 1d+4 impaling) and medium shield (1d+2 crushing).

Traits: Automaton; Berserk (12); Cannot Learn; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Life 1; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood); Reprogrammable; Striking ST +5 (ST 18); Unfazeable; Unhealing (Total).

Skills: Broadsword-16; Shield-16.

Class: Construct.

Notes: Usually carries an ordinary broadsword and a medium shield (DB 2), but these may be magical. The golem's massive armor can't be worn by a man, but is worth \$1d×100 on its own as scrap! No golem will negotiate or reveal useful information.

Horde Zombie

Horde zombies *aren't* necromantic servitors, but victims of a horrible curse. Anyone slain by a horde zombie will rise as one a minute later and try to eat any living person in sight. While capable of speech, horde zombies only ever moan the name of the body part they wish to eat: "Braaaain," "Spleeen," "Skinnnn," etc. They're mostly weak fodder – but if enough of them attack, the danger of being grappled, pinned, and eaten is real. On the other hand, they're easy to outrun, and usually forget about victims who duck out of sight (6 or less chance of staying on the trail).

ST: 13 **HP:** 17 **Speed:** 5.00
DX: 8 **Will:** 8 **Move:** 4
IQ: 8 **Per:** 8
HT: 12 **FP:** N/A **SM:** 0
Dodge: 8 **Parry:** 9 (Unarmed) **DR:** 0

Bite/Punch (12): 1d crushing.

Traits: Bad Smell; Cannot Learn; Doesn't Breathe; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity (All mind control); Immunity to Metabolic Hazards; Incurious (6); Indomitable; Infectious Attack (Must *kill* victim); Injury Tolerance (No Blood, Unliving); Temperature Tolerance 10 (-115° to 60°); Uncontrollable Appetite (6); Unfazeable; Unhealing (Total).



Skills: Brawling-12; Wrestling-12 (+2 ST when grappling).

Class: Undead.

Notes: While “intelligent,” horde zombies are uninterested in negotiation and immune to trickery. They just want to *eat*. They *aren't* truly evil – they’re more a force of nature.

Mindwarper

Mindwarpers are Things from Beyond Time and Space, with genius-level intellect and devastating psychic powers. No mortal has survived to describe one, but ancient lore suggests that they’re humanoids with pebbly skin (similar to that of a starfish), no nose, and hands and feet that consist of suckers surrounded by writhing cilia instead of digits. An encounter with a mindwarper generally ends in madness or death. Fortunately for humans, mindwarpers don’t work well together; a mindwarper is likely to be the boss of a dungeon, found on the lowest levels, surrounded by mindless fodder.

ST: 10	HP: 10	Speed: 5.50
DX: 10	Will: 20	Move: 5
IQ: 18	Per: 18	
HT: 12	FP: 20	SM: 0
Dodge: 8	Parry: 13 (x5)	DR: 10

Psychokinetic Lash (20): 3d crushing (x5). This ranged attack (Acc 3, Range 10/100) can be dodged but not blocked or parried.

Traits: Compartmentalized Mind 4; Dependency (Mana; Constantly); Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Flexibility; Immunity to Metabolic Hazards; Injury Tolerance (No Blood, No Vitals); Magic Resistance 6; Pressure Support 3; Regeneration (Very Fast, 1 HP/second); Temperature Tolerance 5 (-15° to 100°); Terror; Unfazeable.

Skills: Innate Attack (Gaze)-20; many IQ-based skills at skill 16-20.

Class: Elder Thing.

Notes: Parry, DR, attack, and Terror are psionic. Compartmentalized Mind lets the mindwarper psychokinetically strike *and* parry five times per turn! A mindwarper will often feign willingness to negotiate; it may even honor a deal that involves delvers agreeing to a horrible, soul-tainting quest. Truly evil.

Peshkali

Peshkali are powerful demonic sentinels set to guard forgotten places. They have a muscular, vaguely humanoid torso with six arms, while their lower body is that of a great serpent. What they lack in sorcery or astonishing powers they make up in strength and martial prowess.

ST: 20	HP: 20	Speed: 6.00
DX: 12	Will: 14	Move: 6
IQ: 10	Per: 14	
HT: 12	FP: 12	SM: 0
Dodge: 10	Parry: 13 (x6)	DR: 4

Weapons (18): Six clubs (3d+3 crushing), scimitars (3d+3 cutting or 2d impaling), or spears (2d+1 impaling).

Traits: Combat Reflexes; Constriction Attack (+2 to grapple and ST per arm used after first two!); Doesn’t Breathe; Doesn’t Eat or Drink; Doesn’t Sleep; Double-Jointed; Extra Arms 4; Extra Attacks 5; Immunity to Metabolic Hazards; Indomitable; Infravision; Injury Tolerance (No Blood, No Brain, No Neck, No Vitals); No Legs (Slithers); Supernatural Durability (Can only be killed if all six arms are crippled); Unfazeable.

Skills: Broadsword-18 or Spear-18; Wrestling-16 (+2 ST when grappling).

Class: Demon.

Notes: Unwilling to negotiate. Truly evil.

Siege Beast

These gigantic, stooped brutes are stupid, ill-tempered, and completely loyal to the dark forces that control whatever dungeon they’re found in. Their purpose in life is to tow siege engines and guard gateways. They wade into battle with a massive hammer like a meat tenderizer riveted to one hand and steel bands nailed directly to their leathery hide. Fortunately for delvers, siege beasts are flesh-and-blood creatures, not constructs, and thus are subject to poison, strangulation, and blows to vital areas.

ST: 30	HP: 30	Speed: 6.00
DX: 12	Will: 12	Move: 5
IQ: 8	Per: 8	
HT: 12	FP: 18	SM: +2
Dodge: 9	Parry: 11	DR: 10

Weapon (16): Hammer (5d+5 crushing). Cannot be dropped!

Mailed Fist (16): 3d+3 crushing.

Metal Boot (14): 3d+4 crushing.

Traits: Bad Temper (12); Fanaticism; Hard to Kill 4; High Pain Threshold; Very Rapid Healing.

Skills: Axe/Mace-16; Brawling-16.

Class: Mundane.

Notes: Siege beasts *aren't* supernaturally bound and *can* be tricked or even negotiated with. Mind control also works – but given a siege beast's Will (and the triple cost to cast spells on SM +2 targets), this isn't usually practical. A siege beast's



“weapon” and “armor” consist of 180 lbs. of low-quality scrap.

Stone Golem

A stone golem is a magical automaton created as a guardian. Most golems found in dungeons have outlived their creators, and carry out obscure orders completely by the letter. Some warn delvers away from a particular place or action, and attack only those who fail to heed the warning; others simply attack on sight.

ST: 20	HP: 30	Speed: 6.25
DX: 11	Will: 8	Move: 6
IQ: 8	Per: 8	
HT: 14	FP: N/A	SM: +1
Dodge: 9	Parry: 9	DR: 4

Stone Fist (12): 2d-1 crushing.

Weapon (13): Huge (SM +1) maul (3d+8 crushing) or executioner's sword (3d+6 cutting).

Traits: Automaton; Cannot Learn; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Fragile (Unnatural); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Homogenous, No Blood); Pressure Support 3; Reprogrammable; Unfazeable; Unhealing (Total); Vacuum Support.

Skills: Brawling-12; Two-Handed Axe/Mace-13 or Two-Handed Sword-13.

Class: Construct.

Notes: This is a *basic* model; there's no actual limit to ST, HP, DR, or skill. If clad in barbarian-sized (SM +1) armor, add armor DR to natural DR 4; DR 5 bronze plate (total DR 9) is common. No golem will negotiate or reveal useful information.

Toxifier

Toxifiers might be mistaken for ghosts due to their smudgy, semisolid appearance. However, they're actually demonic clouds of greenish poison vapor. They attack simply by standing near victims and engulfing them in a lethal mist of contact poison. They're largely unaffected by weapons other than those specifically designed to injure spirits, and are unusually strong-willed and hard to repel with magic.

ST: 0	HP: 10	Speed: 6.00
DX: 14	Will: 16	Move: 12 (Air)
IQ: 10	Per: 10	
HT: 10	FP: 10	SM: 0
Dodge: 10	Parry: N/A	DR: 0

Toxic Attack (Resisted by HT-4): Contact agent emanated in a two-yard radius. Those who fail to resist take 1d toxic damage and are *nauseated* (-2 to attribute and skill rolls, -1 to active defenses, and possible vomiting; see p. B428) if injury reaches 2/3 of HP. Nausea lasts until healed above 2/3 HP.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Dread (Blessed Objects; 5 yards); High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Diffuse); No Legs (Aerial); No Manipulators; Silence 2; Unkillable 1 (Achilles Heel, Magic Weapons); Vibration Sense (Air); Vulnerability (Wind x2).

Skills: Aerobatics-16; Stealth-14 (18 vs. Hearing).

Class: Demon.

Notes: Unwilling to negotiate. Truly evil.

Triger

A triger is nothing more than a mutant tiger with three heads. It can bite three times instead of just once – and this bite is deadlier than a regular tiger bite due to the unusual strength needed to support two extra necks and heads!

ST: 19	HP: 19	Speed: 6.00
DX: 13	Will: 11	Move: 10
IQ: 4	Per: 12	
HT: 11	FP: 11	SM: +1
Dodge: 10	Parry: N/A	DR: 1

Bite (15): 2d cutting (x3).

Front Claw (15): 2d cutting.

Hind Claw (13): 2d+1 cutting.

Traits: Combat Reflexes; Extra Attacks 2; Extra Heads 2; Night Vision 5; Peripheral Vision; Quadruped; Temperature Tolerance 1 (24° to 90°); Wild Animal.

Skills: Brawling-15; Stealth-13; Swimming-13.

Class: Dire Animal.

Notes: Some mutant tigers have even more heads! For every Extra Head, add +1 to ST and HP (increasing damage to

match), plus another Extra Attack. Triger skins are prized for rugs, and can fetch up to \$1,000 apiece.

Balancing Encounters

Determining suitable encounters for the party is an art, not a science. There's no mathematical formula for it, and nothing helps as much as GMing experience. A few guidelines:

Offense: In all but the most trivial of encounters, there should be at least one creature that can threaten the PC with the *highest* DR. If basic damage that high would slaughter the delver with the *lowest* DR, consider alternatives – especially armor divisors and attacks that don't interact with DR (innate Deathtouch spells, poison gas, etc.). Against a party with huge active defense scores, look at high skill (permits a Deceptive Attack) or options that bypass defenses (e.g., spells that work via resistance rolls, area effects, or Stealth to allow a surprise attack). Most monsters can attack only once per turn. Those with Extra Attacks get multiple shots at bypassing active defenses, resistance, and DR, and should generally have slightly lower skill and/or damage.

Defense: Some monsters are *fodder*, and just get squished. These aren't necessarily trivial; numbers and effective offense can let them chip away at the party before being exterminated. Others are *evasive*, and difficult to hit. This might be due to high Dodge, or it could be because of some innate spell-like defense that lets them blink aside, turn insubstantial momentarily, etc., on a roll of 15 or less, or even automatically, once or twice per turn. Yet others are *tough*, with enough DR to turn all but the heroes' biggest physical attacks, sufficient HP to soak up several hits from those attacks, Regeneration, and so on. An interesting option is Injury Tolerance (Damage Reduction). This divides all wounds by 2, 3, or more after DR, the net effect of which is that strong warriors can't kill the creature in one blow, while weak ones can at least injure it somewhat.

Mobility: A creature that has Move 11-20 can step two yards, one with Move 21-30 can step three yards, and so on, allowing it to approach, strike, and dart out of reach – very annoying! Flying monsters with lots of room to maneuver can stay *completely* out of reach, shooting fire breath, dropping rocks, and so on. This forces the party to resort to missile weapons (which usually aren't as nasty as melee attacks) or spells (at -1/yard, for Regular spells). Creatures capable of teleportation, melding with stone, etc., can make every attack a surprise attack and leave the adventurers little option but to Wait and react. Only give out such abilities if the PCs have *some* way to defeat the monsters.

Monsters come in three broad power levels, which modify the above assumptions:

Fodder monsters appear in hordes that outnumber the party. They should have weak attacks that are dangerous mainly because the threat of lucky dice (critical hit, maximum damage roll, winning a Quick Contest, etc.) increases when each PC faces *many* enemies per turn. Such creatures should still be able to injure the PC with the lowest DR, though! There's no need for Extra Attacks – a mob of fodder is essentially a distributed monster that has lots of attacks already. As noted above, fodder monsters don't require espe-

cially great defenses. They often have the mobility advantage, though, nipping in and out like jackals or piranha, or swarming through the air like hornets.

Worthy monsters can challenge the heroes when the numerical odds are more-or-less equal. Most use the offense, defense, and mobility guidelines as written. Tradeoffs are possible, however, and can make the encounter interesting. The GM might nudge offense up a bit at the expense of defense, or vice versa. It's still unwise to punch offense up to instant-death levels, even for a critter with *no* defense (ultimately, the monsters' survival doesn't matter, while the PCs' does), or to make defense near-perfect, even for an enemy that can't hurt the party (dungeon fantasy is about *killing* monsters, remember!). Mobility enhances offense *and*

Combat Rules

Fighting is *vital* to dungeon fantasy, so the players (especially those playing warriors) might want to use lots of combat options – including those from *Tactical Combat* (pp. B384-392) and **GURPS Martial Arts**. That's fine! But all of this can slow down what's supposed to be a fun romp, so the GM may wish to implement the following rules.

Trademark Moves

Much of the time wasted in fights has to do with the *players* working out odds and consulting obscure rules. To combat this, the GM may suggest or even require that each player work out a few "trademark moves" that cover an entire turn's worth of actions, and write down the effects in advance. For instance, "All-Out Attack (Strong) for 2d+3 cutting, thrown as a Rapid Strike with a chop to the neck, at skill 13, followed by a Deceptive slash at the torso for -2 defenses, at skill 14." To encourage this, the GM might let anyone who takes the time to work out such a move spend an earned point on a perk that gives +1 to all skill rolls made to use it.

Dumb Monsters

While the heroes can try all manner of crazy, complex moves to show off their skills, letting monsters do the same thing almost doubles the time it takes to play out a battle. Therefore, monsters shouldn't try fancy options such as Deceptive Attack, Dual-Weapon Attack, Feint, Rapid Strike, and combat techniques *unless* the GM specifically designed them to use such tactics to be challenging.

"And Stay Down!"

Fights can last forever when high-HT monsters keep making HT rolls. To get around this, *fodder* monsters are defeated if injured at all – even a 1-HP tap from the wizard's wand will do. *Worthy* monsters are finished when reduced to 0 HP or below. Only *boss* monsters fight to negative HP and attempt repeated HT rolls. "Defeated" monsters that aren't killed or knocked out might cower, play dead, flee, surrender, etc. Unnatural ones might even vanish!

defense somewhat – remember that when making other trades.

Boss monsters, like dragons, are meant to challenge the entire party all on their own. They can be superlative in every category! Any attack might be lethal, so the PCs can't just swarm in with a hail of All-Out Attacks. Multiple attacks are likely, especially if the boss won't have fodder for backup. Such creatures are often both evasive *and* tough; the heroes might even have to discover a special vulnerability in order to win! Some serious foes like this lack mobility, and sit there trading blows, but this isn't universally true. A boss might be a challenge *because* of mobility, moving all over the place so that only one PC can actually fight it at a time.

TREASURE

Loot shouldn't be boring – see *Identifying the Good Stuff* (p. 14) for ideas. Specify the weight of each item or collection

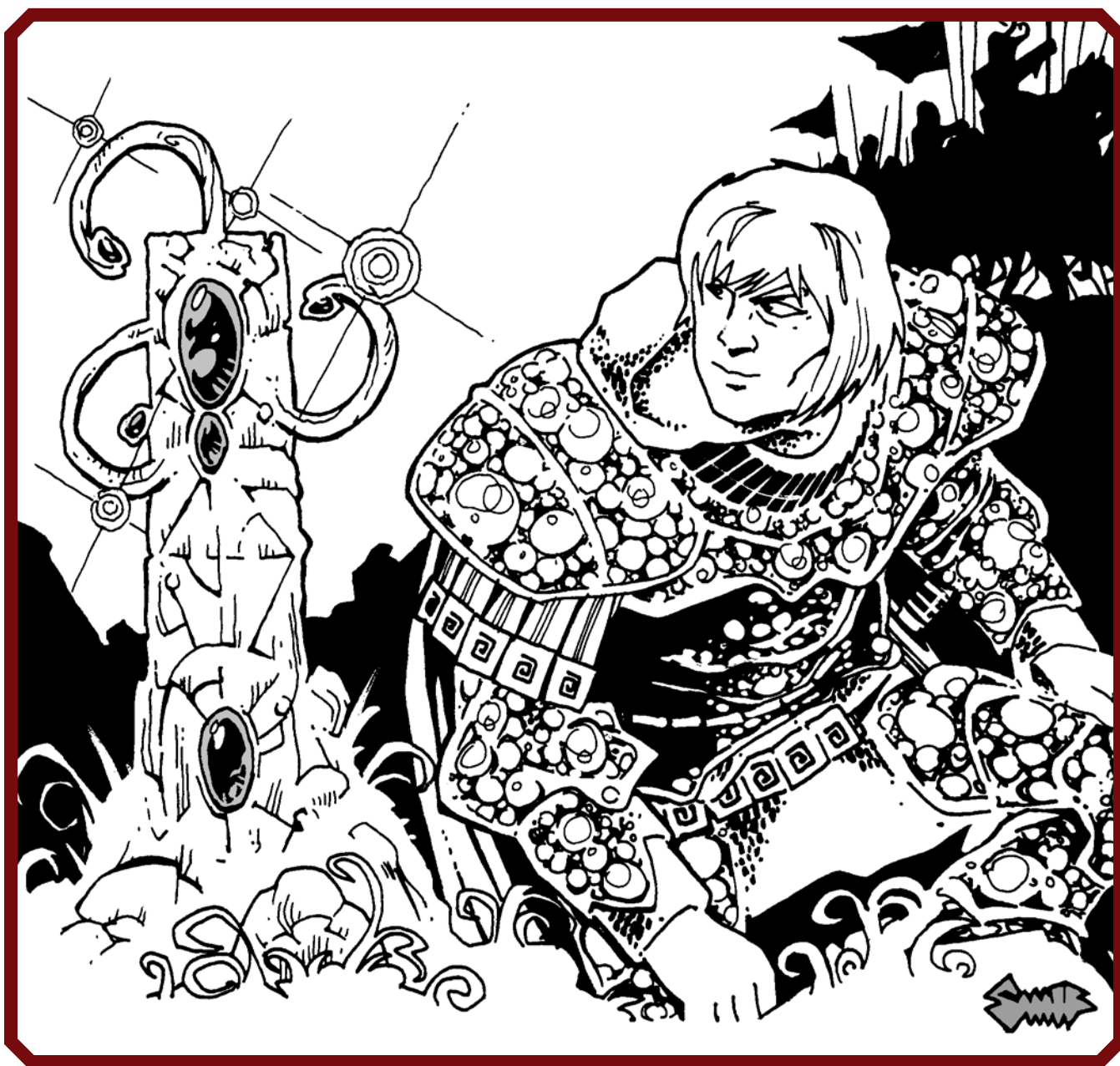
of small items, plus a “fair market value” (which you can pull out of thin air, if you like!) for use with *Getting a Good Price* (p. 14). For coin, gems, and luxuries, that's *all* you need. A few articles call for additional details:

Rare Artifacts: Note whether objets d'art are real or fake. If *any* item has identifying marks (hallmark, coat of arms, etc.) that hint that it's more than meets the eye, jot that down, too.

Weapons and Armor: Adventurers *will* want to use these immediately! Specify *all* the special properties of such things, including any enchantments. Also note items meant for users with SM other than 0.

Magic Items: Most of these will see use right away, too, so note every enchantment and foible. Also assign a price to the underlying object, *without* its spells, for the benefit of spellcasters who want to turn it into a power item.

Blessed Items: Treat these like magic items. The only significant difference is that the magic is divine, not wizardly,



and grabs the eye of those with **Power Investiture**, not **Magery**.

Magical Writings: List any spells in a spellbook. This is an excellent way to hand out spells that you might not otherwise allow.

Potions: See **Dungeon Fantasy: Adventurers** for a basic list. Potions with almost any spell-like effect are possible. Unheard-of elixirs found down dark holes boiling with evil monsters are hard to *sell*, though – nobody wants to drink poison.

Unique Items

Don't be afraid to include the occasional artifact that just *does what it does*: a musical instrument that gives +1 to all Bard-Song rolls, a bow that gains +1 to effective ST (up to double ST) per turn it's held drawn and ready, armor that changes size to fit any wearer, and so on. Not every "magic item" needs to make sense in terms of enchantments found in **GURPS Magic** (or equivalent blessings). Some use *weird* magic, or are home to spirits with strange capabilities, or are relics of cosmic power! These can't be detected or analyzed in the usual ways, and might not even seem that special. They may only reveal their secrets after much trial and error. But they often end up being the most memorable items in the campaign, because they're truly *unique*.

How Much?

Some GMs believe that it's easier to deal with *too little* loot than *too much*. This is a shaky claim. Even a disastrous dungeon crawl should garner enough cash that the PCs can afford to recharge power items, replace used-up arrows and potions, donate to the temple, and live in town for a week or two. Otherwise, nobody will show up for the next adventure. Why would skilled professionals do a perilous job that demonstrably doesn't pay?

On the other hand, soaking up money is easy. Prices are suggestions, and will go up if word gets around that the delvers struck it rich. Even if the GM dislikes such stratagems, there's always a way to coax cash out of adventurers: rituals that charge power items far beyond their usual limits for an exorbitant fee, expensive one-of-a-kind artifacts found by other parties, maps to *extremely* rich dungeons, training costs, guild memberships that grant access to hitherto unknown spells, and so on.

As well, there's no obligation to make all booty – even *powerful* treasure – salable. A wagon-load of potent magic items might sell only as scrap if they're unique artifacts that no wizard in town can analyze, or if they all bear the Number of the Beast. Goods stolen by monsters are still stolen once recovered; the King, Merchants' Guild, etc., might not consider "finders, keepers" much of a defense. Potions with unknown ingredients *can't* be sold. And so on.

Finally, if you give the heroes things they can use, they won't sell them! It's a good idea to include at least one gewgaw that each party member will fall in love with, and to make these the *best* items in the haul. All the rest together might barely cover beer and bed, but that won't matter if the barbarian got a new axe and the bard got a magic lute.

Playing Hard to Get

Most treasure is found in three places, each with its own challenges:

Dead Bodies: This is the easiest treasure to get at – kill, peel, and take. Don't forget to assign **Search** penalties for small, *valuable* items on the dead, though!

Containers: Locked containers work like locked doors; see *Doors and Locks* (p. 18). Most common containers won't stand up to a beating: a wooden chest has DR 2, HP 14; an ironbound one, DR 5, HP 18; and a solid iron strongbox, DR 12, HP 10. Two things keep adventurers from simply bashing, though. First, valuable, *fragile* goods, like potion bottles, will break on 1-4 on 1d (let impulsive players learn this the hard way!). Second, bashing *will* set off any traps present (see *Fiendish Traps*, p. 19).

Troves: Piles of loot at the bottom or back of the dungeon, in the lair of the boss of all boss monsters, *might* just sprawl all over the place like the classic dragon's hoard. But monsters appreciate security, too! Why else would they live in an underground fort full of traps and locked doors? A trove is quite likely to be in a vault with a stout door, good lock, and/or traps, all of which use the usual rules – but often with extra-large penalties to rolls to get at the treasure.

BEYOND THE DUNGEON

One last bit of advice to the GM: the dungeon is the centerpiece of dungeon fantasy, but standard, less-munchkin fantasy adventures can work, too. If the players are having a blast with their characters, and the cachet of killing monsters and taking their stuff hasn't worn off after one or two dungeon crawls, consider a quest *outside* the dungeon.

Wilderness Adventures

Travel (p. 5) and *Wandering Monsters* (p. 20) treat wilderness as a way for the GM to keep adventurers on their toes while yomping to and from the dungeon, but this isn't the only possibility. When ignoring finicky details such as ecology, the main differences between the Mines of Madness and the Bog of Badness are that the latter has no doors to bash and no roof overhead, and its monsters and hazards have an outdoor theme instead of a subterranean one. Both can still be dismal, monster-infested, trap-riddled places that demand careful searching and mapping.

Wilderness expeditions favor outdoorsy heroes such as barbarians, druids, and scouts, and might even be good *starting* adventures for parties made up of these character types. On the other hand, for a group of more "urban" types – particularly bards and thieves – such quests could be demanding, making them suitable challenges for experienced PCs who've already braved several dungeons.

Guidelines especially useful for outdoor adventures include *Camping and Posting Watches* (p. 5), *Tracking* (p. 5), *Mapping* (p. 6), *Scouting Ahead* (p. 7), and "Good (Three-Headed) Doggie!" (p. 10). For loot, consider *Naturally Occurring Money* (p. 14).

Town Adventures

Dungeon fantasy normally treats “town” as an abstraction. Transactions with shops, inns, and temples consist of a few rolls of the dice followed by an exchange of funds. The Town Watch, King’s Men, Merchants’ Guild, and Thieves’ Guild are impersonal forces that somehow manage to dictate prices and even mete out punishment to heroes who could wipe the floor with clerks, watchmen, and soldiers.

If the GM wants, though, these things could be adventures of their own. Prowling alleys at night, breaking into buildings, stealing from shops, and fighting anybody who tries to

interfere differs very little from sneaking down tunnels, bashing doors, killing monsters, and taking loot. This sort of “urban dungeon crawl” is excellent for bards and thieves, and the prevalence of lighter armor and weapons in the city means that martial artists and swashbucklers won’t play second fiddle to barbarians and knights in combat.

Town adventures will make regular use of *Scoring Extra Cash* (p. 4), *Negotiation* (p. 10), *Trickery* (p. 10), and *Getting a Good Price* (p. 14). *Dungeon Parkour* (p. 7) is, as the name suggests, an excellent way to get around rooftops.

Making Everybody Useful

The templates in *Dungeon Fantasy: Adventurers* give each character type the ability to handle a relatively narrow set of tasks. Their competencies overlap some, but each enjoys areas of unique proficiency. This venerable convention of dungeon fantasy has a purpose: as diverse challenges in the game bring the capabilities of different specialists into the spotlight, the players take turns at the center of attention, which lets *everybody* have fun.

It’s the GM’s job to give each hero a few chances to shine on every adventure – preferably about as many as his companions. This is sometimes tricky. Some suggestions:

Barbarian: Obstacles that demand high ST (portcullises, bars to bend, etc.) let him show off his muscles out of combat. His great height and ST enable him to give friends a leg up, making him a surprisingly good partner for the thief. Avoid the temptation to gloss over travel – give him the chance to show off his outdoor skills. Giant-sized items that only he can use are a fitting reward.

Bard: Don’t rush through business in town before and after dungeon crawls; these activities showcase the bard’s social abilities. Work in monsters that are susceptible to taunts and trickery, and a few that will negotiate. Surprise the party with the occasional artistic turn; e.g., the faerie queen who demands a command performance. Include ornate and magical instruments in hoards.

Cleric: Healing is always in demand, so spotlighting the cleric rarely requires much work. It’s no fun to be little more than a walking, breathing healing potion, though! Toss in a few cursed items and areas to identify and exorcise, undead to turn, and the occasional disaster that necessitates an organized prayer for help. Blessed items and ornate holy symbols shouldn’t be *too* rare.

Druid: With his abilities weakened underground, it’s crucial that part of each adventure happen outdoors. Don’t make every monster a demon, Elder Thing, or similar horror – include hostile animals and plants, too. Play up desperate poison cures, the mysterious properties of slimes, etc. Most druids aren’t materialists, but an interesting *pet* is a neat find.

Holy Warrior: Ensure that his Higher Purpose and knowledge of monsters and their weaknesses come into play – these things differentiate him from the knight and the cleric. As with the cleric, curses to deal with can elevate his importance. A common quest item for such champions

is the “holy sword”: a blessed weapon that *only* those with Holiness can wield.

Knight: Given his importance in combat, the knight won’t ever be far from the spotlight. The trick is making him useful *without* his sword in hand. Try to play up his skill at Leadership and Tactics – let him verbally assist the thief trapped in combat across the chasm, or lead a horde of weak-but-friendly monsters. Mighty weapons and armor are, of course, what he craves.

Martial Artist: Few challenges put a greater premium on tremendous DX and athletic skills than those involving mighty leaps and deft steps. This gets boring by itself, so mix in some *weird* stuff that depends on chi rather than on mana, sanctity, or other occult energy. Have him find powerful exotic weapons that only he has mastered – or enhanced gauntlets and boots, if he fights unarmed.

Scout: Like the barbarian and the druid, the scout lives for outdoor action, so don’t omit travel and tracking. Be careful not to cripple his archery skills by setting every combat encounter in dark, close tunnels where he has no shot – and include some out-of-combat challenges for him, like shooting lines across chasms. Obviously, his ideal prizes are ever-better bows and arrows.

Swashbuckler: The swashbuckler is easily entertained. He can rival the knight in combat and the martial artist at athletics, and his Luck lets him take fun risks. Since the archetype attracts fans of dash and flair, handle crazy stunts with “Sure! Roll at -10!” instead of “No.” Have his blade of choice show up in treasure – or give him ways to improve his existing blade, if he’s bound to it.

Thief: The party won’t get far without the thief. With all the locks, traps, and scouting missions in dungeon fantasy, his biggest theft may well be the spotlight – at least out of combat. If he somehow gets bored, challenge a rarely used skill (e.g., Forgery). Welcome rewards include better tools and small-but-valuable items to palm (out of sight of his companions!).

Wizard: The wizard – like the cleric, knight, and thief – is indispensable. He can spot magic items, counter hostile magic, identify books and potions, and defeat multiple enemies with a glance. Dozens of spells keep him from getting bored easily. Items are the key to keeping the player happy: books of lost spells, ornate artifacts for power items, and so on.

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GURPS®

Fourth Edition

DUNGEON FANTASY 3

THE NEXT LEVEL™



by SEAN PUNCH

Illustrated by ED NORTHCOTT, SHEA RYAN, and DAN SMITH

An e23 Sourcebook for GURPS®

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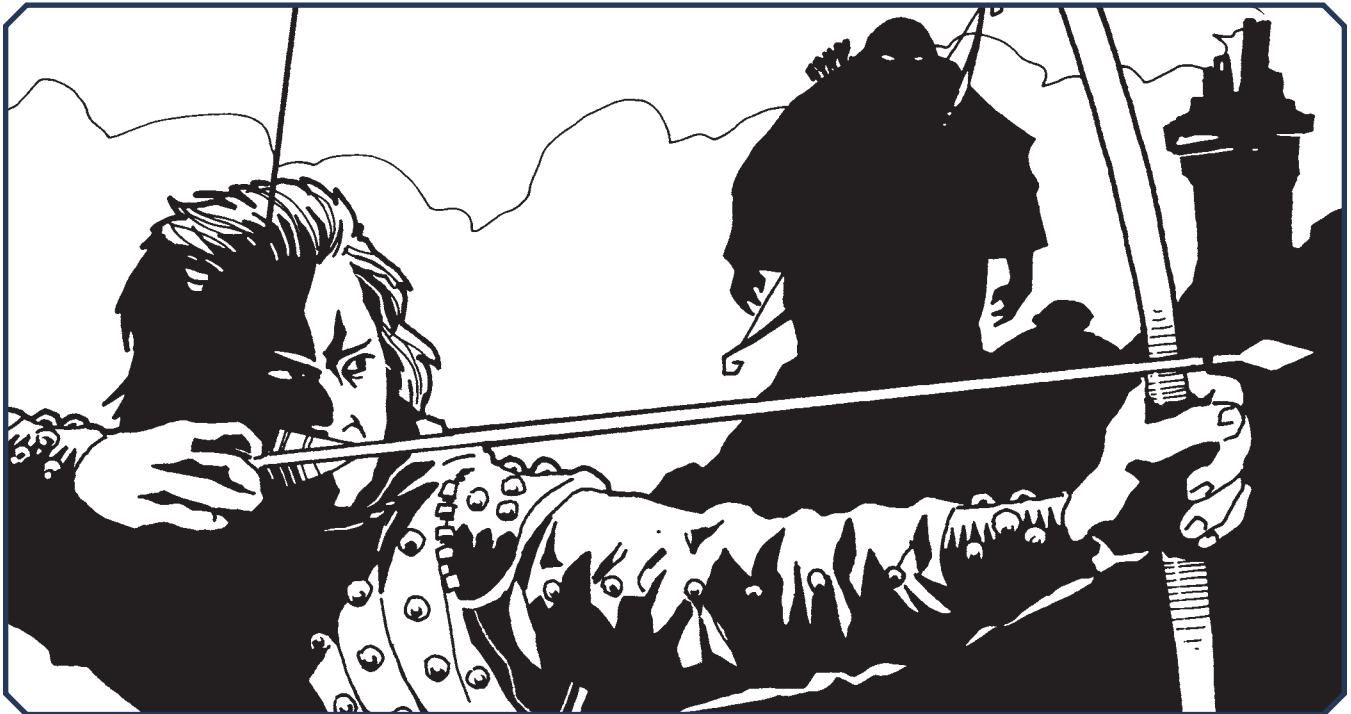
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INTRODUCTION

*In a high-powered game, there should be all manner of expensive options available to soak up points: great wealth, exotic advantages, magic, psionics, powerful racial templates . . . preferably **several** of these.*

– *GURPS Basic Set*

GURPS Dungeon Fantasy: Adventurers and **Dungeons** support fast, simple games with a limited number of roles, skills, and options for delvers. They ape classic dungeon RPGs, which emphasized killing monsters and taking treasure, not designing characters. Still, complex character concepts with tricky ability mixes have always been an element of hack-and-slash gaming – if only because of the added opportunities for munchkinism!

This is one area where **GURPS** outdoes old-school RPGs. Ultimately, the GM of a **GURPS** dungeon crawl *could* simply say, “Here are your points. Buy stuff. Get back to me when you’re done.” However, such an approach might lead to downright unplayable PCs – or to such extreme munchkinism that only one player has fun. Enter **Dungeon Fantasy 3: The Next Level**.

The goal of **The Next Level** is to support more-complicated but *balanced* PCs – both at the start and after some in-game evolution. Like other **Dungeon Fantasy** titles, it’s simply a play aid, and takes a hack-and-slash approach that won’t suit every fantasy campaign. It describes races only in terms of traits likely to matter on a dungeon crawl. It treats character templates as almost mandatory when **GURPS** normally views them as optional. Most important, it cultivates munchkinism whenever that would be fun!



About the Author

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the **GURPS** Line Editor. Since 1995, he has compiled the two **GURPS Compendium** volumes, written **GURPS Wizards** and **GURPS Undead**, edited or revised over 20 other **GURPS** books, and masterminded rules for dozens more. Most recently, he created the **GURPS Basic Set, Fourth Edition** with coauthor David Pulver, wrote **GURPS Powers** with co-author Phil Masters, and wrote **GURPS Martial Arts** with co-author Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

About GURPS

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Pyramid (www.sjgames.com/pyramid). Our online magazine includes new **GURPS** rules and articles. It also covers the **d20** system, **Ars Magica**, **BESM**, **Call of Cthulhu**, and many more top games – and other Steve Jackson Games releases like **Illuminati**, **Car Wars**, **Transhuman Space**, and more. **Pyramid** subscribers also get opportunities to playtest new **GURPS** books!

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the books that interest you! Go to the book’s web page and look for the “Bibliography” link.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

NONHUMAN RACES

Hack-and-slash fantasy draws a distinction between humankind and “monster races.” The latter are suitable only as enemies – or at best, as pets or things summoned by spells. Traditionally, though, there’s a middle ground of intelligent nonhuman races (dwarves, elves, etc.) that can join humans on adventures. With occasional exceptions, members of these races can use standard gear, and are enough like humanity that townsfolk and dungeon denizens treat them as delvers rather than as monsters . . . although the least-civilized examples (such as orcs) are sometimes monsters, too!

Players can create adventurers who belong to the races described here, if the GM agrees. And the GM might *not* agree – he may reserve certain races for use as monsters! The gamer who wants to play a nonhuman should remember that he must pay the racial cost for the desired racial package, just as if he were buying an advantage, and that all components of a *racial* template are mandatory, unlike traits on a *character* template. See *How to Use Racial Templates* (p. B261) for details.

Affording Racial Templates

Few racial templates cost 0 points. In a campaign that doesn’t use character templates, this isn’t an issue – players can create whatever heroes they like, and racial templates are merely another option that costs points. Just skip ahead to the templates! Hack-and-slash gaming is quicker and often more fun *with* character templates, however.

In a game that uses character templates priced close to the campaign power level – like those in *Dungeon Fantasy 1: Adventurers* when starting a 250-point game – it can be hard to find enough points to pay for a racial template. One option is for the GM to hand out more points, which will let players who want racial packages afford them. Gamers who prefer to play humans certainly won’t have any problem spending the extra points, and might want to look at *Mixing Professions* (p. 17).

If the GM prefers to see the adventurers earn their points the hard way – e.g., he takes the recommended approach of 250-point character templates in a 250-point game – there are still many options available to players who desire nonhuman PCs.

Advantage Allowances

Every character template in *Dungeon Fantasy 1: Adventurers* reserves some points for suitable advantages:

Cleric, Druid, Martial Artist, Scout: 20 points
Bard, Holy Warrior: 25 points
Barbarian, Thief, Wizard: 30 points
Knight, Swashbuckler: 60 points

Templates designed by the GM should include comparable allowances. Assume that a racial template counts as an appropriate “advantage” for any character template that can afford it; e.g., a thief could choose from standard thief advantages or *any* race that costs up to 30 points. Of course, some races have traits that make them bad choices for certain roles!

Disadvantage and Quirk Points

Every PC can get an additional 5 points from quirks, and possibly further points from personal disadvantages. A munchkin will *certainly* claim those! The standard 250-point templates often suggest trading these points for money, but that’s just a recommendation – the *player* makes the final call. Buying a racial template is an entirely valid option.

Skimping

The GM *might* allow players to buy racial templates with some of the points that their character template allocates to powers, spells, and special skills. This gets tricky – it can yield delvers who let down the party because they lack expected abilities. Thus, it’s wise to restrict such siphoning. A suggested limit: 1/3 of those points, rounded down. For the standard templates:

Bard: 15 points (from 25 points in Bard-Song abilities + 20 points in special skills and spells)

Cleric: 15 points (from 25 points in Holy abilities + 20 points in clerical spells)

Druid: 13 points (from 20 points in Druidic abilities + 20 points in druidic spells)

Holy Warrior: 8 points (from 25 points in Holy abilities)

Martial Artist: 11 points (from 20 points in Chi abilities + 14 points in special skills)

Wizard: 10 points (from 30 points in wizardly spells)

Since it’s possible to buy “sacrificed” abilities in play, this isn’t crippling in the long term. If the GM uses *Training Expenses* (p. 43), though, it can be *expensive*!

Overlap

When something appears on a racial template *and* a character template, the simplest approach is to assume that the two traits “stack” at full cost. For instance, the barbarian template includes “ST 17 (Size, -10%) [63],” while ogres have “ST+10 (Size, -10%) [90].” Thus, ogre barbarians have ST 27, costing 153 points total, spent one way or another.

Dungeon fantasy is *humanocentric*, though. What really matters is that members of a profession can meet *human* standards for that role. If even an average or slightly above-average nonhuman qualifies in this regard, he’s a “natural” and can do the job – human guilds will admit him, gods will bestow their gifts, whatever.

So if the players are willing to do the math, the GM should permit them to “save points” by omitting anything on their chosen character template that’s innate to their selected racial template, and to put those points toward the racial cost. Let’s look at that ogre barbarian again. Barbarians are supposed to be strong – which all ogres are – so the average ogre could fill the role of a human barbarian just fine. The ogre barbarian’s player could thus save 63 points on ST and use these points to pay for the ogre template.

The GM is welcome to rule that this *isn’t* acceptable in specific cases in *his* world! If humans and shadow elves have separate Thieves’ Guilds that hold members to high standards of DX relative to their species, then shadow elf thieves must have DX 16 – the DX 15 on the thief template, +1 for being a shadow elf.

Choice and Marginal Professions

Each racial template below has two extra components of importance to gamers using character templates from *Dungeon Fantasy 1: Adventurers* –

Choice Professions: Character templates that especially suit the race. This might be because the racial and character templates overlap a lot, because the race’s advantages give bonuses to key skills, and/or because the race has traits that would otherwise help the delver fill his niche (perhaps *despite* other drawbacks from that profession’s point of view – a member of a low-ST flying race makes a superior scout, even with a weak bow arm).

Marginal Professions: Character templates that *aren’t* a harmonious fit – most often because the race suffers penalties to essential scores, or possesses traits that conflict with the job (e.g., social disadvantages are crippling for a bard). However, only roles marked with an asterisk (*) are actually *forbidden* (e.g., spellcasting professions for races with Magic Resistance).

Other roles fall somewhere in the middle. Members of the race can expect to be about as successful as humans at those professions – whether because they lack traits likely to affect those careers either way or because the good balances the bad.

You never *have* to pick a choice profession or avoid a marginal one (provided that it isn’t forbidden). A bad match might be a good roleplaying challenge, but be sure that’s what you want! In a pure hack-and-slash game, *effectiveness* usually matters more.

Races from Other GURPS Books

Readers who own other *GURPS* works – notably *Banestorm* and *Fantasy* – will notice many races here that share a name but little else with races described in those books. There are two reasons for this:

- Where possible, *Dungeon Fantasy* races are priced so that template-built clerics, druids, martial artists, and scouts with only 20 advantage points can afford racial costs.
- *Dungeon Fantasy* races include only abilities relevant to hack-and-slash!

CAT-FOLK

40 points

Choice Professions: Martial Artist, Scout, Swashbuckler, Thief.

Marginal Professions: None.

Cat-folk are the most common of the so-called “beast-men.” 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]; Claws (Sharp) [5]; Combat Reflexes [15]; Fur [1]; Night Vision 5 [5]; Striking ST 2 [10]; Teeth (Sharp) [1].

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

Features: Tail (neither a manipulator nor enough of a problem to interfere with armor).

COLEOPTERAN

75 points

Choice Professions: Barbarian, Knight, Swashbuckler.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Coleopterans are intelligent, upright beetles with hard carapaces, bulging eyes, and functional antennae. Natural delvers, they spend most of their time digging tunnels and warring against other underground species. Their appearance and high-pitched monotone make them *disturbing* adventuring companions, however.

A coleopteran has the height and weight of a human of his ST. No humanoid armor will fit a coleopteran, and the race – being hard-shelled – never wanted for protection and so lacks armorers. Thus, coleopteran PCs must make do with their natural DR 5.

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

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: 360° Vision [25]; Damage Resistance 5 (Can’t Wear Armor, -40%) [15]; Extra Arms 2 [20]; Extra Attack 1 [25]; Teeth (Sharp) [1]; Vibration Sense (Air) [10].

Disadvantages: Appearance (Hideous) [-16]; Disturbing Voice [-10].

Features: Cannot learn non-insect languages above Accented level.

CORPSE-EATER

20 points

Choice Professions: Barbarian, Knight, Thief.

Marginal Professions: Bard.

Corpse-eaters are certainly in the running for the foulest “civilized” race. Individuals are often polite, respectful, and sophisticated . . . but, well, they look like bald vampires and eat corpses. At best, they’re confused with undead; at worst, they’re lynched.

Each day, a corpse-eater must devour 1.5 lbs. of flesh and bone from a sapient, living humanoid – elf, human, etc. – *instead* of rations or similar ordinary food. In theory, the corpse of an average man might suffice for up to 100 days, if preserved well enough not to disintegrate. In practice, corpse-eaters hunt considerably more often.

A corpse-eater cannot feed on animals, undead, slimes, and so on. He *can* eat orcs and similar creatures. Since such “monster” humanoids are frequent dungeon-dwellers, many corpse-eaters become delvers.

Attribute Modifiers: ST+2 [20]; HT+2 [20].

Secondary Characteristic Modifiers: Basic Speed-0.5 [-10].

Advantages: Immunity to Disease [10]; Night Vision 5 [5]; Reduced Consumption 1 (Cast-Iron Stomach, -50%) [1]; Silence 1 [5]; Teeth (Sharp) [1].

Perks: Brotherhood of Ghouls* [1].

Disadvantages: Appearance (Ugly) [-8]; Restricted Diet (Flesh of other sapient beings, fresh or not-so-fresh; Very Common) [-10]; Social Stigma (Monster) [-15].

* *Brotherhood of Ghouls:* Horde zombies and similar *unnatural* devourers of sapient beings (*not* ogres, man-eating tigers, etc.) will simply ignore a corpse-eater. They’ll see him, and shove him aside if he gets between them and their prey, but won’t go after him. He could walk right through a zombie army without disturbing them. This benefit ends if the corpse-eater personally takes *any* offensive action against any ghoul in sight – but his allies’ deeds have no effect.

DARK ONE

20 points

Choice Professions: Cleric, Druid, Thief, Wizard.

Marginal Professions: None.

Dark ones claim to be distant cousins of elves, but it’s whispered that they’re really Elder Things that transformed themselves to resemble humans so long ago that they’ve forgotten their ancestry. Whatever the truth, they resemble humans . . . except for creepy pupils with vertical slits, “fingers” that are actually tentacles, an unhealthy familiarity with all things occult, and occasional bouts of bloody murder.

Advantages: Elder Gift 2* [10]; High Manual Dexterity 2 [10]; Night Vision 1 [1]; Resistant to Metabolic Hazards (+3) [10].

Perks: Better Power Items† [1].

Disadvantages: Bloodlust (12) [-10]; Unnatural Features 2 [-2].

* *Elder Gift:* You have an uncanny gift for the arcane. This Talent adds to Alchemy, Hidden Lore (*all* specialties), Occultism, and Thaumatology. It’s available only to dark ones and elder-spawn, who may buy up to two more levels at character creation. *Reaction bonus:* Elder Things – lucky you. 5 points/level.

† *Better Power Items:* Treat any artifact as worth 50% more for power-item purposes (e.g., a \$2,000 jewel, normally limited to 11 FP, functions as a \$3,000 one that can hold 14 FP), but *double* recharge cost (\$10/FP). Only dark ones can have this perk.

DWARF

20 points

Choice Professions: Barbarian, Cleric, Holy Warrior, Knight.

Marginal Professions: Martial Artist.

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” aren’t generally qualifications sought by adventuring parties, however.

When finding a dwarf’s height and weight, use the line appropriate to ST on the *Build Table* (p. B18), but multiply height by 2/3 and shift weight a column to the right (a Very Fat dwarf has *maximum* weight!). A dwarf’s girth offsets his height enough that he’s still SM 0. However, dwarves can’t wear armor fitted for humans (and vice versa).

Attribute Modifiers: HT+1 [10].

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

Advantages: Alcohol Tolerance [1]; Damage Resistance 1 (Tough Skin, -40%) [3]; Lifting ST 2 [6]; Night Vision 5 [5]; Pickaxe Pendant 1* [5]; Resistant to Poison (+3) [5].

Perks: Dwarven Gear† [1].

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

Features: Armor isn’t interchangeable with human armor.

* *Pickaxe Pendant:* You’re a natural at fighting, bashing, and mining with axes and picks. This Talent adds to Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), and Two-Handed Axe/Mace. Only dwarves can have it, and may buy up to three more levels at character creation. *Reaction bonus:* Miners. 5 points/level.

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

ELVES

Nobody is certain how many kinds of elves there are, or exactly how they differ – and the fact that they’re haughty and won’t *tell* anybody doesn’t help – but most people have at least heard of gray, green, high, mountain, sea, shadow, winged, and wood elves. For a secretive bunch, they’re *widespread*. Whenever the players think they’ve finally figured out elves, the GM should invent a new sort.

These templates describe the varieties of elves likely to go adventuring with humans. All are slender (find height normally for ST, add 2”, and leave weight alone), magically attuned (Magery 0 primarily means “can sense magic items,” but *does* make it 5 points cheaper to play a wizard), and have Technicolor hair. They’re also long-lived, but this has *no* effect in dungeon fantasy – monsters with aging attacks always afflict victims in proportion to racial life expectancy. Thus, elf templates omit Unaging.

The majority of elves have Sense of Duty (Nature), which can be fairly limiting. It’s functionally equivalent to Charitable *and* Pacifism toward any plant or animal that isn’t actively in the process of eating the elf, and extends to beast-men, faeries, wild-men, and other non-technological races. If an elf plays against type in this regard, the GM is free to award him fewer points for the adventure.

Most (but not all) elves also have a special perk:

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

Finally, elves may buy up to four levels of a racial Talent during character creation (wood elves *start* with two levels):

Forest Guardian: You're the product of eons of selective breeding for the task of sneaking around in the bushes, peppering literers with arrows. This Talent adds to Bow, Camouflage, Fast-Draw (Arrow), Stealth, and Survival (Woodlands). Only elves can have it. *Reaction bonus:* Druids, faeries, and bunnies. 5 points/level.

Half-Elf

20 points

Choice Professions: Scout, Wizard.
Marginal Professions: None.

Half-elves are the most common variety of "elves" encountered by common folk (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, and 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.

High Elf

20 points

Choice Professions: Bard, Druid, Wizard.
Marginal Professions: Barbarian.

High elves are the ones in splendid clothing who go about singing laments and being ominous. They like little better than to stride into the inn, pull back their hood, and say something deep and lyrical that puts a damper on the merrymaking. They do make good bards and wizards, though.

Attribute Modifiers: ST-1 [-10]; IQ+1 [20].
Advantages: Appearance (Attractive) [4]; Magery 0 [5]; Musical Ability 1 [5]; Voice [10].
Perks: Elven Gear [1].
Disadvantages: Sense of Duty (Nature) [-15].
Features: Gold or silver hair.

Mountain Elf

20 points

Choice Professions: Scout, Thief, Wizard.
Marginal Professions: None.

Mountain elves are reclusive highlands dwellers. They're famed for their keen vision, sure feet, eternal glowering, and freaky blue hair. While fine-featured, they aren't exactly attractive. Maybe it's the hair.

Winged Races

Wings are targeted at -2 in combat. They're a valid target only from behind when folded, but from *all* directions while flying. Injury over HP/2 cripples a wing. Wings *cannot* be armored; the options are leaving them exposed or folding them inside armor, making it impossible to fly.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].
Advantages: Acute Vision 2 [4]; Magery 0 [5]; Perfect Balance [15]; Telescopic Vision 1 [5].
Perks: Elven Gear [1].
Disadvantages: Loner (12) [-5]; Sense of Duty (Nature) [-15].
Features: Electric-blue hair.

Sea Elf

20 points

Choice Professions: Scout, Wizard.
Marginal Professions: None.

Sea elves have gills and webbed extremities, allowing them to function unhindered underwater – a useful gift for an adventurer. On the other hand, sea elves are so freaked out by fire that they won't walk within 5 yards of torches, lanterns, etc. And the gills ruin their elven good looks.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].
Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Pressure Support 1 [5].
Perks: Elven Gear [1].
Disadvantages: Phobia (Fire) (9) [-7]; Sense of Duty (Nature) [-15].
Features: Pastel-blue or -green hair.

Shadow Elf

20 points

Choice Professions: Scout, Thief, Wizard.
Marginal Professions: None.

Shadow elves are probably the reason why dark ones (p. 6) can claim to be related to elves. Like dark ones, shadow elves are just a little unsettling, and tend to pursue creepy professions. Other elves normally avoid them. Rumors that they worship a scantily clad spider goddess from Hell are apocryphal, however.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].
Advantages: Magery 0 [5]; Silence 2 [10].
Disadvantages: Callous [-5].
Features: Cobweb-gray or jet-black hair.

Winged Elf

25 points

Choice Professions: Scout, Thief, Wizard.
Marginal Professions: Barbarian.

Winged elves possess the gift of flight – a truly *wonderful* thing for any adventurer faced with lava pits, diamond-encrusted statues in niches 50' up a wall, etc. Wings have their drawbacks, though; see *Winged Races* (box). In addition, torso armor for winged elves must be specially designed, and isn't interchangeable with armor for wingless folk.

Attribute Modifiers: ST-2 [-20]; DX+1 [20].
Advantages: Appearance (Attractive) [4]; Flight (Winged, -25%) [30]; Magery 0 [5].
Perks: Elven Gear [1].
Disadvantages: Sense of Duty (Nature) [-15].
Features: Snow-white hair. Torso armor isn't interchangeable with human torso armor.

Wood Elf

20 points

Choice Professions: Martial Artist, Scout, Thief, Wizard.

Marginal Professions: None.

This is the flavor of elf most monsters recall fondly when they think “elf”: attractive, nimble, green hair, likes bows and forests, etc. Wood elves are in fact the same thing as green elves.

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

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

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

Perks: Elven Gear [1].

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

Features: Green hair.

FAERIE FOLK

The so-called “faerie folk” are a diverse lot. Aside from a need for mana (losing 1 HP per minute without it) and an obsessive sense of stewardship over wild places (sharing the elves’ Sense of Duty; see p. 6), the faerie races have little in common, and often get along better with elves and druids than among themselves. Contrary to pernicious folklore, few abduct babies – that chestnut is the result of a misunderstanding involving a halfling drunkard, a nymph, and a cleric.

Faun

20 points

Choice Professions: Barbarian, Bard, Druid, Scout.

Marginal Professions: None.

Fauns resemble humans above the navel, goats below. A faun’s lower body features a short tail, wooly fur, and backward-bending legs ending in cloven hooves. The goatish looks don’t *quite* stop at the waist; fauns have horns and pointy ears, and males have a goatee. Note that last part – there *are* female fauns, and bringing up the myth that fauns and nymphs are males and females of a single species is an excellent way to start a fight.

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

Secondary Characteristic Modifiers: Per+2 [10].

Advantages: Acute Hearing 2 [4]; Animal Empathy [5]; Claws (Hooves) [3]; Musical Ability 2 [10]; Striker (Horns; Crushing) [5].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Lecherousness (15) [-7]; Sense of Duty (Nature) [-15].

Features: Leg and foot armor isn’t interchangeable with human armor. Tail (neither a manipulator nor enough of a problem to interfere with armor).

Tiny Tools

Gnomes, halflings, leprechauns, pixies, and others with SM -1 or less require diminutive equipment. Since these creatures are unrealistically strong for their SM *and* live in a world with brownie armorers and magical materials, their gear defies the logic of Square-Cube Laws, elastic moduli, and similar un-fantastic concepts. In short, the scaling rules below *aren’t* generic!

Armor and Clothing

These items require *extensive* modification, and aren’t exchangeable between wearers of different SM.

Weight: Multiply *weight* after any other adjustments by *weight factor*, rounding up and keeping two figures:

SM	Weight Factor
-1	×1/2
-2	×1/5
-4	×1/20
-6	×1/100



DR: Apply SM as a DR penalty; minimum DR is 0. Tiny folk must either start with heavy armor (like dwarven heavy plate) or buy Fortify enchantments (which work normally) to get any significant DR.

Cost: Cost *doesn’t* change! Delicate and magical faerie craftsmanship (which *doesn’t* work on big-folk armor) eats any savings from materials costs. Without such craft, DR would be subject to the weight multiplier, too!

Example: A corselet that’s DR 6, \$1,300, and 35 lbs. for a human still costs \$1,300 for small folk. It’s DR 5 and 18 lbs. at SM -1, DR 4 and 7 lbs. at SM -2, DR 2 and 1.8 lbs. at SM -4, and DR 0 (tin foil!) and 0.35 lb. at SM -6.

Weapons and Tools

For weapons and tools, multiply (longest) *Reach*, *weight*, and required *ST* by factors, and reduce *damage*:

SM	Reach Factor	Weight Factor	ST Factor	Damage Penalty
-1	×2/3	×2/3	×3/4	-1
-2	×1/2	×1/3	×1/2	-2
-4	×1/4	×1/8	×1/4	-4
-6	×1/12	×1/25	×1/10	-6

Round weight up, keeping two figures; drop fractions on Reach and ST. Treat Reach 0 as C (“close combat only”) by big-folk standards. *Ignore* Reach for ranged weapons.

Cost depends on construction:

Faerie: Effectiveness *doesn’t* otherwise change. Neither does cost.

Mundane: Multiply cost by weight factor. Melee weapons bend easily, gaining an armor divisor that multiplies enemy DR: (0.5), or ×2 DR, at SM -1; (0.2), or ×5 DR, at SM -2; and (0.1), or ×10 DR, at SM -4 or -6. Ranged weapons have less range than ST would indicate; multiply range by reach factor.

Example: A thrusting greatsword inflicts swing+3 cutting or thrust+3 impaling, and is Reach 1, 2, \$900, 7 lbs., ST 12. A pixie version (SM -6) delivers swing-3 cutting or thrust-3 impaling, and is Reach C, \$900, 0.28 lb., ST 1 with faerie work. It costs just \$36 if mundane – but then damage has armor divisor (0.1).

Leprechaun

20 points

Choice Professions: Swashbuckler, Thief, Wizard.

Marginal Professions: Barbarian, Holy Warrior, Knight.

Leprechauns have rosy cheeks, bright eyes, and rotten dispositions. Their reasons for this last part are excellent – the number of leprechauns slain annually by adventurers looking for pots of gold is truly horrific. The world probably has a lot to answer for.

Find a leprechaun's height normally for ST before adding the racial ST modifier; and then double it and convert feet to inches. For instance, a ST 7 leprechaun would have ST 11 before the racial modifier, and stand 10.8"-12.5" tall. Weight is 10-15 lbs. This makes them one of the strongest races out there, pound for pound, and explains why they often take up boxing. A leprechaun has SM -4, regardless of exact height; *Tiny Tools* (p. 8) applies to his gear.

Attribute Modifiers: ST-4 [-40]; DX+2 [40].

Secondary Characteristic Modifiers: SM -4; HP-2 [-4].

Advantages: Magery 0 [5]; Reduced Consumption 2 [6]; Ridiculous Luck [60].

Perks: Leprechaun Charms (x3)* [3].

Disadvantages: Bad Temper (12) [-10]; Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15].

* *Leprechaun Charm:* Each perk lets the leprechaun learn and cast one particular *druidic* or *wizardly* spell without regard for prerequisites (spells, Magery, or Power Investiture). He must buy and improve this like any other IQ/H or IQ/VH skill. If he has Magery 1+, he receives its usual bonus. He must specify the spell at character creation – although he need not buy it then – and cannot change it later. No leprechaun can have more than three charms.

Nymph

20 points

Choice Professions: Bard.

Marginal Professions: None.

Contrary to common belief, nymphs come in both sexes and *aren't* "female fauns." The stories about nymphs that can merge with brooks, trees, and so on *are* true, but those nymphs can't stray more than a few feet from home, which makes them unsuitable as adventurers. This template describes the errant kind.

Nymphs resemble mind-numbingly attractive elves (+10 to reactions!). Merchants often post "No Nymphs" signs, only to forget about them when a nymph walks in. A nymph in the party greatly increases the odds of successful negotiation with monsters and merchants – and of fist-fights between jealous party members.

Attribute Modifiers: HT+1 [10].

Advantages: Appearance (Transcendent; Universal, +25%) [25]; Charisma 5 [25].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15].

Features: Blue skin, with hair like cascading water; green skin, with leaves for hair; and so on. Perky.

Pixie

25 points

Choice Professions: Thief, Wizard.

Marginal Professions: Barbarian, Holy Warrior, Knight.

Pixies resemble tiny humans with colorful butterfly wings (see *Winged Races*, p. 7). They're the smallest faerie folk who have any real chance of surviving a dungeon crawl. There *are* smaller "fairies," but even with magic, they would likely be squashed. Anyway, since most loot is *human-sized*, delving isn't especially attractive to moth-sized folk.

Determine a pixie's height normally for ST before applying the racial ST modifier; and then convert feet to inches. For instance, a ST 6 pixie would have ST 11 before the racial modifier, and stand 5.4"-6.2". Weight is negligible – 1-2 lbs., should it matter – which makes them *fantastically strong* for their size, a fact trumpeted by pixie warriors. Regardless of his exact height, treat a pixie as SM -6. This necessitates special rules for equipment; see *Tiny Tools* (p. 8).

Attribute Modifiers: ST-5 [-50]; DX+3 [60].

Secondary Characteristic Modifiers: SM -6; HP-4 [-8].

Advantages: Appearance (Attractive) [4]; Enhanced Dodge 1 [15]; Flight (Winged, -25%) [30]; Magery 0 [5]; Reduced Consumption 4 [8].

Perks: Pixie Shot* [1].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15].

Features: Antennae. Torso armor isn't interchangeable with that of wingless SM -6 creatures.

* *Pixie Shot:* 50% off the price of any nonmagical blade venom the GM allows in the campaign.

GARGOYLE

25 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard, Cleric, Druid, Wizard.

A gargoyle resembles nothing so much as an ugly stone man with wings (see *Winged Races*, p. 7), claws, and a barbed tail. Gargoyles are stupid, dirty, and unsophisticated, but not uniformly evil – although some would pull the wings off a pixie. Mostly, they just like to eat and *break stuff*.

Gargoyles stand as tall as humans of the same ST, but weigh 30 lbs. more than their height suggests.

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

Secondary Characteristic Modifiers: HP+2 [4]; Basic Speed-0.25 [-5].

Advantages: Claws (Blunt) [3]; Damage Resistance 2 [10]; Flight (Winged, -25%) [30]; Night Vision 5 [5]; Striker (Tail; Impaling; Clumsy, -2 to hit, -40%) [5].

Perks: Stony* [1].

Disadvantages: Appearance (Ugly) [-8]; Gluttony (12) [-5]; Odious Racial Habit (Dirty) [-5].

Features: Torso armor isn't interchangeable with human torso armor.

* *Stony:* Gets +2 to impersonate a statue if still and naked against a stone backdrop. This usually benefits trickery attempts using Acting, Camouflage, or Stealth.

GNOME

20 points

Choice Professions: Cleric, Druid, Thief, Wizard.

Marginal Professions: Martial Artist.

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 the "Hell Gnomes," a tribe that went bad. Gnomes claim that this term refers to demonic imps, not proper gnomes (but don't seem comfortable with the topic, all told).

Find a gnome's height and weight using the line appropriate to ST on the *Build Table* (p. B18), but multiply height by 2/3 while keeping weight unchanged. A gnome has SM -1, regardless of height. *Tiny Tools* (p. 8) applies to his kit, but he's big enough to wield human weapons at -1 to skill. He can buy off this penalty completely with a special perk, which *isn't* part of the racial template:

Giant Weapons: You're familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore the -1 to use them.

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

Advantages: Honest Face [1]; Night Vision 5 [5]; Resistant to Poison (+3) [5]; Widget-Worker 2* [10].

Disadvantages: Curious (12) [-5].

* *Widget-Worker:* Your deft hands and clockmaker's mind help you locate parts and assemble and disassemble mechanisms – crossbow triggers, door hinges, locks, the lot. This Talent aids Armoury (Missile Weapons), Forced Entry, Lockpicking, Scrounging, and Traps. Only gnomes can have it, and may buy one or two more levels at character creation. *Reaction bonus:* Those who benefit directly from your skills. 5 points/level.

GOBLIN-KIN

Goblin-kin are a whole gamut of ugly, borderline-civilized brutes that are as likely to be found glowering over a counter in town as cackling behind a cauldron of boiling oil in the dungeon. They have a reputation as "monsters" – thanks to frequent employment in that role by evil wizards – but are also avid delvers. The common threads seem to be money and fighting; so really, they're not *that* different from other adventurers.

Goblin sub-races are almost as confusing as elven ones, but the distinctions mostly come down to matters of size and purity of blood. Any of these templates would be a cheap way to add combat-effectiveness to a character concept that doesn't call for IQ. The Social Stigma and unpleasant looks somewhat balance this; see *Almost Monster* (p. 11).

Goblin

0 points

Choice Professions: Barbarian, Knight, Thief.

Marginal Professions: Bard, Cleric, Druid, Wizard.

True *goblins* are the small, not-too-stupid ones with needle-like teeth and a cowardly disposition. They spend a lot of time

being bullied by orcs and tossed around by angry hobgoblins. Still, they're survivors, and deadlier on average than *humans* in a fight (but unless an orc or a hobgoblin is around, a determined human can intimidate a goblin with ease).

Goblins stand 2" shorter than humans of the same ST, but are no lighter.

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

Secondary Characteristic Modifiers: HP+1 [2]; Will+1 [5]; Per+1 [5].

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Sharp) [1].

Disadvantages: Appearance (Ugly) [-8]; Cowardice (12) [-10]; Social Stigma (Savage) [-10].



Half-Orc

20 points

Choice Professions: Barbarian, Knight, Thief.

Marginal Professions: Bard.

"Half orc and half *what*?" It's usually hard to tell, since few half-orcs are really half anything – they're the product of generations of inbreeding among the offspring of orc rapine, mostly in elf and human communities, but also including the occasional half-ogre. This is the usual explanation for why they're no less stigmatized than full-blooded goblin-kin, and just as resilient.

A half-orc has the height and weight of a human with one level more ST. This makes the average half-orc the size of a ST 11 human: 5'5"-6'3" and 125-195 lbs.

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: HP+1 [2].

Advantages: Acute Hearing 1 [2]; Night Vision 5 [5]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

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

Hobgoblin

15 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Hobgoblins are the big, ill-tempered, *stupid* ones that constitute the shock troops of a goblin-kin army. They're tough, strong, and – despite major psychological drawbacks – dangerously strong-willed and alert. They also have boar-like tusks, and like to bite.

Work out a hobgoblin's height and weight as if his ST were *three* levels higher. The average hobgoblin (ST 12) is as big as a ST 15 human: 6'2"-7' and 170-270 lbs.

Attribute Modifiers: ST+2 [20]; IQ-2 [-40]; HT+1 [10].

Secondary Characteristic Modifiers: HP+3 [6]; Will+2 [10]; Per+2 [10].

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Fangs) [2].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (12) [-10]; Social Stigma (Savage) [-10].

Orc

15 points

Choice Professions: Barbarian, Knight, Thief.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Orcs are the medium-sized, not-too-stupid ones that bully the other sorts. They're the officers of the goblin-kin legions, inasmuch as that's anything to be proud of. Simple folk often identify *all* goblin-kin as "orcs," which greatly peeves any orcs in earshot. And it's hard to be out of earshot – orcs have twitchy, pig-like ears that hear everything.

Find the height and weight of an orc as if his ST were *two* levels higher. The typical ST 11 orc is as large as a ST 13 human: 5'11"-6'9" and 155-245 lbs.

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

Secondary Characteristic Modifiers: HP+2 [4]; Will+1 [5]; Per+1 [5].

Advantages: Acute Hearing 2 [4]; Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

Disadvantages: Appearance (Ugly) [-8]; Bully (12) [-10]; Social Stigma (Savage) [-10].

Almost Monster

Several races have Social Stigmas and/or below-average Appearance. Some have Odious Racial Habits. In dungeon fantasy, it's reasonable to ask, "Is it fair for a race to get abilities like high ST and Flight in return for reaction penalties?"

Good question!

Appearance and Odious Racial Habits

Racially Unattractive, Ugly, or Hideous looks give -1, -2, or -4, respectively – and Odious Racial Habit gives -1 per -5 points – to all rolls for buying or selling goods, finding backers, or other social activities described in *Dungeon Fantasy 2: Dungeons* as occurring in town. This affects reaction *and* skill rolls. Penalties are cumulative with each other and those for Social Stigmas.

Members of races with such traits also stand out. Apply the same penalties to mundane and *magical* rolls to disguise them as anything but another member of their race, cumulative with the -1/level from Unnatural Features.

Social Stigmas

Racial Social Stigmas give penalties to not only the above skill and reaction rolls, but also those for dungeon negotiations. Apply the *worst applicable penalty in the party*. Stigmas include:

Half-Breed: -1 to reactions and -2 to skill rolls unless the other party is neither human nor whatever your other half is.

Infernal: -2 to reactions and -2 to skill rolls, and *helpful* clerical spells (like healing) work at -3 on you.

Savage: -2 to reactions and -4 to skill rolls except with other savages like you. There's a 6 or less chance you'll be denied entry to town. If so, you *can't* conduct business and must live just as if you were on the road, eating rations and facing random encounters.

Monster: -3 to reactions and -6 to skill rolls except with others of your kind, and a 9 or less chance you'll be denied entry to town.

Nonhuman barbarians should ignore their character template's Social Stigma and select -10 points of other barbarian disadvantages instead. They can't have *two* Social Stigmas.

Similarly, Social Stigma (Infernal) *includes* Social Stigma (Excommunicated), so infernal wizards, evil clerics, and unholy warriors can't take that disadvantage again.

A Monster's Life

The GM is free to make the world *unfair* for races with a total reaction penalty of -3 or worse from Appearance, Odious Racial Habit, and/or Social Stigma (that's coleopterans, corpse-eaters, gargoyles, goblin-kin, half-ogres, minotaurs, ogres, reptilians, and trolls). Some ideas:

- Blessed items won't work for them. Some might *curse* them!
- Elf princesses skip them when distributing quest rewards.
- Enemy archers and wizards target them first.

Every adventure should feature situations where avoiding harm or receiving loot depends on *not* being a monster.



HALF-SPIRITS

A “half-spirit” is the child of a mortal parent by an immortal spirit. These templates assume someone who’s half-*human*. Other half-breeds should add the traits on the relevant half-spirit template to those of another race’s template, as explained under *Stacking Templates* (p. B261) – although this can be tricky for inexperienced players.

While the immortal parent might have come from Heaven or Hell, half-spirits don’t have an intrinsic bias in either direction. Each makes his own moral choices. Of course, that does little to change people’s reactions to halos, cloven hooves, and unfortunate names (“I remember the *last* Damien . . .”).

Like elves, half-spirits are technically very long-lived, if not Unaging. Since this isn’t significant in dungeon fantasy, these templates don’t reflect that.

Finally, all half-spirit templates are *expensive*. Even more so than most races, these won’t suit every campaign.

Celestial

75 points

Choice Professions: Cleric, Holy Warrior.

Marginal Professions: None.

Celestials are said to result from the earthly dalliances of beings known colloquially as “angels.” Some people believe that celestials exist for a Reason and are the Chosen. However, if divine servitors are forbidden to fraternize with mortals – as clerics claim – then it seems more likely that celestials descend from *rebel* angels, or that angels aren’t divine servitors. It is odd that despite celestials’ many gifts, they only wield holy powers when they happen to take priestly orders.

Celestials could pass for the lucky few humans who are attractive, fit, nimble, strong, *and* wise, if it weren’t for the golden or silvery nimbus. Some have more telling features, like wings.

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

Secondary Characteristic Modifiers: Will+1 [5]; FP+1 [3]; Basic Speed+0.5 [10].

Advantages: Appearance (Attractive; Universal, +25%) [5]; Fit [5]; Spirit Empathy [10].

Perks: Celestial Nimbus* [1]; Divine Gifts† [1].

Disadvantages: Divine Curse (Demons go after you first and worst, no matter who else is nearby) [-5]; Weakness (Cursed areas and areas of high or better sanctity to Evil gods; Occasional; 1d/minute) [-20].

Features: Functions and detects as Good, regardless of true morality, whether this helps (“Only the truly Good can wield this sword.”) or hinders (“Triple damage to beings of true Good.”). Gold or silver eyes and hair. Milk-white, blue, or other unnatural skin.

* *Celestial Nimbus:* You’re engulfed in a constant glow. This is as bright as a torch, eliminates darkness penalties in a two-yard radius, and can’t be concealed.

† *Divine Gifts:* You may start with certain exotic and supernatural advantages, or buy them in play, at their usual point costs: Doesn’t Breathe [20], Doesn’t Eat or Drink [10], Doesn’t Sleep [20], Extra Life [25], Flight (Winged, -25%) [30], Immunity to Metabolic Hazards [30], Temperature Tolerance [1/level], Walk on Air [20], and Walk on Liquid [15].

Elder-Spawn

75 points

Choice Professions: Cleric, Thief, Wizard.

Marginal Professions: Barbarian, Druid, Scout.

Where dark ones (p. 6) *are* Elder Things, but Things so far removed from their own kind that they’re little better than mad elves, elder-spawn have a more recent connection: one parent is Unspeakable Madness from Outside Time and Space. The other is dead or insane.

This template is for passable specimens who can live among Man – perhaps to Man’s detriment. They look like humans (or whatever their other half is) but *not quite right*. In particular, they’re *rubbery*. This isn’t obvious until they are sliced open or attempt to squeeze through a narrow opening. Then it’s really unnerving.

Advantages: Double-Jointed [15]; Elder Gift 2* [10]; Injury Tolerance (Homogenous) [40]; Night Vision 5 [5]; Resistant to Metabolic Hazards (+3) [10]; Slippery 5 [10]; Unfazeable [15].

Disadvantages: Frightens Animals [-10]; Supernatural Features (Not Quite Right) [-5]; Weirdness Magnet [-15].

Features: Supernatural Features take the form of giving -1 to reactions from anyone who witnesses your racial abilities in action – and from any NPC who knows what you are – and +1 to all mundane or magical attempts to *discover* what you are.

* See description under *Dark One* (p. 6).

Infernal

75 points

Choice Professions: Barbarian, Knight, Scout, Thief.

Marginal Professions: Bard, Cleric, Holy Warrior.

Infernals are the offspring of unions – rarely willing – between mortals and demons. Given demonic predilections, infernals are unfortunately common. Theories abound as to the truth about these creatures. Most folk purport to feel sympathy for them, but secretly assume they’re in league with The Devil (which some are).

Infernals *can’t* pass as ordinary mortals. The vestigial horns, tail, and wings – while not strictly ugly – kind of stand out. Thus, their Social Stigma applies almost constantly; see *Almost Monster* (p. 11).

Attribute Modifiers: ST+2 [20]; DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: FP+1 [3]; Basic Speed+0.5 [10].

Advantages: Claws (Hooves) [3]; Damage Resistance 1 [5]; Dark Vision [25]; Fit [5]; Spirit Empathy [10].

Perks: Infernal Gifts* [1].

Disadvantages: Social Stigma (Infernal) [-15]; Unnatural Features 2 [-2]; Weakness (Blessed areas and areas of high or better sanctity to Good gods; Occasional; 1d/minute) [-20].

Features: Eyes, hair, and skin are unnatural red and black tones. Functions and detects as Evil, regardless of true morality, whether this helps (“Enter, Son of Lucifer!”) or hinders (“Only injures beings of true Evil.”). Vestigial horns, tail, and wings.

* *Infernal Gifts*: You may start with certain exotic and supernatural advantages, or buy them in play, at their usual point costs: Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Extra Life [25], Flight (Winged, -25%) [30], Immunity to Metabolic Hazards [30], Striker (Horns; Crushing or Impaling) [5 or 8]; Striker (Tail; Piercing, Large Piercing, or Impaling) [5, 6, or 8], Teeth (Sharp or Fangs) [1 or 2], and Temperature Tolerance [1/level].

Infused

The infused are people imbued with elemental character – the result of rare flings between mortals and elementals capable of taking mortal form. They're probably the happiest of half-spirits, being neither creepy nor burdened with moral baggage. Their social problems are rarely worse than village kids bugging them to perform tricks.

Infused resemble humans (or whatever their flesh-and-blood parent is) with obvious elemental features. They aren't unattractive, but only earth-infused can pass as anything but what they are. Specific abilities vary by elemental type and are generally Mana Sensitive (p. B34) – that is, they *don't work* without mana.

Air-Infused

75 points

Choice Professions: Martial Artist, Scout, Swashbuckler, Thief.

Marginal Professions: None.

Nimble air-infused can call on the aid of invisible air elementals to “walk on air” and break their fall. They also enjoy resistance to lightning strikes, whirlwinds, and similar attacks. Their actual control over air is limited; they're surrounded by a light breeze that they can direct to minor effect.

Attribute Modifiers: DX+1 [20].

Advantages: Catfall (Mana Sensitive, -10%) [9]; Damage Resistance 5 (Limited, Air and Weather, -40%; Mana Sensitive, -10%) [13]; Reputation +3 (Air Elementals) [5]; Resistant to Metabolic Hazards (+3) [10]; Walk on Air (Mana Sensitive, -10%) [18].

Perks: Puff of Air* [1].

Disadvantages: Unnatural Features 1 [-1].

Features: Luminous sky-blue eyes. Surrounded by a perpetual light breeze.

* *Puff of Air*: Can blow a constant stream of air from a pointed finger. This is strong enough to blow poison dust off a trapped item or extinguish a candle at 2 yards, but has no combat effect.

Earth-Infused

75 points

Choice Professions: Druid, Thief.

Marginal Professions: None.

Earth-infused are solid types who can walk right through earth and stone barriers . . . but only while naked. They're also resistant to damage from falling rock, Stone Missile spells, and so on. They can't truly *become* stone, but they can harden a fist for punching.

Secondary Characteristic Modifiers: HP+1 [2].

Advantages: Damage Resistance 5 (Limited, Earth and Stone, -40%; Mana Sensitive, -10%) [13]; Permeation (Earth;

Extended, Stone, +20%; Mana Sensitive, -10%) [44]; Reputation +3 (Earth Elementals) [5]; Resistant to Metabolic Hazards (+3) [10].

Perks: Stone Fist* [1].

Features: Chunky, square build.

* *Stone Fist*: Can make a fist rock-hard. It counts as brass knuckles (+1 punching damage), at the cost of Bad Grip 3. This takes a Ready maneuver to switch on or off.

Fire-Infused

75 points

Choice Professions: Martial Artist, Scout, Swashbuckler.

Marginal Professions: None.

The main ability of speedy fire-infused is fire resistance: subtract an extra DR 6 from fire damage, and then *halve* penetrating injury (e.g., 21 points of dragon's breath would inflict only 7 points). This extends to heat; the average fire-infused is quite comfortable up to 200°. They can't control fire, but can generate small flames for light and heat.

Secondary Characteristic Modifiers: Basic Speed+1 [20].

Advantages: Damage Resistance 6 (Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [15]; Injury Tolerance (Damage Reduction 2; Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [25]; Reputation +3 (Fire Elementals) [5]; Temperature Tolerance 11 (Mana Sensitive, -10%) [10].

Perks: Flaming Fingers* [1], Flaming Hair† [1].

Disadvantages: Unnatural Features 2 [-2].

Features: High body temperature – every handshake is a warm one. Red, fiery eyes and flushed skin.

* *Flaming Fingers*: Can emit a candle-sized flame – equivalent to a first-level Ignite Fire spell – from a finger. This can ignite lanterns, fuses, etc., but not injure enemies.

† *Flaming Hair*: Head burns with *cool* flame equivalent to torchlight, eliminating darkness penalties in a two-yard radius. Not concealable!

Water-Infused

75 points

Choice Professions: Martial Artist, Scout, Swashbuckler.

Marginal Professions: None.

Lithe water-infused can operate unhindered in water of any depth for as long as they wish. They also enjoy superior resistance to water-based attacks: giant icicles, Dehydrate spells, and so on. Their control over water is limited to tricks like putting out torches in the mouth or flushing away acid on their skin.

Attribute Modifiers: DX+1 [20].

Advantages: Amphibious (Mana Sensitive, -10%) [9]; Damage Resistance 5 (Limited, Dehydration and Water, -40%; Mana Sensitive, -10%) [13]; Doesn't Breathe (Mana Sensitive, -10%; Oxygen Absorption, -25%) [13]; Nictitating Membrane 1 [1]; Pressure Support 3 [15]; Reputation +3 (Water Elementals) [5].

Perks: Drench* [1].

Disadvantages: Unnatural Features 2 [-2].

Features: Damp footsteps. Swirling turquoise eyes and what looks like cascading water for hair.

* *Drench*: Can moisten body parts at will, providing enough water to extinguish small flames, rinse off gunk, etc.

HALFLING

0 points

Choice Professions: Scout, Thief.

Marginal Professions: Barbarian, Holy Warrior, Knight, Martial Artist.

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.

Calculate height and weight normally for ST before applying the racial ST modifier, and then *halve* both. This makes halflings extremely stocky – the average ST 7 halfling is 2'7"-3' and 57-87 lbs.! A halfling has SM -2, regardless of height, and is subject to *Tiny Tools* (p. 8). However, he's big enough to wield human weapons at -2 to skill, and can buy off this penalty with a special perk, which *isn't* part of the racial template:

Giant Weapons: You're familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore some or all of the -2 to use them. Giant Weapons 1 [1] eliminates -1; Giant Weapons 2 [2] removes the full -2.

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.

* *Halfling Marksmanship:* You're a crack shot with ranged weapons. This Talent aids Bow, Sling, Throwing, and Thrown Weapon (Dart, Knife, and Stick). Only halflings can have it, and may buy up to two more levels at character creation. *Reaction bonus:* Archers and mobsters. 5 points/level.

MINOTAUR

40 points

Choice Professions: Barbarian, Knight.

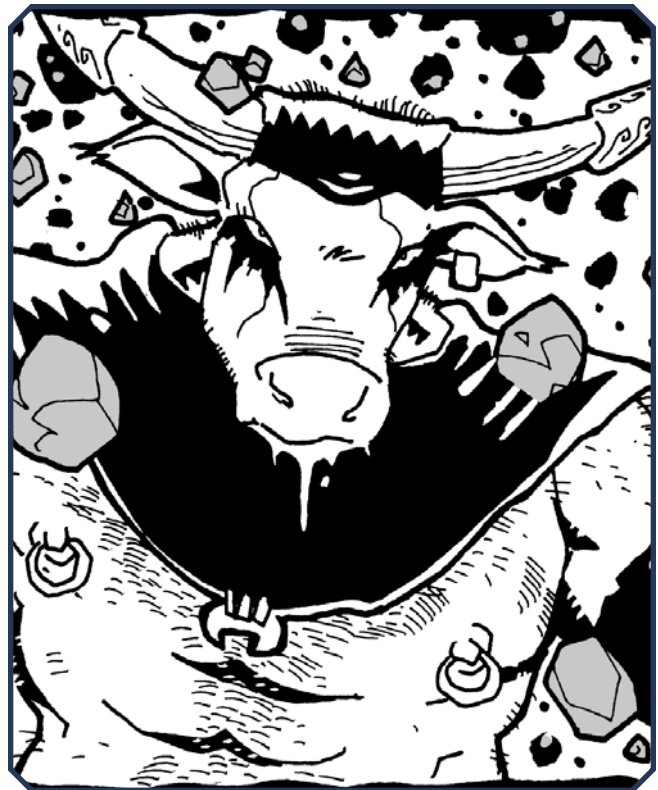
Marginal Professions: Bard, Cleric, Druid, Wizard.

Minotaurs resemble hulking humans with shaggy, horned bull's heads. This includes the females – comparing a minotaur-ress to a cow is liable to mean going from bull to steer in seconds. Minotaurs are mostly honest farmhands, not monsters; their only major social barrier is their looks. However, they are dim-witted, ill-tempered berserkers, and if some hick accuses a minotaur of eating people, things can get out of hand.

Minotaurs stand 3" taller than humans of similar ST, and have the weight appropriate for their height. The horns make them seem even larger, and prevent them from using all but custom-made helmets. Beefy hornless folk *can* wear minotaur headgear.

Attribute Modifiers: ST+3 [30]; IQ-2 [-40]; HT+3 [30].

Secondary Characteristic Modifiers: Per+2 [10].



Advantages: Absolute Direction [5]; Acute Hearing 2 [4]; Damage Resistance 2 (Partial, Skull Only, -70%) [3]; Damage Resistance 2 (Tough Skin, -40%) [6]; Peripheral Vision [15]; Striker (Horns; Impaling; Limited Arc, Straight Ahead, -40%; Long, +1 SM, +100%) [13].

Disadvantages: Appearance (Hideous) [-16]; Bad Temper (12) [-10]; Berserk (12) [-10].

Features: Bull's face and shaggy neck. Can't wear most humanoid helmets.

OGRE

40 points

Choice Professions: Barbarian.

Marginal Professions: Bard*, Cleric*, Druid*, Holy Warrior, Martial Artist, Thief, Wizard*.

Ogres are huge, misshapen humanoids with bloated eyes, warty skin, and a permanent filth layer. Some work as dungeon enforcers, but a few join adventurers of other races as delvers. Most eat children.

Determine an ogre's height and weight from the *Build Table* (p. B18) by looking up ST *before* the racial modifier, increasing the associated height by 60%, and multiplying weight by five. The average ST 20 ogre is 8'5"-9'9" and 575-875 lbs. Ogres are badly stooped and considered SM +1 even if 9'+ tall.

Ogres are strong and tough. However, their pathetic intellect means they'll regularly be turned against the party by mind control, their size doubles armor prices (*Dungeon Fantasy: Adventurers*, p. 28) and makes them difficult to heal (double energy cost for magical healing), their Magic Resistance makes healing even harder, and they *eat people* (hence the Social Stigma). It's up to the GM whether these monsters are suitable as PCs; half-ogres are probably a better choice.

Attribute Modifiers: ST+10 (Size, -10%) [90]; DX-1 [-20]; IQ-3 [-60]; HT+3 [30].

Secondary Characteristic Modifiers: SM +1.

Advantages: Damage Resistance 2 (Tough Skin, -40%) [6]; Fearlessness 3 [6]; High Pain Threshold [10]; Magic Resistance 2 [4]; Night Vision 5 [5].

Disadvantages: Appearance (Hideous) [-16]; Social Stigma (Monster) [-15].

Half-Ogre

20 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard, Cleric, Druid, Wizard.

The rare ogre afflicted with lack of Magic Resistance can sometimes interbreed with an orc or a human thanks to the inherent magic of a dungeon fantasy world. The result is a half-ogre, which isn't as huge, clumsy, or stupid as an ogre, and thus can pass as a big, dumb (mostly) human. A half-ogre's Social Stigma applies even among those who *don't* know his parentage – he's clearly half-*something*, and wholly uncouth.

Determine a half-ogre's height and weight normally from modified ST.

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

Advantages: Damage Resistance 1 (Tough Skin, -40%) [3]; Fearlessness 1 [2]; Night Vision 3 [3].

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

REPTILIANS

"Reptilian" is the warm-bloods' name for several distantly related races of intelligent, upright lizards. Not all are civilized. Smart delvers should assume that any reptilian met on the road or in the dungeon *will* try to eat them. Several varieties are noble, upstanding races that pay taxes and eat only bad guys (like tax collectors) . . . but *all* reptilians suffer from a severe Social Stigma just the same.

Reptilians have a special 0-point feature due to their long, toothy jaws:

Born Biter: You have an elongated jaw optimized for trapping prey. You can opt to *hold on* after you bite; thus, the bite doubles as a grapple. On later turns, you can *worry*, which counts as an attack but always hits – simply roll biting damage! If your victim's SM is three or more greater than yours, you can only do this to an extremity (hand, foot, etc.), and the grapple is considered one-handed. If his SM is only one or two larger, you can target *anything*, and the grapple is treated as two-handed. The same is true if his SM is equal to or smaller than yours, but you can also attempt to pin him while standing! The catch is that foes get +3 to target your protruding snout, allowing them to attack your face (not skull) at only -2.

Dragon-Blooded

30 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard.

Dragon-blooded claim to be the result of magical experiments performed by dragons back when Man started building cities. The dragons' supposed goal was to raise an army of dragon-kin compact enough to battle the warm-blood menace building-to-building. Modern dragon-blooded *do* seem to be on remarkably congenial terms with dragons, but they mostly don't swarm cities to eat people . . . mostly.

Dragon-blooded resemble scaly humans with claws and a small dragon's head. Unlike most reptilians, they're tailless. They cannot wear human helmets, but can use all other human gear. Determine height and weight normally for modified ST, and then add 15 lbs. to weight.

Like dragons, dragon-blooded can breathe fire. This is a *jet*. It functions like a melee attack in most regards, but can only be dodged or blocked – not parried – and has 1/2D 5, Max 10. Damage is 1d burning.

Attribute Modifiers: ST+1 [10]; HT+1 [10].

Advantages: Burning Attack 1d (Jet, +0%) [5]; Claws (Sharp) [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Nictitating Membrane 2 [2]; Peripheral Vision [15]; Reputation +3 (Dragons) [5]; Teeth (Sharp) [1].

Disadvantages: Disturbing Voice [-10]; Social Stigma (Monster) [-15].

Quirks: Trivial Vow: Never attack a dragon. [-1]

Features: Born Biter. Cannot learn non-reptilian languages above Accented level. Head armor isn't interchangeable with human head armor. Ruby or emerald scales.

Lizard Man

30 points

Choice Professions: Barbarian, Knight, Scout.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Lizard men have long snouts and thick tails, and resemble little dinosaurs with hands. They're stronger and faster than dragon-blooded, but not as smart. Most prefer *hot* places (on average, they're comfortable between 47° and 135°), far from human habitation. The typical lizard man isn't a man-eater, but subsists on giant swamp flies or desert beetles – a fact that seems to bug frou-frou elves more than man-eating would.

Lizard men have normal height for their modified ST, and weigh 30 lbs. more than humans of that height. Their physique prevents them from wearing armor fitted for humans (and vice versa). Some varieties are optimized for desert movement while others are at home in steaming swamp; select this Terrain Adaptation during character creation.

Attribute Modifiers: ST+2 [20]; IQ-1 [-20]; HT+1 [10].

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

Advantages: Claws (Sharp) [5]; Damage Resistance 2 (Tough Skin, -40%) [6]; Nictitating Membrane 2 [2]; Peripheral Vision [15]; Striker (Tail; Crushing; Clumsy, -2 to hit, -40%) [3]; Teeth (Sharp) [1]; Temperature Tolerance 3 [3]; Terrain Adaptation (Sand or Swamp) [5].

Disadvantages: Disturbing Voice [-10]; Social Stigma (Monster) [-15].

Features: Armor isn't interchangeable with human armor. Blue, brown, gray, or green scales. Born Biter. Cannot learn non-reptilian languages above Accented level.



TROLL

20 points

Choice Professions: Scout, Thief.

Marginal Professions: Bard.

Many creatures are called “trolls,” but only a few are smart enough become delvers. Only a small fraction of *those* will work alongside beings they find tasty (everyone but gargoyles, who taste like crud). The trolls best-suited to the adventuring life are the nasty little ones that play mean jokes, not the 9'-tall ones with 8' arms and maggots for brains.

Trolls are nimble, perceptive, and tough, but *highly* vulnerable to fire. Flame causes double the usual injury, and trolls' amazing natural healing can't heal the burns. Trolls are also hindered by light, making it hard for them to function in a torch-carrying party.

Find height and weight for this kind of troll exactly as for a human of the same ST, and then subtract 3" from height.

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

Secondary Characteristic Modifiers: HP+1 [2]; Per+2 [10].

Advantages: Discriminatory Smell [15]; Regeneration (Regular; Not vs. Fire or Acid, -20%) [20]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Sharp) [1]; Universal Digestion [5].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (12) [-10]; Social Stigma (Monster) [-15]; Vulnerability (Fire $\times 2$) [-30].

Features: Night-Adapted Vision (-5)*. Tufts of brightly colored hair (almost any color). Wrinkles.

* *Night-Adapted Vision:* You have a non-advantageous form of Night Vision. When the darkness penalty is -5 or worse, reduce it by -5; thus, -5 (night) through -9 (near-total dark) give you only 0 to -4. However, you have -1 per level *brighter* than -5. When most folk would have *no* penalty (daylight, or in range of artificial light that cancels darkness penalties), you're at -5!

WILDMAN

15 points

Choice Professions: Barbarian, Knight, Scout.

Marginal Professions: Bard, Cleric, Swashbuckler, Wizard.

Some hypothesize that wildmen – who resemble big, furry humans – were the gods' first crack at creating Man. Elves and faeries frequently opine that the gods should have stopped there, since wildmen don't burn or build things. Others think wildmen are beast-men, like cat-folk. Wildmen themselves don't theorize much, and prefer to thump things with clubs.

In dungeon fantasy, the wildman's Low TL disadvantage works differently from usual. A wildman is restricted to TL0 starting gear. He cannot start out with special orders, concoctions, or magic items from *Dungeon Fantasy: Adventurers*. If he later obtains a higher-tech weapon, he wields it at a penalty equal to its TL; e.g., a spear (TL0) isn't a problem, but a long spear (TL2) gives -2. Arm or torso armor gives a TL penalty to *all* combat skills; e.g., -2 for mail (TL2). If multiple penalties for weapons or armor apply, use only the *worst*.

Determine height and weight normally for modified ST.

Attribute Modifiers: ST+2 [20]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: Per+3 [15].

Advantages: Animal Empathy [5]; Arm ST 1 [5]; Brachiator [5]; Fur [1]; Temperature Tolerance 2 [2].

Perks: Call of the Wild [1].*

Disadvantages: Appearance (Unattractive) [-4]; Low TL 3 [-15]; Social Stigma (Savage) [-10].

Features: Apish looks.

* *Call of the Wild:* You don't suffer the usual -5 to use Animal Handling, Disguise (Animals), Mimicry (Animal Sounds), or Musical Influence on giant or dire animals. Animal Empathy is a prerequisite for this perk; if a wildman somehow loses that advantage, he also loses the perk. Non-wildmen *can't* have this perk.

CHAPTER TWO

MIXING

PROFESSIONS

Another dungeon fantasy standby is the hero who pursues more than one adventuring profession. He isn't just a cleric – he's a cleric-wizard, or even a cleric-thief-wizard. He might start his career divided and slowly improve at all of his roles, or he may drift into new lines of work after play begins. Whether such PCs suit a given campaign depends on power level, group size, and what the GM and players consider fun; see *Niche Protection* (below).

This section offers many lenses (see *Lenses*, p. B449) for the character templates from ***Dungeon Fantasy 1: Adventurers***, intended for campaigns where the GM *does* allow PCs like this. They're sorted by profession. Adding the lens for one role to the template for another creates a hero who's most strongly defined by his base template but who also has some key abilities – but by no means *all* abilities – of the second one. Thus, tacking the wizard lens onto a barbarian *isn't* equivalent to buying the barbarian lens for a wizard.

Affording Lenses at Character Creation

Since lenses add abilities, they cost points. All of these lenses are 50 points. The most straightforward way to give a starting PC a lens is to buy it outright with starting points. This *won't work* in the campaign that ***Dungeon Fantasy 1: Adventurers*** recommends: 250 starting points with 250-point character templates. Simply picking a template and a lens, and adding them together, requires 300+ points and thus the GM's cooperation. This is most likely if the group is small and the

GM wants each PC to fill several niches – or if he wants to run a *munchkin* game!

Even in a standard 250-point game with 250-point templates, though, the GM may let the players use some of the tricks under *Affording Racial Templates* (p. 4) to scrape up enough points to add lenses to starting PCs. For instance, a knight could use 50 of the 60 points that his template reserves for advantages to be a part-time wizard, while a cleric who already knows Acrobatics would have some overlap with the martial artist lens and therefore pay less for it. A player might even figure out some *munchkin* way to combine a character template, a lens, *and* a racial template. Whether the GM *allows* this is another matter!

Adding Lenses in Play

A player patient enough to save up 50 unspent points may add a lens to his PC in play. It's truest to the genre to add the *whole* lens at once – but that decision is up to the GM, who might prefer to see the knight earn his wizard's wand gradually. An adventurer never has to buy advantages or skills he already has, though; e.g., if he has Combat Reflexes, which costs 15 points, then any lens with that advantage costs him 35 points, not 50.

Since adding a lens often involves acquiring special advantages – like *Magery* and *Trained by a Master* – that normally aren't available after character creation, the GM is strongly encouraged to use *Training Expenses* (p. 43) here even if he otherwise ignores those guidelines.

Niche Protection

One purpose of dividing adventuring activities into distinct niches is to identify key competencies that the party needs to complete adventures, so that players won't overlook important roles. The 11 professions that the character templates in ***Dungeon Fantasy 1: Adventurers*** represent are indeed distinct and useful, but few gaming groups have 11 players. Even if only half those jobs are truly crucial to success, there might not be *five* players! For a small group, then, polymath PCs may be necessary for survival. (Multiple PCs per player is another solution, but less elegant – few gamers cope well with the division of attention.)

Another goal of niche protection is to give everybody a unique role, ensuring equal time in the spotlight as different challenges arise. From that point of view, mixed professions might seem slightly unfair. Won't a cleric-thief-wizard

steal the thief and wizard's thunder – perhaps literally? In old-school games, the answer was often “Yes, he will.” In ***GURPS***, though, the fact that everything comes out of a point budget means that somebody who dabbles in multiple professions won't be as good as a specialist, which evens things out.

Of course, if generalists are spread thin, they won't fill any of their niches as well as specialists would, and might let the party down. The GM should consider giving out more starting points if he wants to allow such PCs, particularly if the group is small and *needs* them. Thus, it's best to make the decision to let players mix and match character templates – or not, or to *ditch* templates and build from scratch – when setting campaign power level.

Taking Two or More Lenses

In theory, there's no limit to the number of lenses a player can buy. If he can cough up the points, he can have his barbarian-bard-cleric-druid-holy warrior-knight-martial artist-scout-swashbuckler-thief-wizard. In practice, stacking many lenses is both grossly inefficient (munchkins take note!) and a bookkeeping nightmare. The GM might wish to restrict players to a base template plus one or two lenses.

Lenses and Improving Abilities

After buying a lens, the player can spend earned points freely on abilities from his PC's base template *or* the template that corresponds to his new lens (including "basic" abilities the *template* always grants but the *lens* omits). If he has multiple lenses, he can buy abilities from every relevant template. For possible conditions and exceptions, see *Advancement* (p. 42).

Lenses, No Frames

The discussion so far has assumed that the campaign will use the 250-point templates in *Dungeon Fantasy: Adventurers*. These lenses should work well enough for PCs built on templates of the GM's design – although they may need some adjustment, since they assume a different starting point. Gamers who aren't using templates at all might still find these lenses useful as "shopping lists" when looking for a profession's vital essence.

Saving Points on Multiple Lenses

As *Adding Lenses in Play* (p. 17) explains, when you take a lens that includes advantages and skills you already have, you don't buy these again – you simply lower the cost of the lens by the price of those traits. This also applies when you purchase two or more lenses; e.g., if you already have a knight lens that grants Combat Reflexes, a swashbuckler lens with that advantage costs 15 points less.

Also look out for abstruse skills that are *almost* the same:

- *Alchemy vs. Herb Lore*: Those who are neither druids nor wizards can omit Herb Lore when adding a druid lens after a wizard lens that includes Alchemy, or omit Alchemy when adding a wizard lens after a druid lens that gives Herb Lore. These skills are expensive and highly redundant. Reduce the later lens' price by the cost of the dropped skill. The druid-wizard and wizard-druid *already* do this.

- *Esoteric Medicine, Religious Ritual, and Theology Specialties*: These skills *technically* have specialties, but the differences mostly don't matter in dungeon fantasy – one version is enough for anyone, and the GM might be ignoring *all* skill specialties! If two lenses include skills like this, ignore the second and later specialties and reduce the second lens' cost by the cost of those skills. Lenses for templates with such skills *already* do this.

Interpreting Lenses

Choice and Marginal Lenses: Each character template has lenses that suit it – mostly because the attributes and skills line up well – and others that don't. No combination is forbidden, but you'll need *lots* of earned points to make a combo like "barbarian-wizard" pay off!

Attributes: Increases to attribute levels give extra points in those scores. Remember: each +1 ST gives +1 HP, and improves Damage and Basic Lift; each +1 DX gives +0.25 Basic Speed (and may therefore raise Basic Move), and +1 to all DX-based skills; each +1 IQ gives +1 Will and Per, and thus +1 to all IQ-, Will-, and Per-based skills; and each +1 HT gives +1 FP, +0.25 Basic Speed (which might increase Basic Move), and +1 to all HT-based skills.

Secondary Characteristics: Increases above and beyond "free" gains from attributes. Remember that each +1 Will gives +1 to Will-based skills, while each +1 Per gives +1 to Per-based skills. *Reductions* may apply to cancel out increases from improved attributes – primarily to make the lens affordable! Something like +1 IQ and -1 Per gives +1 IQ, +1 Will, but *no* change to Per (or Per-based skills).

Advantages: Added advantages. Where these grant skill bonuses, such bonuses *aren't* normally figured into the lens' skill levels. Instead, there's a footnote listing the skills that benefit. Increase *all* such skills at the end, regardless of why or how you got them!

Disadvantages: Lenses that grant the Chi Mastery or Holy Might power include the disadvantages those powers require. Other lenses sometimes have notes on incompatible disadvantages.

Skills: Skills added or improved. Lenses that add martial-artist abilities may *replace* Brawling with Karate, Wrestling with Judo. Since character templates offer more skills than lenses based on them, and not everyone will like a lens' skill choices, you may swap *one* skill on a lens for equal points in another skill from the new profession.

Special Abilities: Points in powers (Bard-Song, Chi Mastery, Druidic Arts, or Holy Might), bardic or chi skills, and/or spells.

Special Skills

Lenses with bard or martial-artist abilities *don't* list every possible special skill; they simply mention "bardic skills" or "chi skills." Refer to the lists below as directed. Unless noted otherwise, delvers buying lenses can't initially put more than one point into each such skill.

Bardic Skills

Captivate (H) Will-2 [1] (requires Suggest at 12+); Hypnotism (H) IQ-2 [1]; Musical Influence (VH) IQ-3 [1] (requires Musical Instrument *or* Singing at 12+); Persuade (H) Will-2 [1]; Suggest (H) Will-2 [1] (requires Persuade at 12+); and Sway Emotions (H) Will-2 [1] (requires Persuade at 12+).

Chi Skills

Autohypnosis (H) Will-2 [1]; Blind Fighting (VH) Per-3 [1]; Body Control (VH) HT-3 [1] (requires Breath Control *and* Meditation); Breaking Blow (H) IQ-2 [1]; Breath Control (H) HT-2 [1]; Esoteric Medicine (Chi) (H) Per-2 [1]; Flying Leap (H) IQ-2 [1] (requires Jumping *and* Power Blow); Immovable Stance (H) DX-2 [1]; Invisibility Art (VH) IQ-3 [1] (requires Hypnotism *and* Stealth at 14+); Kiai (H) HT-2 [1]; Light Walk

(H) DX-2 [1] (requires Acrobatics *and* Stealth at 14+); Mental Strength (E) Will [1]; Mind Block (A) Will-1 [1]; Parry Missile Weapons (H) DX-2 [1]; Power Blow (H) Will-2 [1]; Pressure Points (H) IQ-2 [1]; Pressure Secrets (VH) IQ-3 [1] (requires Pressure Points at 16+); Push (H) DX-2 [1]; Throwing Art (H) DX-2 [1]; and Zen Archery (VH) IQ-3 [1] (requires Bow at 18+ *and* Meditation).

Chi Talent adds to these skill levels!

BARBARIAN

Choice Lenses: Holy Warrior, Knight, Scout, Swashbuckler.
Marginal Lenses: Bard, Cleric, Druid, Martial Artist, Wizard.

Barbarian-Bard

+50 points

One word: bagpipes (\$270, 3 lbs.). Otherwise, barbarians are somewhat lacking in the brains department for this role.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT [1].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Barbarian-Cleric

+50 points

"Self-healing barbarian" *sounds* great, but with spells at 10-11 and injury penalties, stick to healing potions. They'll actually *work*.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

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

Skills: Esoteric Medicine (Holy) (H) Per-1 [2]; Exorcism (H) Will-1 [2]; Meditation (H) Will-1 [2]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

Special Abilities: 10 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Barbarian-Druid

+50 points

Druidic spells could really help a barbarian. This is the best of four not-so-hot caster options.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-1 [2]; Herb Lore (VH) IQ-2 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 12 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Barbarian-Holy Warrior

+50 points

Holy Might means Blessed (Heroic Feats) (p. B41) and +1d more ST in times of need. You want this.

Attributes: +1 IQ [20].

Secondary Characteristics: +1 Will [5]; -1 Per [-5].

Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

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

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or the skills above.

Barbarian-Knight

+50 points

More DX and better defenses (Combat Reflexes) shore up the barbarian's only real combat flaws.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Born War Leader 2* [10]; Combat Reflexes† [15].

Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ [2]; Connoisseur (Weapons) (A) IQ [2]; Leadership (A) IQ [2]; Strategy (H) IQ-1 [2]; Tactics (H) IQ-1 [2].

* Gives +2 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

Barbarian-Martial Artist

+50 points

The barbarian-martial artist can, with enough points, be *scary*. This lens isn't great for barbarians seeking an *instant* boost, though.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Replace Brawling (E) DX [1] with Karate (H) DX [4]. • Replace Wrestling (A) DX [2] with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Barbarian-Scout

+50 points

The barbarian's ST projected at range, combined with similar skill sets, makes this perhaps the ideal barbarian lens.

New Advantage: Bardic Magery

11 points/level

Prerequisite: Magery 0.

Bardic Magery works identically to Bardic Talent – adding to both Bard-Song rolls and wizardly spells cast through music – but lets the bard musically cast wizardly spells from *any* college, not merely Communication and Empathy and Mind Control. It appears on the bard-wizard lens (p. 22). The GM may allow non-bards who buy a bard lens and later add a wizard lens to save points by taking only Magery 0 [5] and then converting Bardic Talent [8/level] into Bardic Magery [11/level] at 3 points/level *instead of* buying full Magery [10/level].

New Advantage: Bard-Song Talent

5 points/level

Bard-Song Talent adds to Bard-Song rolls just as Bardic Talent does, but has *no* effect on spells. Those who possess it may buy Bard-Song abilities and bardic skills, but can only learn wizardly spells if they also possess Magery. Bard-Song Talent appears on the wizard-bard lens (p. 36). The GM may allow non-wizards who buy a wizard lens and later add a bard lens to save points by taking Bard-Song Talent [5/level] instead of Bardic Talent 1 [8/level], since their Magery *already* lets them cast wizardly spells.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12], or 12 points in existing skill to get Bow (A) DX+4 [16]. • Fast-Draw (Arrow) (E) DX [1]; Traps (A) IQ-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Barbarian-Swashbuckler

+50 points

Weapon Master means bonus damage per die. The barbarian rolls lots of damage dice. Ouch.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a barbarian Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Barbarian-Thief

+50 points

Focus on smashing doors (Forced Entry) and using a two-handed sword to backstab (Stealth). It's quite effective, actually.

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2]. • Forced Entry (E) DX [1], or 1 point in existing skill to get Forced Entry (E) DX+1 [2]. • Raise Stealth (A) DX [2] to Stealth (A) DX+2 [8].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Barbarian-Wizard

+50 points

If you insist, realize that Resisted spells are *hopeless* at skill 10-11. Learn Might and Vigor.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Disadvantages: Delete Language: Spoken (Native)/Written (None) [-3] from barbarian disadvantage options. If you have this, you must buy it off before picking this lens!

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

BARD

Choice Lenses: Cleric, Druid, Swashbuckler, Thief, Wizard.

Marginal Lenses: Barbarian.

Bard-Barbarian

+50 points

The “bardbarian” is both tougher and more useful outdoors than the average bard, but enjoys few remarkable synergies.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10]. • One of Fit [5], Rapid Healing [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ [1] (includes +2 for bard's Voice); Naturalist (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Bard-Cleric

+50 points

Two spells lists, two powers, *and* bardic skills mean never having to say, “I’m out of options.”

Advantages: Clerical Investiture [5]; Power Investiture 2 [20].
Disadvantages: Honesty (12) [-10] or Sense of Duty (Coreligionists) [-10].
Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Hidden Lore (Demons, Spirits, or Undead) (A) IQ-1 [1]; Meditation (H) Will-2 [1]; Occultism (A) IQ-1 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].
Special Abilities: 28 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Bard-Druid

+50 points

Bards and druids have a classic fantasy (and real-world) link. And like bard-clerics, bard-druids have options galore.

Advantages: Power Investiture 2 (Druidic) [20].
Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-3 [1]; Hidden Lore (Elementals, Faeries, or Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1]. • Four of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ [1] (includes +2 for bard's Voice); Pharmacy (Herbal) or Veterinary, both (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].
Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Bard-Holy Warrior

+50 points

More combat effectiveness? Great! But playing an instrument whilst smiting demons isn't easy – this combo calls for cunning play.

Attributes: +1 ST [10]; +1 HT [10].
Secondary Characteristics: -0.25 Basic Speed [-5].
Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].
Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].
Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on primary bard Melee Weapon skill, raising it by +1.
Special Abilities: 26 points total in Holy abilities and/or the skills above.

Bard-Knight

+50 points

High-Charisma bard-knights are perfect for players who enjoy leadership (and Leadership). Don't wade into battle armed with just a lute, though!

Attributes: +1 ST [10]; +1 HT [10].
Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].
Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ [1] (includes +1 for bard's Charisma 1); Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary bard Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Bard-Martial Artist

+50 points

Bardic and chi skills together give impressive long-term flexibility. Short-term, this combo requires skimping, saving, and careful play.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].
Disadvantages: Disciplines of Faith (Chi Rituals) [-10].
Skills: Acrobatics (H) DX-2 [1], or 1 point in existing skill to get Acrobatics (H) DX-1 [2]. • Either Judo (H) DX-2 [1] and Karate (H) DX-1 [2], or Judo (H) DX-1 [2] and Karate (H) DX-2 [1]. • Jumping (E) DX [1].
Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Bard-Scout

+50 points

Bard-scouts often carry a "bow-harp," usable as either a bow or a harp on any given turn (any bow, CF +5, +1.5 lbs.).

Attributes: +1 DX [20].
Secondary Characteristics: -0.25 Basic Speed [-5].
Advantages: Heroic Archer [20].
Skills: Either Bow (A) DX+2 [8], or 6 points in existing skill to get Bow (A) DX+2 [8] and 2 points on other skills below. • Camouflage (E) IQ [1]; Cartography (A) IQ-1 [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Bard-Swashbuckler

+50 points

Better skill, defense (Enhanced Parry), and damage (Weapon Master) with the bard's starting weapon make this warrior lens ideal!

Attributes: +1 DX [20].
Secondary Characteristics: -0.25 Basic Speed [-5].
Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].
Skills: Acrobatics (H) DX-2 [1], or 1 point in existing skill to get Acrobatics (H) DX-1 [2]. • Spend 8 more points on primary bard sword skill, raising it by +2.

Bard-Thief

+50 points

With the bard's social craft and thief's practical cunning, the bard-thief can rival the plain old thief at skullduggery.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Acrobatics (H) DX-2 [1], or 1 point in existing skill to get Acrobatics (H) DX-1 [2]. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1 [1]. • Raise Stealth (A) DX [2] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Bard-Wizard

+50 points

Bardic Magery (p. 20) boosts the bard's spell options almost tenfold. There's no question that this is his best caster lens.

Secondary Characteristics: +3 FP [9].

Advantages: Magery 0 [5]. • Convert Bardic Talent 2 [16] into Bardic Magery 2 [22].

Skills: Alchemy (VH) IQ-3 [1]; Hidden Lore (Magic Items) (A) IQ-1 [1]; Hidden Lore (Magical Writings) (A) IQ-1 [1]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 25 points total in wizardly spells of *any* kind, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Magery.

CLERIC

Choice Lenses: Bard, Holy Warrior, Knight, Wizard.

Marginal Lenses: Barbarian.

Cleric-Barbarian

+50 points

Physical strength is wonderful – although cleric-druid and cleric-holy warrior better match outdoor and fighting ability to the cleric's *existing* strengths.

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Cleric-Bard

+50 points

The cleric-bard can influence mortals *and* demons and undead. Choirboy jokes notwithstanding, he's the perfect "social engineer."

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5]; Voice‡ [10].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Singing (E) HT [1].

Special Abilities: 20 points total in Bard-Song abilities; bardic skills (p. 18); and/or wizardly spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

‡ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Cleric-Druid

+50 points

Being able to cast *something* almost anywhere is wonderful. Players seeking variety might find a "priest-priest" boring, though.

Advantages: Power Investiture 2 (Druidic)* [20].

Skills: Herb Lore (VH) IQ-2 [2]; Hidden Lore (Elementals, Faeries, or Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Veterinary (H) IQ-2 [1]. • Four of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].

Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).*

* Clerical and druidic Power Investiture, abilities, and spells are *unrelated*. A cleric-druid can cast druidic spells in places with no sanctity, while his clerical spells suffer no penalties in unnatural areas!

Cleric-Holy Warrior

+50 points

Stack combat ability *and* Higher Purpose *and* clerical "buffs" *and* Blessed (Heroic Feats) to whip Evil *real* good. Amen!

Attributes: +1 ST [10]; +1 DX [20]; +1 HT [10].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Shtick (Foes slain personally can't rise as undead) [1].

Skills: Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary cleric Melee Weapon skill, raising it by +1.

Special Abilities: 5 *more* points in Holy Might abilities.

Cleric-Knight

+50 points

The cleric-knight's Combat Reflexes and High Pain Threshold let him cast while beset or wounded – he's a true combat medic!

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary cleric Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Cleric-Martial Artist

+50 points

Spells, special skills, *and* powers require long-term focus. Chi Mastery's Enhanced Move – for reaching the wounded – is a good start.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • Either Judo (H) DX-2 [1] and Karate (H) DX-1 [2], or Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

* If desired, this *can* double as the disadvantage required for Holy Might (choose another -10 points of cleric or martial-artist disadvantages) – but if the cleric strays, he'll lose access to Chi Mastery *and* Holy Might!

Cleric-Scout

+50 points

Make one of your spells Spell-Archery (p. 41) and use harmless boffer arrows (\$4, 0.1 lb.) to aid distant allies.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Disadvantages: Replace Vow (No edged weapons) [-10] with Vow (Own no more than horse can carry) [-10], if applicable.

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Cartography (A) IQ-1 [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Cleric-Swashbuckler

+50 points

Weapon Master isn't cheap, so this lens mainly suits clerics who "buff up" and fight. Cleric-knight better serves support clerics.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Disadvantages: Clerics who use swords *can't* take Vow (No edged weapons) [-10]!

Skills: Either choose a cleric Melee Weapon skill and put 8 more points into it, raising it by +2, or add *one* of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Evil Clerics

The cleric template assumes a cleric of Good – or at least of Reasonably Nice. There *are* clerics of Evil, though, and they don't *have* to be hostile NPCs. To create one as a PC, apply the lens below to the regular "good cleric" template.

Evil Cleric

+0 points

Advantages: All Power Investiture, basic or added, becomes Power Investiture (Unholy). • Swap all points in Holy abilities for the same number of points in Unholy abilities (p. 41). • In advantage options, replace Healer 1 or 2 [10 or 20] with Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7] and Resistant to Poison (+3) [5].

Disadvantages: Replace this entire section with: Social Stigma (Excommunicated)[†] [-10]. • Another -15 points chosen from among Bad Temper [-10*], Gluttony [-5*], Greed [-15*], Jealousy [-10], Laziness [-10], Lecherousness [-15*], or Selfish [-5*]. • A further -25 points chosen from among the previous traits or Bloodlust [-10*], Callous [-5], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Intolerance ("Good" religions) or (All other religions) [-5 or -10], Paranoia [-10], Stubbornness [-5], or Weirdness Magnet [-15].

Skills: Replace Esoteric Medicine (Holy) (H) Per [4] with Poisons (H) IQ [4]. • Replace First Aid (E) IQ [1], Diagnosis (H) IQ-2 [1], and Surgery (VH) IQ-2 [2] with Interrogation and Intimidation, both (A) IQ [2].

Spells: All spell choices must come from *Evil Clerical Spells* (p. 24).

* Multiplied for self-control number; see p. B120.

[†] Helpful spells (such as healing) cast by good clerics work at -3 on you. Harmful ones *aren't* affected!

Evil Clerics in Other Careers

After applying this lens to the standard "good cleric" template, you can add any lens meant for clerics – *except* cleric-holy warrior – to become an evil cleric-knight, evil cleric-thief, etc. You can create an evil cleric-unholy warrior by taking the cleric-holy warrior lens, replacing its Higher Purpose and Shtick as indicated for the unholy warrior (p. 27), and turning extra Holy Might into Unholy Might.

Is Evil Cleric Right for You?

Anyone but a good cleric or a holy warrior can join the priesthood of Evil. Use your template's cleric lens, but make *all* the changes noted on the evil cleric lens above. In particular, replace its required disadvantage with Social Stigma (Excommunicated); learn Poisons instead of Esoteric Medicine; and distribute points in First Aid, Diagnosis, and/or Surgery between Interrogation and Intimidation as desired.

Evil Clerical Spells

Evil clerics (p. 23) use this spell list *instead* of that of good clerics:

PI 1: Armor, Aura, Coolness, Darkness, Death Vision, Debility, Decay, Detect Magic, Detect Poison, Fear, Final Rest, Frailty, Itch, Night Vision, Recover Energy, Sense Life, Sense Spirit, Shield, Silence, Stench, Thunderclap, and Watchdog.

PI 2: Blackout, Blight, Clumsiness, Command, Compel Lie, Compel Truth, Control Zombie, Dark Vision, Foul Water, Gloom, Great Voice, Pain, Panic, Persuasion, Poison Food, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Resist Pressure, Seeker, Shape Darkness, Steal Energy, Strike Blind, Strike Deaf, Strike Dumb, Summon Spirit, Terror, Truthsayer, Turn Spirit, Turn Zombie, Vexation, and Weaken Blood.

PI 3: Affect Spirits, Astral Vision, Body of Shadow, Command Spirit, Destroy Air, Destroy Water, Dispel Possession, Foolishness, Hunger, Icy Weapon, Madness, Magic Resistance, Nightmare, Oath, Paralyze Limb, Pestilence, Repel Spirits, See Secrets, Sensitize, Silver Tongue, Slow Healing, Steal Vitality, Strengthen Will, Suspended Animation, Thirst, Water to Wine, Weaken Will, Wither Plant, and Zombie.

PI 4: Agonize, Astral Block, Banish, Curse, Deathtouch, Dehydrate, Dispel Magic, Divination, Flesh to Stone, Fool's Banquet, Frostbite, Gift of Letters, Gift of Tongues, Mindlessness, Ruin, Stop Healing, Suspend Curse, Total Paralysis, and Vigil.

PI 5: Earthquake, Entrap Spirit, Mass Zombie, Pentagram, Remove Curse, Rotting Death, Storm, and Suspend Mana.

PI 6: Bind Spirit, Drain Mana, Possession, and Summon Demon.

Cleric-Thief

+50 points

Thieving skills let you acquire loot found using Seeker, See Secrets, and divine guidance (for charity, of course).

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: *Either* Stealth (A) DX+1 [4], or 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below.

- Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].
- Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1 [1].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Cleric-Wizard

+50 points

Access to clerical *and* wizardly spells makes this lens *powerful*. Clerical spells don't count as prerequisites for wizardly ones, though.

Secondary Characteristics: +1 FP [3].

Advantages: Magery 2 [25].*

Skills: Alchemy (VH) IQ-3 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 20 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

DRUID

Choice Lenses: Barbarian, Scout, Wizard.

Marginal Lenses: Martial Artist.

Druid-Barbarian

+50 points

Druids have key barbarian skills, plus Shapeshifting spells for forms with great ST. This makes druid-barbarians ("barbearians") quite viable.

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10]. •

One of Fit [5], Rapid Healing [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Skills: Fishing (E) Per [1]; Navigation (Land) (A) IQ-1 [1]; Running (A) HT-1 [1]; Swimming (E) HT [1]; Tracking (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Druid-Bard

+50 points

The druid-bard can influence man *and* beast – a potent combination. Just remember that demons and undead aren't men *or* beasts!

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5]; Voice‡ [10].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 19 points total in Bard-Song abilities; bardic skills (p. 18); and/or wizardly spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

‡ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Druid-Cleric

+50 points

As with the cleric-druid, this choice offers a meaty spell list and safety in redundancy.

Advantages: Clerical Investment [5]; Power Investiture 2* [20].

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

Skills: Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Occultism (A) IQ-1 [1]; Public Speaking (A) IQ-1 [1]; Surgery (VH) IQ-3 [1].

Special Abilities: 30 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.*

* See *Cleric-Druid* (p. 22) for important notes on interactions between druidic and clerical capabilities.

Druid-Holy Warrior

+50 points

Holy warrior abilities accompany you when using Beast Possession, Shapeshifting, etc. You *can* possess weasels and gnaw demons to death.

Attributes: +1 ST [10].

Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1]. • One of Holiness 2 [5], Rapid Healing [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

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

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on primary druid Melee Weapon skill, raising it by +1.

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Druid-Knight

+50 points

Battlefield-altering magic plus high IQ for Strategy and Tactics can yield an interesting "druid-general" suitable for epic wilderness adventure.

Attributes: +1 ST [10].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10]. • One of Fit [5], Rapid Healing [5], or Striking ST 1 [5].

Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary druid Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Druid-Martial Artist

+50 points

Shapeshifting spells alongside Chi Mastery abilities can be potent. The combo is marginal because it costs *lots* of points.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • Either Judo (H) DX-2 [1] and Karate (H) DX-1 [2], *or* Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Druid-Scout

+50 points

An archer who knows spells like Hawk Vision and Conceal is *scary*. This is the druid-warrior's lens of choice.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Cartography (A) IQ-1 [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Shadowing (A) IQ-1 [1]; Tracking (A) Per-1 [1]; Traps (A) IQ-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Druid-Swashbuckler

+50 points

This lens is marginal only because secretive nature priests rarely become flamboyant barflies. Nothing says *you* can't do it!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a druid Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Druid-Thief

+50 points

Druidic magic greatly assists outdoor thievery, while thieving skills are a valuable fallback in town or underground, where druidic powers falter – a neat balance.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Holdout (A) IQ-1 [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Shadowing (A) IQ-1 [1]; Traps (A) IQ-1 [1]. • Raise Stealth (A) DX [2] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Druid-Wizard

+50 points

An excellent and potent caster combination! Druidic spells, like clerical ones, don't count as prerequisites for wizardly spells.

Secondary Characteristics: +1 FP [3].

Advantages: Magery 2 [25].*

Skills: Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 20 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

HOLY WARRIOR

Choice Lenses: Barbarian, Cleric, Knight, Scout, Swashbuckler.

Marginal Lenses: Druid.

Holy Warrior-Barbarian

+50 points

Outdoor skills to track down Evil where it lives, and more ST to smite it, make this a natural combination.

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: *Ten* of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Holy Warrior-Bard

+50 points

The holy warrior-bard casts using Singing (instruments are awkward in melee!) and inspires courage with such spells as Bravery.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ-1 [2]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 13 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and

Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Holy Warrior-Cleric

+50 points

This is the holy warrior's best caster lens, beefing up his existing abilities and adding spells to his armory.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]. • *Upgrade* Holiness 2 [10] to Power Investiture 2 [20].

Special Abilities: 20 points total in *more* Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Holy Warrior-Druid

+50 points

This combination is logical – Nature can be a powerful ally against the unnatural. It's marginal only because druidic capabilities aren't *optimized* for fighting Evil.

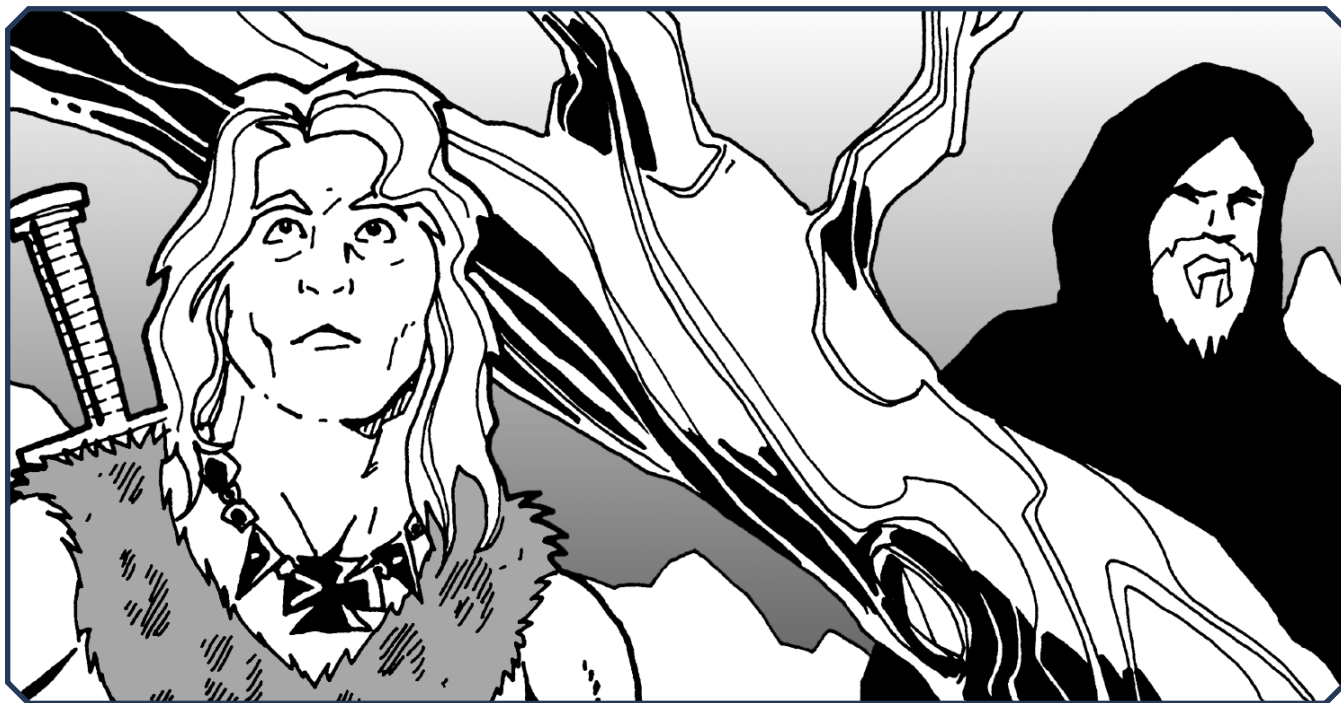
Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Herb Lore (VH) IQ-3 [1]; Hidden Lore (Elementals, Faeries, or Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Survival (any) (A) Per-1 [1].

Special Abilities: 10 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).



Holy Warrior-Knight

+50 points

There's little difference between this lens and a holy warrior who sticks to his role. "Holy knight" *sounds* cool, though.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Connoisseur (Weapons) (A) IQ-1 [1]. • Spend 8 points *total* on Axe/Mace, Bow, Boxing, Broadsword, Polearm, Shortsword, Spear, Sumo Wrestling, or Two-Handed Sword, all (A) DX-1 [1], DX [2], DX+1 [4], or DX+2 [8], and/or combat skills *already* known at the 4-point level or higher, where 4 points give +1 and 8 points give +2.

* Gives +1 to Fast-Draw.

Holy Warrior-Martial Artist

+50 points

Abilities that benefit from the holy warrior's Will and IQ make this mix viable. Simply read "chi" as "religious zeal."

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-1 [2]; Jumping (E) DX [1]. • *Replace* Brawling (E) DX+1 [2] with Karate (H) DX [4]. • *Replace* Wrestling (A) DX+1 [4] with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

* See *Cleric-Martial Artist* (p. 23) for important notes on disadvantages.

Holy Warrior-Scout

+50 points

Demons may fly – but a holy warrior's Higher Purpose and Shtick work just fine with a bow. A popular lens!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Holy Warrior-Swashbuckler

+50 points

The Higher Purpose bonus stacks with bonuses for Enhanced Parry and Weapon Master, making the holy warrior-swashbuckler Evil's deadliest foe.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a holy warrior Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Unholy Warriors

The standard holy warrior template can be perverted to serve Evil, yielding a blackguard known as the *unholy* warrior. To take up arms for Evil, apply the lens below to the holy warrior template.

Unholy Warrior

+0 points

Advantages: Replace Higher Purpose (Slay Demons or Slay Undead) [5] with Higher Purpose (Slay Servitors of Good)† [5]. • All Holiness, basic or added, becomes Unholiness. • Change Shtick (Foes slain personally can't rise as undead) [1] to Legionary of the Damned‡ [1]. • Swap all points in Holy abilities for the same number of points in Unholy abilities (p. 41). • In advantage options, *replace* Higher Purpose (different from first) [5] with Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7].

Disadvantages: Replace this entire section with: Social Stigma (Excommunicated)§ [-10]. • Another -15 points chosen from among Bad Temper [-10*], Gluttony [-5*], Greed [-15*], Jealousy [-10], Laziness [-10], Lecherousness [-15*], or Selfish [-5*]. • A further -15 points chosen from among the previous traits or Bloodlust [-10*], Bully [-10*], Callous [-5], Code of Honor (Pirate's) [-5], Compulsive Lying [-15*], Fanaticism [-15], Intolerance ("Good" religions) or (All other religions) [-5 or -10], Overconfidence [-5*], or Stubbornness [-5].

Skills: Unholy warriors prefer Physiology and Psychology skills for *good* creatures or humans (torture and manipulation). • Replace Esoteric Medicine (Holy) (H) Per-2 [1] with Poisons (H) IQ-2 [1].

* Multiplied for self-control number; see p. B120.

† Gives +1 to attack, damage, defense, and resistance rolls vs. angels and celestials, artifacts of Good, and good clerics and holy warriors.

‡ *Legionary of the Damned*: You can safely wield artifacts cursed by evil gods (but *not* by wizards!).

§ See note under *Evil Clerics* (p. 23).

New Horizons for Unholy Warriors

After adding this lens to the holy warrior template, you can apply any lens meant for holy warriors – *except* holy warrior-cleric – and become an unholy warrior-wizard or whatever. To create an unholy warrior-evil cleric, simply buy the holy warrior-cleric lens and interpret everything Holy as Unholy.

The Legions of Evil Want YOU!

Anyone but a holy warrior or a good cleric can take up the sword of Evil. Start with your template's holy warrior lens, but make *all* the changes noted above for the unholy warrior. In particular, replace its required disadvantage with Social Stigma (Excommunicated) and swap Esoteric Medicine for Poisons.

Holy Warrior-Thief

+50 points

Holy warriors *are* too honorable to steal. Nasty surprises (Traps) and backstabs (Stealth) are valid tactics against Evil, though. Really!

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Per [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5].

Skills: *Either* Stealth (A) DX+2 [8], or 7 points in existing skill to get Stealth (A) DX+2 [8] and 1 point on other skills below. ● Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. ● Escape (H) DX-2 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Shadowing (A) IQ-1 [1]; Traps (A) IQ [2].

* Gives +3 to Climbing and Escape.

Holy Warrior-Wizard

+50 points

Most holy warriors would fireball Evil with zeal! This lens uses the points that other warrior-caster lenses invest in IQ to offer enough spells that Banish and Remove Curse are attainable.

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ [2]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 20 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

KNIGHT

Choice Lenses: Barbarian, Holy Warrior, Scout, Washbuckler.

Marginal Lenses: Bard, Cleric, Druid, Wizard.

Knight-Barbarian

+50 points

The knight-barbarian is superior to the pure barbarian for players seeking an outdoorsman-warrior with a more even ST-skill balance.

Attributes: +2 ST [20].

Secondary Characteristics: +1 Per [5].

Advantages: Outdoorsman 2* [20].

Skills: *Five* of Camouflage (E) IQ [1]; Navigation (Land) (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +2 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Knight-Bard

+50 points

Being an *effective* bard with a knight's IQ means emphasizing Singing and casting "buffs" like Hide Thoughts and Rear Vision.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT [1].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Knight-Cleric

+50 points

The knight's best caster lens, if he focuses on Might, various Resist spells, etc., and doesn't risk skill 10-11 healing.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investiture [5]; Power Investiture 2 [20].

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

Skills: Esoteric Medicine (Holy) (H) Per-1 [2]; Exorcism (H) Will-1 [2]; Meditation (H) Will-1 [2]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

Special Abilities: 10 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Knight-Druid

+50 points

A lance-wielding knight will find druidic spells valuable for controlling his mount outdoors. Otherwise, this is a niche lens.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Esoteric Medicine (Druidic) (H) Per-1 [2]; Herb Lore (VH) IQ-2 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Survival (any) (A) Per-1 [1]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 10 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Knight-Holy Warrior

+50 points

Many holy warriors are ex-knights who hacked their way to divine favor by killing Evil monsters. They aren't *all* do-gooders.

Attributes: +1 IQ [20].

Secondary Characteristics: +1 Will [5]; -1 Per [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

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

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or the skills above.

Knight-Martial Artist

+50 points

An effective mix *if* you favor skills useful when armed (e.g., Power Blow) over exclusively unarmed ones (e.g., Push).

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-2 [1]. • *Replace* Boxing (A) DX [2] or Brawling (E) DX+1 [2] with Karate (H) DX [4]. • *Replace* Sumo Wrestling or Wrestling, both (A) DX [2], with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Knight-Scout

+50 points

Adding the scout's prowess at archery to the knight's melee ability gives what's arguably the most well-rounded warrior combo.

Secondary Characteristics: +2 Per [10].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12], or 12 points in existing skill to get Bow (A) DX+4 [16]. • Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX+1 [1] (includes +1 for knight's Combat Reflexes); Navigation (Land) (A) IQ [2]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Knight-Swashbuckler

+50 points

The knight-swashbuckler is the apex heavy melee fighter. He's viable in a 250-point game and could *start* with skill 23!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a knight Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-2 [1]; Jumping (E) DX [1].

Knight-Thief

+50 points

Kills monsters? Check. Takes stuff? Check. This is an *extreme*-ly versatile combo in the typical dungeon campaign.

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: *Either* Stealth (A) DX [2], or 1 point in existing skill to get Stealth (A) DX [2] and 1 point on other skills below. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2]. • Forced Entry (E) DX [1], or 1 point in existing skill to get Forced Entry (E) DX+1 [2].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Knight-Wizard

+50 points

Resisted and long-range castings *aren't* effective at skill 10-11. Spells like Flaming Armor and Flaming Weapon pay off better.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

MARTIAL ARTIST

Choice Lenses: Holy Warrior, Knight, Scout, Swashbuckler, Thief.

Marginal Lenses: Bard, Cleric, Druid, Wizard.

Martial Artist-Barbarian

+50 points

Pure martial artists can get High Pain Threshold and more ST anyway. This lens suits those embarking on wilderness adventures.

Attributes: +2 ST [20].

Secondary Characteristics: +1 Per [5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: *Five* of Camouflage (E) IQ [1]; Navigation (Land) (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Martial Artist-Bard

+50 points

Chi and bardic abilities offer *many* options. Of course, you'll need *many* points to be good at it all.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT+1 [2].

Special Abilities: 14 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Martial Artist-Cleric

+50 points

This mix pays off best with long-term dedication. Still, clerical “buffs” – especially Armor and Might – are effective right away.

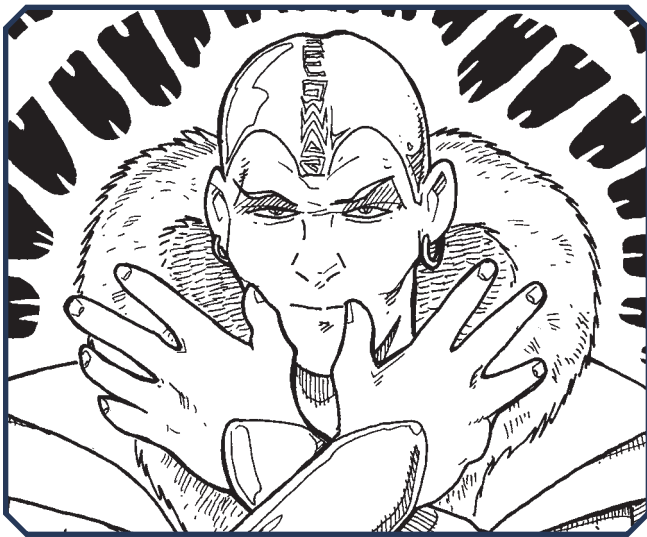
Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

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

Skills: Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].



Special Abilities: 15 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

* If desired, Disciplines of Faith (Chi Rituals) *can* serve as the disadvantage required for Holy Might (pick another -10 points of cleric or martial-artist disadvantages). Failure to observe it costs the martial artist-cleric access to Chi Mastery *and* Holy Might!

Martial Artist-Druid

+50 points

Partial Shapeshifting (Tiger Paws) with Karate is just plain cool. The necessary Power Investiture 5 is just plain *expensive*, and must wait until later.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Herb Lore (VH) IQ-2 [2]; Naturalist (H) IQ-1 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Survival (any) (A) Per-1 [1]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 10 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Martial Artist-Holy Warrior

+50 points

Learning Physiology for monsters and using Pressure Points to paralyze them is *potent* – especially against foes your Higher Purpose covers.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].*

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ [4]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-1 [2].

Special Abilities: 24 points total in Holy abilities and/or the skills above.

* See *Martial Artist-Cleric* (left) for important notes on disadvantages.

Martial Artist-Knight

+50 points

This lens' appeal is heavy swung weapon skills to use with Power Blow. Effective ST 24 + halberd = carnage.

Attributes: +1 ST [10].

Advantages: Born War Leader 1* [5]; Combat Reflexes† [15]; High Pain Threshold [10].

Skills: Armoury (Melee Weapons) (A) IQ [2]; Connoisseur (Weapons) (A) IQ [2]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]. • Spend 4 points to learn *one* of Axe/Mace, Bow, Broadsword, Polearm, Spear, or Two-Handed Sword, all (A) DX+1 [4], or to add +1 to a known melee skill.

* Gives +1 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

Martial Artist-Scout

+50 points

Impressive archery skills plus Chi Mastery's Enhanced Move and Perfect Balance turn *any* martial artist into the classic “elven archer.”

Secondary Characteristics: +2 Per [10].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ+1 [2]; Fast-Draw (Arrow) (E) DX [1]; Shadowing (A) IQ [2]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]; Zen Archery (VH) IQ+1 [4] (includes +2 for martial artist's Chi Talent 2). ● Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Martial Artist-Swashbuckler

+50 points

Having Weapon Master *and* Trained by a Master enables a new option: you can learn variants of “unarmed” chi skills that work with individual weapon skills; e.g., Breaking Blow (Rapier). Clear these with the GM!

Advantages: Combat Reflexes* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a martial artist Melee Weapon skill and put 8 more points into it, raising it by +2, *or add one of* Broadsword, Rapier, or Saber, all (A) DX+2 [8]. ● Fast-Draw (any) (E) DX [1].

* Gives +1 to Fast-Draw.

Martial Artist-Thief

+50 points

Thieves' skills are effective for the high-DX martial artist *and* increase his noncombat contributions. Yes, this is a ninja.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; +1 Per [5].

Advantages: Flexibility* [5]; Perfect Balance (Chi, -10%)† [14].

Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. ● Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2]. ● Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Acrobatics and Climbing. Martial artists acquire this as a Chi ability. Those who already have it should add 14 points of *other* Chi abilities and skills useful for thievery; e.g., the Catfall advantage and the Light Walk skill.

Martial Artist-Wizard

+50 points

Mastering martial arts and sorcery is *tough*, but Deathtouch-charged Karate punches and Iron Arm parries might just be worth it.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

Scout

Choice Lenses: Barbarian, Holy Warrior, Knight, Martial Artist, Swashbuckler, Thief.

Marginal Lenses: Wizard.

Scout-Barbarian

+50 points

Scouts have most of these options on their template. This lens is purely a quick, ST-oriented “level up” package.

Attributes: +3 ST [30]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10].

Skills: *Five* of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Naturalist (H) IQ* [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per+2* [1].

* Includes +2 for scout's Outdoorsman 2.

Scout-Bard

+50 points

An archer, being out of melee, can sing and strum unmolested. He may want a bow-harp; see *Bard-Scout* (p. 21).

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+1 [2].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Scout-Cleric

+50 points

Any party could use a back-ranker who heals *and* shoots. Thus, this lens is ideal for fans of support roles.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: Honesty (12) [-10] *or* Sense of Duty (Coreligionists) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].

Special Abilities: 15 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Scout-Druid

+50 points

Outdoors, a tracker who can't be tracked (Hide Path, Light Tread, No-Smell, etc.) is *potent*. The scout's best caster lens!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-2 [2]; Naturalist (H) IQ [1] (includes +2 for scout's Outdoorsman 2); Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1].

Special Abilities: 14 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Scout-Holy Warrior

+50 points

(1) Buy True Faith. (2) Wade into undead horde. (3) Turn undead. (4) Shoot undead in back. *Fire* arrows work best.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

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

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ-1 [2]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1].

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Scout-Knight

+50 points

Like scout-barbarian, this is fundamentally a quick "level up" package. It emphasizes leadership and melee capabilities.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Born War Leader 2* [10]; Combat Reflexes† [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • One of Brawling (E) DX [1], Wrestling (A) DX-1 [1], or 1 point to raise one of these by +1 if already known. • Spend 4 more points on primary scout Melee Weapon skill, raising it by +1.

* Gives +2 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

Scout-Martial Artist

+50 points

Take note: Zen Archery for long shots, Power Blow for use with Heroic Archer's "instant shots" (and a high-ST bow).

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-2 [1]; Meditation (H) Will-2 [1]. • Judo (H) DX-2 [1], or replace existing Wrestling (A) DX-1 [1] with Judo (H) DX-1 [2]. • Jumping (E) DX [1], or 1 point in existing skill to get Jumping (E) DX+1 [2]. • Karate (H) DX-2 [1], or replace existing Brawling (E) DX [1] with Karate (H) DX-1 [2].

Special Abilities: Zen Archery (VH) IQ-1 [2]. • 8 points total in Chi abilities and/or more chi skills (p. 18). Chi skills get +1 for Chi Talent; Zen Archery *already* includes this.

Scout-Swashbuckler

+50 points

This is the ultimate in DX-based ranged *and* melee dominance (but the swashbuckler-scout disagrees). Select a one-handed scout weapon for fast bow-to-blade transitions.

Advantages: Combat Reflexes* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a scout Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, or Smallsword, all (A) DX+2 [8]. • *Either* Acrobatics (H) DX-2 [1] and Jumping (E) DX [1], *or* Acrobatics (H) DX-1 [2] if Jumping is already known.

* Gives +1 to Fast-Draw.

Scout-Thief

+50 points

The scout-thief is a well-rounded indoor/outdoor information-gatherer with a deadly combat bite, *very* useful for smaller adventuring parties.

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Acrobatics (H) DX-2 [1]; Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]. • Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Scout-Wizard

+50 points

Scout-wizards have enough IQ to be (barely) viable. Spell-Archery (p. 41) is desirable, but means saving up for Magery 3.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 11 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

SWASHBUCKLER

Choice Lenses: Holy Warrior, Knight, Martial Artist, Scout, Thief.

Marginal Lenses: Cleric, Druid, Wizard.

Swashbuckler-Barbarian

+50 points

High Pain Threshold *is* nice. Get it here if you foresee wilderness treks, or from swashbuckler-knight if you're the tactician type.

Attributes: +2 ST [20].

Secondary Characteristics: +1 Per [5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: Five of Camouflage (E) IQ [1]; Navigation (Land) (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Swashbuckler-Bard

+50 points

A fitting mix, but low-IQ casters are tricky to play. Focus on Bard-Song, or bardic skills, or one college of magic.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT [1].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Swashbuckler-Cleric

+50 points

The appeal of any warrior-cleric is being able to "buff up" before the fight. This one is no exception.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: Honesty (12) [-10] or Sense of Duty (Coreligionists) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-1 [2]; Exorcism (H) Will-1 [2]; Meditation (H) Will-1 [2]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

Special Abilities: 10 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Swashbuckler-Druid

+50 points

A swashbuckler has to be clever (both PC *and* player) to make this combination work. Take that as a warning – or a challenge!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-1 [2]; Herb Lore (VH) IQ-2 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Survival (any) (A) Per-1 [1]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 11 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Swashbuckler-Holy Warrior

+50 points

The swashbuckler's effortless Rapid Strikes double the oomph of many holy gifts. Tip: *cutting* blades, not impaling-ones, vs. undead.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

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

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ-1 [2]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-1 [2]; Tactics (H) IQ-1 [2].

Special Abilities: 24 points total in Holy abilities and/or the skills above.



Swashbuckler-Knight

+50 points

This lens – yet another quick “level up” for fighters who want to stay fighters – adds military skills to the civilian swordsman.

Attributes: +1 ST [10].

Advantages: Born War Leader 2* [10]; High Pain Threshold [10]. • One of Enhanced Block 1 [5], Fit [5], Rapid Healing [5], or Striking ST 1 [5].

Skills: Armoury (Melee Weapons) (A) IQ+1 [4]; Connoisseur (Weapons) (A) IQ+1 [4]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 points to learn one of Axe/Mace, Bow, Polearm, Spear, or Two-Handed Sword, all (A) DX+1 [4], or on primary swashbuckler Melee Weapon skill, raising it by +1.

* Gives +2 to Leadership, Strategy, and Tactics.

Swashbuckler-Martial Artist

+50 points

Weapon Master's damage bonus is per die. With 4d swing damage from Power Blow, that's +8! Swashbuckler-martial artists can learn variant chi skills for weapons, as noted for the martial artist-swashbuckler (p. 31).

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Replace Boxing (A) DX [2] or Brawling (E) DX+1 [2] with Karate (H) DX [4]. • Replace Wrestling (A) DX [2], with Judo (H) DX [4].

Special Abilities: 11 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Swashbuckler-Scout

+50 points

This is the ultimate in DX-based melee *and* ranged dominance (although the scout-swashbuckler disagrees).

Secondary Characteristics: +2 Per [10].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX+1 [1] (includes +1 for swashbuckler's Combat Reflexes); Navigation (Land) (A) IQ [2]; Observation (A) Per-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].

Swashbuckler-Thief

+50 points

The swashbuckler-thief is proof that idle hands are the devil's workshop: when not fighting, he's applying his impressive DX to crime.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; +1 Per [5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5]. • One of +1 Per [5], +1 Basic Move [5], Ambidexterity [5], or High Manual Dexterity 2† [5].

Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E)

DX [1]; Lockpicking (A) IQ+1 [4]; Pickpocket (H) DX-2 [1]; Traps (A) IQ+1 [4]. • Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Bonus becomes +2 with High Manual Dexterity 2.

Swashbuckler-Wizard

+50 points

No doubt combat magic would aid a warrior better, but illusions somehow seem more fitting for *this* flamboyant dabbler!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.



THIEF

Choice Lenses: Bard, Martial Artist, Scout, Swashbuckler, Wizard.

Marginal Lenses: Barbarian.

Thief-Barbarian

+50 points

Urban thieves and primitive tribesmen are near-opposites. Still, this lens *might* suit a thief back from the gulag.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10]. • One of Absolute Direction [5], Fit [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1];

Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Thief-Bard

+50 points

Many dungeon-raiding bards were once common rogues – a viable career path for gamers reluctant to play bards as starting PCs.

Advantages: Bardic Talent 2 [16]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ-1 [2]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+2 [4].

Special Abilities: 17 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Thief-Cleric

+50 points

A thief's IQ makes *any* caster lens viable, although this one has a moral incongruity that won't appeal to everyone.

Secondary Characteristics: +1 Will [5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: Sense of Duty (Coreligionists) [-10] or Vow (No edged weapons) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Thief-Druid

+50 points

Magically training animals to steal is just *fun*. You can do other things, but that's the *cool* part.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-3 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1].

Special Abilities: 25 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Thief-Holy Warrior

+50 points

Cunning holy warriors are a fun change from sword-swingers. Higher Purpose aids Stealth, Traps, etc., when trapping and backstabbing Evil.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: Sense of Duty (Good entities) [-10] or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • *Either* spend 3 more points on each of *two* thief combat skills known at the 1-point level, or add all 6 points to *one* combat skill that's at the 2-point level, to raise the relevant skill(s) by +2.

Special Abilities: 24 points total in Holy abilities and/or the skills above.

Thief-Knight

+50 points

Any thief could benefit from more combat ability. This is the best warrior lens for *thuggish* thieves.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: *Four* of Armoury (Melee Weapons), Connoisseur (Weapons), or Leadership, all (A) IQ-1 [1]; or Strategy or Tactics, both (H) IQ-2 [1]. • *Either* spend 3 more points on each of *two* thief combat skills known at the 1-point level, or add all 6 points to *one* combat skill that's at the 2-point level, to raise the relevant skill(s) by +2.

* Gives +1 to Fast-Draw.

Thief-Martial Artist

+50 points

Many chi skills would aid a thief – *especially* Light Walk! Also, you're a ninja. How cool is that?

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Judo (H) DX-1 [2]; Jumping (E) DX [1]. • *Replace* Brawling (E) DX [1] with Karate (H) DX-1 [2].

Special Abilities: 11 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent. Immovable Stance gets +4 for the thief's Perfect Balance!

Thief-Scout

+50 points

Thieves who prefer to avoid melee (even from behind) often take up archery. The backstabbing rules *do* work with bowshots.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20]; Outdoorsman 1* [10].

Skills: *Either* Bow (A) DX+2 [8], or 7 points in existing skill to get Bow (A) DX+2 [8] and 1 point on other skills below.
• Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1];

Tracking (A) Per-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Thief-Swashbuckler

+50 points

This archetype is *widespread* in dungeon fantasy – arguably more so than the straight-up thief. Weapon Master's damage bonuses certainly help.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

Skills: Jumping (E) DX [1]. • *Either* 3 more points on a thief sword skill at the 1-point level, raising it by +2; *or* 2 points on sword skill at the 2-point level, raising it by +1, and *one* of Shield (Buckler) (E) DX [1], or Cloak or Main-Gauche, both (A) DX-1 [1].

* Gives +1 to Fast-Draw.

Thief-Wizard

+50 points

The thief's best caster lens! A few Movement spells alongside built-in magical loot detection give a massive boost.

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-3 [1]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 22 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

WIZARD

Choice Lenses: Bard, Cleric, Druid, Thief.

Marginal Lenses: Barbarian, Martial Artist.

Wizard-Barbarian

+50 points

This lens suits wilderness campaigns where *everybody* needs outdoor skills. In town or underground, other wizard-warrior combos are preferable.

Attributes: +2 ST [20]; +1 HT [10].

Secondary Characteristics: +1 Per [5]; -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10].

Skills: *Ten* of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

Wizard-Bard

+50 points

The wizard's gifts make him an excellent bard – and Bard-Song adds abilities that work when he's out of energy.

Advantages: Bard-Song Talent 2* [10]; Charisma 1† [5]; Musical Ability 1‡ [5]; Voice§ [10].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 17 points total in Bard-Song abilities and/or bardic skills (p. 18).*

* Wizard-bards learn and cast spells as *wizards*. They add Magery to spells and need not play music to cast. They must still play to use Bard-Song abilities; add Bard-Song Talent (p. 20) to *those* rolls.

† Gives +1 to Leadership, Panhandling, and Public Speaking.

‡ Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

§ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Wizard-Cleric

+50 points

Dual spell lists and partial independence from mana are very tempting. Eventually, most wizards end up worshipping *something*.

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10]. • Wizards with Social Stigma (Excommunicated) [-10] must *either* buy this off *or* keep it, become wizard-evil clerics, and pick a -10-point evil-cleric disadvantage instead of one of the previous three (see *Evil Clerics*, p. 23).

Skills: Diagnosis (H) IQ-2 [1]; Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Surgery (VH) IQ-3 [1]; Theology (H) IQ-2 [1].

Special Abilities: 29 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Wizard-Druid

+50 points

Huzzah for two spells lists! Being excommunicated is irrelevant provided that you respect Nature. Zombie pets *would* be pushing it.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Hidden Lore (Elementals, Faeries, *or* Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1]; Veterinary (H) IQ-2 [1]. • *Three* of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].

Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Wizard-Holy Warrior

+50 points

Higher Purpose gives +1 to spells cast against applicable foes, making this combo popular with wizards who oppose Evil.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10]. • Wizards with Social Stigma (Excommunicated) [-10] must *either* buy this off *or* keep it, become wizard-unholy warriors, and pick a -10-point unholy-warrior disadvantage instead of one of the previous three (see *Unholy Warriors*, p. 27).



Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on primary wizard Melee Weapon skill, raising it by +1.

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Wizard-Knight

+50 points

This is the best option for wizard-warriors who wish to emphasize physical power and toughness.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Tactics (H) IQ-2 [1]. • Strategy (H) IQ-2 [1], or 1 point in existing skill to get Strategy (H) IQ-1 [2]. • Spend 4 more points on primary wizard Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Wizard-Martial Artist

+50 points

Wizard-martial artist is an arduous path. Such adventurers are better than pure martial artists at more cerebral chi skills, however.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], *or* Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Wizard-Scout

+50 points

This is the option of choice for wizard-warriors who prefer ranged combat. Spell-Archery (p. 41) is a must!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Observation (A) Per-1 [1]; Shadowing (A) IQ-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Wizard-Swashbuckler

+50 points

Acrobatics, Enhanced Parry, and higher DX and skill let the wizard-swashbuckler *defend* well, addressing the melee mage's biggest weakness.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a wizard Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Broadsword, Rapier, Saber, or Shortsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Wizard-Thief

+50 points

Spells like Invisibility and Mage-Stealth so effectively compensate for physical shortcomings that the wizard-thief is the mundane thief's biggest rival.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: *Either* Stealth (A) DX+1 [4], *or* 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1 [1].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

CHAPTER THREE

POWER-UPS

Delvers who *start* in a profession – not those who merely get a lens for it – can buy certain “high-level” options in play, as if those abilities were on their original character template. Below are suggestions compatible with *Dungeon Fantasy: Adventurers*. The GM is encouraged to add others!

Barbarian Power-Ups

Barbarians may exceed normal ST limits, going up to ST 25 (*before* racial modifiers), and buy HP up to $1.5 \times \text{ST}$. As usual, Size, -10% makes ST and HP cheaper. Additional options: Arm ST 1 or 2 (Size, -10%) [5 or 9], Damage Resistance 1 or 2 (Limited, Crushing, -40%; Tough Skin, -40%) [1 or 2], Damage Resistance 1 or 2 (Tough Skin, -40%) [3 or 6], Extra Attack 1 [25], Resistant to Poison (+8) [7], and Unfazeable [15].

Bard Power-Ups

Bards can buy up to Bardic Talent 6 [8/level], and have *no* upper limit on Charisma [5/level] or Wild Talent [20/level]. New Bardic abilities are Mind Probe (Bard-Song, -30%) [14], Scanning Sense (Sonar; Bard-Song, -30%) [14], and Unfazeable (Bard-Song, -30%) [11]. Additional options: Discriminatory Hearing [15] and Extraordinary or Ridiculous Luck [30 or 60].

Cleric Power-Ups

Clerics can acquire *unlimited* Wild Talent (Focused, Clerical, -20%; Holy, -10%) [14/level]. This Holy ability lets the cleric cast *any* clerical spell at skill IQ + Power Investiture, once per game session per level. Additional options: Energy Reserve (Holy) 1-20 [3/level] and Extraordinary or Ridiculous Luck [30 or 60].

Druid Power-Ups

Druids can have *any number* of Alternate Forms (Animal; Druidic, -10%) [Varies]. This Druidic ability costs 14 points + 90% of form's template cost – or just 14 points per ordinary, *small* animal (bat, cat, etc.). Druids can also have up to Damage Resistance 4 (Limited, Elemental, -20%; Druidic, -10%) [14]. Additional options: Energy Reserve (Druidic) 1-20 [3/level] and Extraordinary Luck [30].

Holy Warrior Power-Ups

Holy warriors can buy *unlimited* Wild Talent (Focused, Clerical, -20%; Holy, -10%) [14/level]; this works as described in *Cleric Power-Ups* (above), but roll against IQ + Holiness. Also as part of Holy Might, holy warriors may purchase up to two “levels” of Blessed (Heroic Feats; Holy, -10%) [9] for *each* of ST,





DX, and HT; Blessed 6 [54], the maximum, gives a +2d boost to all three scores! Holy warriors may improve Higher Purpose as if it came in levels, too; Higher Purpose 3 [15], the maximum, gives a +3 bonus. Additional options: Enhanced Block 2 [10], Enhanced Parry 2 [10], Extra Attack 1 [25], and Extraordinary or Ridiculous Luck [30 or 60].

Knight Power-Ups

Knights may exceed normal HP limits, improving HP to 1.5 × ST. They can also add or improve Melee Weapon skills whenever they have sufficient points – even in battle! Finally, they can buy up to Enhanced Block 3 [5/level], Enhanced Parry 3 [5/level], and Extra Attack 2 [25/level].

New Advantage: Energy Reserve

3 points/level

Each level of Energy Reserve (ER) gives 1 FP that you can *only* spend to cast spells of one type: clerical with ER (Holy), druidic with ER (Druidic), or wizardly with ER (Magical). You can't otherwise expend ER as FP, and external events that drain FP never deplete ER. Your ER recharges *separately* from FP at 1 point/10 minutes, no matter what you're doing. The appropriate Recover Energy spell accelerates this as usual.

Martial Artist Power-Ups

Martial artists can get up to Chi Talent 6 [15/level] and Enhanced Dodge 3 [15/level], and have *no* limit on Wild Talent [20/level]. New Chi abilities are Claws (Blunt; Chi, -10%)* [3] ("iron hands"), Clinging (Chi, -10%)* [18], and Enhanced Time Sense (Chi, -10%)* [41]. Additional option: Extraordinary Luck [30].

Scout Power-Ups

Scouts may exceed normal Basic Move limits, buying up to *six* levels. They can also acquire *any amount* of Enhanced Tracking (Multiple Lock-Ons, +20%) [6/level]; each level lets the scout specify an extra target when aiming (e.g., five, with ET 4) and claim Aim benefits against them *all*. Additional options: Extra Attack 1 [25], Extraordinary Luck [30], Silence 1 or 2 [5 or 10], and Telescopic Vision 1 or 2 [5 or 10].

Swashbuckler Power-Ups

Swashbucklers can raise Basic Speed up to *four* levels, exceeding normal limits. They may also replace Combat Reflexes [15] with Enhanced Time Sense [45], for 30 points, and buy up to Enhanced Block 3 [5/level] and Extra Attack 2 [25/level]. Finally, Weapon Master enables several chi skills: Blind Fighting, Flying Leap, Kiai, and Power Blow.

Thief Power-Ups

Thieves may exceed normal DX limits, buying up to DX 25 (*before* racial modifiers). They can also have up to Enhanced Dodge 3 [15/level] and Striking ST 10 (Only on surprise attack, -60%) [2/level]. Additional options: Ridiculous Luck [60], Sensitive Touch [10], Silence 1 or 2 [5 or 10], Vibration Sense (Air) [10], and Weapon Master (Knife/Main-Gauche) [20].

Wizard Power-Ups

Wizards may purchase up to IQ 25 (*before* racial modifiers), exceeding normal limits. As well, they can buy *any amount* of Magic Resistance (Improved, +150%) [5/level] and Wild Talent (Retention, +25%; Focused, Magical, -20%) [21/level], and acquire Mana Enhancer 1 [50] (raises mana level a step when the wizard casts on *himself*). Additional option: Energy Reserve (Magical) 1-20 [3/level].

CHAPTER FOUR

NEW

CAPABILITIES

Several popular fantasy-game abilities suit many templates but don't appear on *any* of them. At the GM's option, any of the following might be available – at character creation and/or in play – to anyone with the points and prerequisites.

MORTAL FOE

5 points/class

Prerequisite: Combat skill at 20+.

Some adventurers are exceptionally effective at fighting a particular class of beings. This could be due to special training ("I'm a card-carrying Golem Hunter for the Wizards' Guild."), growing up in a rough area (like Hell), or good old hate. Anyone who masters a combat skill – that means skill 20+ – can buy Higher Purpose [5] to reflect this.

This advantage gives +1 on *all* rolls – attacks, defenses, damage, resistance, spells, Traps, etc. – to defeat one specific category of creatures. Valid classes are Constructs, Demons, Dire Animals, Elder Things, Elementals, Faeries, Hybrids, and Undead, all as defined in *Dungeon Fantasy 2: Dungeons*. Every two combat skill levels past 20 allow another Higher Purpose (for 5 points more).



Holy warriors may purchase Higher Purpose (Slay Demons) and/or (Slay Undead) regardless of skill level. For them, these rules apply only to *other* classes of foes.

PSIONICS

Cheesy psi powers are a hack-and-slash tradition! The powers in the *Basic Set* aren't especially suitable for delvers, though. Psionic adventurers should use this new power instead. They *must* buy Unusual Background (Psionic) [10] first – mostly to balance the fact that psi bypasses magic and frequently has unintended consequences.

Power Modifier: Psionics

-10%

Psi abilities require 1 FP to activate for a minute and 1 FP/minute to maintain – or 1 FP per *attack*, for Mind Blast. Using such gifts attracts psionic monsters. The GM will roll 3d every time you activate psi abilities and after each battle in which you use Mind Blast. On 6 or less, Astral Things (treat as insubstantial spirits for the purpose of what affects them), mindwarper, or something similar will strike. The odds rise to 9 or less if such monsters are already present in the dungeon!

Psionics Abilities

Clairsentience (PM, -10%) [45]; Damage Resistance 1 to 6 (Limited, Psi*, -20%; PM, -10%) [4 to 21]; Detect (Psionics; PM, -10%) [9]; Mind Blast† [29]; Mind Control (PM, -10%) [45]; Mind Reading (PM, -10%) [27]; Mind Shield 1 to 6 (Limited, Psi*, -50%; PM, -10%) [2 to 10]; Psychometry (PM, -10%) [18]; Scanning Sense (Para-Radar; PM, -10%) [36]; Telecommunication (Telesend; PM, -10%) [27]; and Telekinesis 1 to 10 (PM, -10%) [5 to 45].

* Limited, Psi means DR *only* works against psionic attacks like the mindwarper's psychokinetic lash, and Mind Shield only helps vs. things like Mind Blast.

† *Mind Blast*: Take an Attack maneuver and roll a Quick Contest of Will, at -1/yard, against your foe's Will. Victory stuns him for 3 seconds; he may try a Will roll every 3 seconds to recover. Victory by 5+ knocks him out for *minutes* equal to triple the margin. This is Affliction 1 (Based on Will, +20%; Extended Duration, 3x, +20%; Malediction 1, +100%; No Signature, +20%; PM, -10%; Secondary Unconsciousness, +40%) [29].

Unholy Might

This *evil* version of Holy Might is for evil clerics (p. 23) and unholy warriors (p. 27).

Power Modifier: Unholy

-10%

Unholy abilities are disturbingly easy to get: just sign here, here, and *right here* in blood. They're 10% off because the recipient *must* take Social Stigma (Excommunicated) [-10] (see *Evil Clerics*, p. 23). There's no meaningful behavior code – although a reprobate who destroys a perfectly functional cursed item or slays a demon (one of his gods' pets) will immediately be rendered powerless until he makes a blood sacrifice.

Unholy Abilities

Allies (Demon or undead of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Channeling (PM, -10%; Specialized, Demons, -50%) [4]; Detect (PM, -10%) for evil [18], good [18], or supernatural beings [18]; Dread Touch* [14]; Medium (PM, -10%; Specialized, Demons, -50%) [4]; Patron (Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; PM, -10%; Special Abilities, +100%) [29] or (9 or less) [57];

Resistant to Good Supernatural Powers (+3) or (+8) (PM, -10%) [5 or 7]; Spirit Empathy (PM, -10%) [9]; and Terror (PM, -10%) [27].

* *Dread Touch*: A successful unarmed melee attack inflicts 1d toxic damage, bypassing DR. Each attempt costs 1 FP. This is Toxic Attack 1d (Cosmic, Irresistible Attack, +300%; Costs Fatigue, 1 FP, -5%; Melee Attack, Reach C, Cannot Parry, -35%; PM, -10%) [14].

Unholiness

5 points/level

This is the Talent for Unholy Might, intended for unholy warriors. Evil clerics buy Power Investiture (Unholy) instead, at 10 points/level. Each level of Power Investiture both adds to evil clerical spells *and* counts as a level of Unholiness.

Unholy Skills

Miscreants with *any* points in Unholy Might can learn Exorcism (p. B193). Success with this skill *either* casts out the evil spirit or binds it to an hour's service – your choice. Failure means it tries to kill you. There's no honor among scum.

Psi Talent

5 points/level

This Talent gives +1 per level to all Psionics rolls.

Psi Skills

Those with *any* points in Psionics can learn Hypnotism (p. B201), Mental Strength (p. B209), and Mind Block (p. B210).

SPELL-ARCHERY

Some fantasy archers can shoot spells from bows or slings. This requires the special spell below. While it best suits scout-wizards and wizard-scouts, *anyone* who meets its prerequisites can learn it.

Spell-Archery

Special

This spell imbues an arrow or a sling stone with any spell that could be cast by touch. Get your missile weapon ready to shoot, and then choose a spell and energize your projectile with it. This takes the spell's standard casting time. It requires energy equal to the spell's usual cost, reduced for skill with that spell, plus 3 FP, reduced for skill at *this* one. Don't roll yet – that comes later! You may hold the charged projectile ready while you take other actions, but *unloading* the missile weapon wastes the spell.

When you're ready to shoot, make a normal ranged attack. Roll for the spell when the projectile hits something, using the

lower of your level with that spell and Spell-Archery. All standard casting modifiers apply *except* those for distance – the target is affected just as if you had cast the spell by touch! The missile does its usual damage.

Duration: Until shot.

Cost: 3 + underlying spell cost.

Time to Cast: Per underlying spell.

Prerequisites: Magery 3 or Power Investiture (any) 3+, and Bow or Sling at 16+.

TWO-WEAPON FIGHTING

6 points/skill*

Prerequisites: Trained by a Master or Weapon Master, and any one-handed Melee Weapon skill.

* Costs 5 points/skill with Ambidexterity.

Buy this separately for each Melee Weapon skill. Two-Weapon Fighting (Saber) lets you wield two sabers. To fight using a saber and an axe, purchase Two-Weapon Fighting (Axe) as well.

When armed with two suitable melee weapons, you can make a full-skill attack with both. Additional strikes due to All-Out Attack (Double) or Extra Attack can come from *either* weapon. You *can't* combine this with Rapid Strike – you must use just *one* weapon if you do that.

For gamers with *GURPS Martial Arts*, this is the technique Dual-Weapon Attack (H) Skill-0 [5] plus the perk Off-Hand Weapon Training [1]. For those without, the OHWT perk replaces the OHWT technique (p. B232) and lets you ignore the -4 off-hand penalty with the chosen combat skill. Fighters with Ambidexterity don't *need* this perk, hence the price reduction.

CHAPTER FIVE

ADVANCEMENT



Traditionally, hack-and-slash heroes constantly grow in ability. Many *players* regard this as the goal of delving – even if their *characters* do it for jewels and magic swords. Advancement customarily takes the form of “experience points” earned for killing and looting, which differs from the **GURPS** standard of bonus character points for good roleplaying! For an authentic, old-school feel, the GM might want to consider a system like this:

Battle: A battle *lost* or *fled* gives 0 points. A battle *won* gives each hero an award based on the monsters’ toughness:

- *Fodder, clearly weaker than PCs:* 0 points.
- *Worthy monsters, about equal to PCs:* 1 point.
- *Boss monster, clearly more powerful than PCs:* 2 points.

Modify this as follows (minimum 0):

- *Hordes of monsters (lots of fodder, boss and fodder, etc.):* +1 point.
- *Party members killed:* -1 point/death.

Impressive Feats: Overcoming noncombat challenges may give everyone a reward:

- *Defeating important traps and obstacles in a clever way that surprises GM (never just “I roll vs. Traps.”):* 1 point.
- *Exorcising cursed area without any PC getting cursed:* 1 point (not just for the cleric – the others must guard him!).
- *Finding and entering secret area GM has designated a “bonus area”:* 1 point.*
- *Finding and extracting item GM has designated a “quest item”:* 1 point.*
- *Negotiation or trickery that successfully avoids a **deadly** foe (e.g., *The Devil*):* 1 point.

* Bonus areas and quest items are optional, but many players expect them.

Completion: At adventure’s end, everyone gets 5 points if the party returns to town with enough loot to pay off any sponsor, rest for a week (\$150 apiece), and recharge *all* power items completely. Adjust this as follows (minimum 0):

- *Cleared dungeon (killed every non-random monster):* +1 point.
- *Dead PCs:* -1 point/death.
- *Insufficient loot to meet above needs:* -1 point.
- *Left dungeon less than half explored:* -2 points.
- *Needed divine intervention:* -1 point.
- *Recovered “quest item” requested by sponsor:* +1 point.

ADDING NEW ABILITIES

Advancement is important in dungeon fantasy, but so is niche protection (p. 17). When using character templates, the GM should permit each delver to buy only abilities found on

Changing Professions

Optionally, the GM may rule that delvers who buy lenses can improve only the abilities on their new role’s template until they satisfy its attribute and secondary characteristic minima *and* have all the advantages, skills, etc. (*not* disadvantages or optional abilities) that it gives to *every* member of that profession. After that, they can spend points to advance in either role (including power-ups!). This is an effective way to keep players from cherry-picking abilities and hogging the spotlight – but as it can lock PCs into “contracts” that cost 100+ points, it only suits long-term campaigns.

his original template plus the templates associated with any lenses he has bought, with few exceptions. In general:

Attributes and Secondary Characteristics: Adventurers can buy whatever they can afford, within normal limits (pp. B14-17). If a wizard really *wants* ST 20, he can have it. A barbarian can raise ST more cheaply; a knight, more effectively. Neither risks being overshadowed by Pointy-the-Prestidigitator's steroids.

Advantages and Powers: Heroes can only add advantages – including power Talents and abilities – from their templates. They can raise those that come in levels to the built-in maximum (e.g., Outdoorsman 4) or barring that, to whatever limit the GM decides to set. Delvers who take lenses can do this for *all* their templates.

Skills and Spells: Delvers can improve known skills (regular or special) and spells, and buy new ones on their templates, as they wish. The GM may set limits, but that's optional – dungeon fantasy isn't realistic! All this is also true for lenses.

Lens Omissions: A template gives *every* member of its profession certain advantages and skills; e.g., all thieves start with Perfect Balance and Streetwise. No lens grants all of this stuff. Dungeon-raiders who buy lenses may add any “basic” traits that their lenses omit. If using *Changing Professions* (p. 42), they might not have a choice!

Power-Ups: Treat power-ups (p. 38) as part of the relevant template for delvers who start their career in that profession. Lenses *don't* allow power-ups.

New Capabilities: Everything under *New Capabilities* (p. 40) transcends profession. The listed prerequisites are the only requirements.

Training Expenses

Another proud dungeon fantasy convention is that adventurers can't improve in a vacuum. To “cash in” points for better abilities and advance in their métier, they require training by a guild, mentor, or school, and must pay tuition, bribe Secret Masters, buy spellbooks, etc. The GM need not enforce this – any more than he has to use templates – but it's a fair and balanced way to control wealth (“Do I buy elven mail or learn to turn undead?”) and give delvers an incentive to go a-looting!

A suggested fee schedule:

- *Improve an attribute or secondary characteristic:* Free!
- *Buy a higher level of an advantage, power, skill, or spell on template (including power-ups):* \$20/point.*
- *Buy a completely new advantage, power, skill, or spell on template (including power-ups):* \$40/point.*†
- *Add a new lens:* \$2,000 (regardless of point cost!).*
- *Add anything under New Capabilities* (p. 40): \$40/point.
- *Buy anything else not on template:* \$80/point.‡

* If using *Changing Professions* (p. 42), the GM may opt to double lens costs, and also to double improvement costs until the hero has fully completed his transition. The expense will further discourage spotlight-hogs.

† The first *point* in a skill or a spell, and the first *level* of an advantage, is “new.” Everything after that is a “higher level.” For instance, acquiring Outdoorsman [10/level] costs \$40 × 10 = \$400 for level 1, \$20 × 10 = \$200/level for levels 2-4.

‡ The quasi-merciful GM can allow “cross-training” in other professions but charge dearly for it. (“Trained by a Master? Sure! That's 30 points and \$2,400. Ka-ching!”)

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GURPS®

Fourth Edition

DUNGEON FANTASY 4™

SAGES



by SEAN PUNCH

Illustrated by ZACH HOWARD, ED NORTHCOTT, KLAUS SCHERWINSKI,
and DAN SMITH

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

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INTRODUCTION

Sage. A “wise man” – priest, professor, scientist, etc.

– **GURPS Basic Set**

Dungeon delvers are generally very *physical*. They kick in doors, massacre monsters, smash open chests, and haul off loot. Spellcasters may *seem* more cerebral, but that’s a means to an end. Bards use their wits to control minds and score free drinks, clerical and druidic wisdom revolves around smiting whatever offends some god, and most wizards’ deep thoughts concern new and better ways to explode things and discover immortality. Genuine *thinkers* are rare in the dungeon, with good reason: stopping to think is a great way to get eaten!

Thus, the sage’s role in dungeon fantasy is traditionally played by NPCs: village wise women, mysterious old men at taverns, spacey priestesses, and pipe-smoking academics from the temple and the Wizards’ Guild. The heroes meet such folk in town and listen to their tales of fantastic wealth and grave danger. Then they bid adieu, follow the baffling map or riddle to a stinking pit, and get down to the business of doors, monsters, chests, and loot.

For as long as hack-and-slash fantasy has existed, though, brave players have wanted to try their hand at playing inventors and professors courageous or crazy enough to enter the field. **GURPS Dungeon Fantasy 4: Sages** aims to make this possible. *Possible* doesn’t mean *easy*, of course – these roles are extremely challenging!

About the Author

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the **GURPS** Line Editor. Since 1995, he has compiled the two **GURPS Compendium** volumes, written **GURPS Wizards** and **GURPS Undead**, edited or revised over 20 other **GURPS** books, and masterminded rules for dozens more. Most recently, he created the **GURPS Basic Set**, *Fourth Edition* with co-author David Pulver; wrote **GURPS Powers** with co-author Phil Masters, and wrote **GURPS Martial Arts** with co-author Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec, with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.



CHAPTER ONE

ARTIFICERS

The *artificer* deals in gadgetry for a living. He is to technology what the wizard is to thaumatology. Some people apply the term “artificer” to architects, masons, smiths, and similar craftsmen, but the *true* artificer is a master of hasty invention and field-expedient improvisation.

ADVANTAGES FOR ARTIFICERS

Two existing advantages are vital for artificers (although other delvers may possess them), and require adjustment in dungeon fantasy.

Gizmos

see p. B57

In dungeon fantasy, each Gizmo still enables the user to pull one piece of gear out of thin air once per game session. However, since adventurers routinely lug packs, delver’s webbing, etc. – and because low-tech equipment tends to be bulky – this item *doesn’t* have to fit in “an ordinary coat pocket.” It just can’t be heavier than Basic Lift/10 lbs., and can’t be longer than Reach 1 if a melee weapon or have a Bulk worse than -4 if a ranged one.

The usual categories of items are allowed, with these changes:

1. *Item the user owns but didn’t specify he was carrying.* After being revealed, this works as though it had been brought along from the start, and counts as encumbrance. For example, a ST 17 barbarian – with BL 58 and a limit of 5.8 lbs. – could “remember” that he’s carrying his mace (Reach 1, 5 lbs.), which he thought he left in town. Once he whips it out, though, it’s *really* there, and he must carry the extra weight or discard his skull-cracker.

New Talent: Dungeon Artificer

5 points/level

You get +1 per level to Alchemy, Armoury (all), Engineer (Gadgets), Fast-Draw (Gadget), Scrounging, and Traps. You also get +1 per level to reaction rolls made by potential buyers of your creations.

New Perk: Equipment Bond

1 point

You own a tool or a tool kit that’s uniquely suited to you, giving +1 to the skill associated with that equipment. This is cumulative with any bonus inherent to the gear. This has nothing to do with magic or quality – you’re just used to *your* stuff. If you lose the equipment, you lose this perk! You may start play with bonds to any tools or tool kits bought with cash or points.

2. *Consumable nonmagical item that suits the user’s profession.* This can be used *once*. Ignore weight! The important limit is cost: the article must be a single, expendable item worth no more than \$50, one *use* of a kit worth at most \$250, or – for heroes with Book-Learned Wisdom (p. 8) *only* – notes that give one reading of a manual (p. 13) worth \$250 or less. Common choices are fishing gear for barbarians; a bottle of holy water or one use of a healer’s kit for clerics; garlic, wolfsbane, or an herbal antitoxin for druids; notes for scholars; caltrops or a nagetteppo to hurl, a vial of monster drool, or one use of lockpicks for thieves; and paper and ink, or some oddity like eye of newt, for wizards.

3. *Minor, common gadget that anybody might have.* This works exactly as for gear that suits the user’s profession, except that the cost cutoffs are lower: \$10 for a single item or \$50 for one use of a kit. Common choices are lone alchemist’s matches, arrows, bandages, candles, crossbow bolts, meals, and torches, as well as single uses of first aid kits.

When Gizmos accompany Quick Gadgeteer, they become more versatile. Provided that suitable tools are available (see *Artificer’s Tools*, p. 12), each Gizmo lets the user attempt an Engineer (Gadgets) roll to cobble together *any* nonmagical item other than one that contains information (no books or maps!), or an Alchemy roll to mix *any* chemical or potion. There’s no price limit, but either roll is at -1 per \$250, or fraction thereof, of item value. Preparation takes a Ready maneuver – but a successful Fast-Draw (Gadget) roll lets the gadgeteer ready caltrops, grenade potions, nagetteppos, and similar hurled weapons *instantly*. The catch is that the resulting article lasts for *one* use (see *What Use Is It?*, p. 7), after which the jury-rig fails or the concoction is consumed.

Don’t bother trying to rationalize Gizmo weight. The user might scrounge the item nearby, find it hanging from the pack of a buddy who has ST to spare, or even receive divine aid. It really doesn’t matter!

Quick Gadgeteer

see p. B57

Quick Gadgeteer serves two purposes in dungeon fantasy. First, it “uncaps” Gizmos, allowing *any number* of Gizmos instead of the usual limit of three.

Second, with suitable tools (see *Artificer’s Tools*, p. 12), it allows Engineer (Gadgets) rolls to adapt existing items to serve as similar ones. The final creation must resemble the starting gear in either form *or* function. For instance, turning a spy’s horn for listening at doors into a musical horn for a bard would be fine – both are horns. Turning a flail into a crossbow wouldn’t make much sense. When in doubt, the GM gets the final say.

The Engineer roll is at -1 per \$250 of *final* item value or fraction thereof – regardless of the starting goods – and takes 1d×5 minutes. If the desired creation is heavier than the gear it’s made from, also make a Scrounging roll to locate spare

parts (low-value junk like scrap metal, sticks, and rocks). This, too, takes 1d×5 minutes.

The adaptation is *permanent* if the final item is worth no more than the initial gear. If the final creation is worth more, a successful Engineer roll gives a jury-rig that endures for *one* use (see *What Use Is It?*, p. 7). The original components are always recoverable unless the Engineer roll was a critical failure, which destroys them.

ARTIFICER

250 points

Every delver loves wonderful toys – and *you* are the one who makes them! You're the go-to guy for potions, armor adjustments, and finicky traps that even the thief is reluctant to touch. But unlike alchemists and armorers in town, you're not happy to stay parked in a shop. Your goal is to perfect your art, and there's no better academy than the trick- and trap-filled hell-holes commissioned by dying kings and mad wizards.

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

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

Advantages: Dungeon Artificer 4 [20]; Equipment Bond ×2 (Any *two* starting tools or kits) [2]; Gizmos 3 [15]; and Quick Gadgeteer [50]. • 40 points chosen from among DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], Equipment Bond (other) [1/item], Gizmos 4+ [5/level], High Manual Dexterity 1-4 [5/level], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Serendipity [15/level], Signature Gear [Varies], Versatile [5], Wealth (Comfortable, Wealthy, or Very Wealthy) [10, 20, or 30], or Weapon Bond [1].

Disadvantages: Compulsive Inventing (12) [-5]. • -20 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Curious [-5*], Hard of Hearing [-10], Overconfidence [-5*], Pyromania [-5*], Trickster [-15*], or worsen Compulsive Inventing from (12) to (9) [-7] for -2 points or (6) [-10] for -5 points. • A further -25 points chosen from among the previous traits or Bad Temper [-10*], Greed [-15*], Impulsiveness [-10*], Jealousy [-10], Kleptomania [-15*], Odious Personal Habits [-5 to -15], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Alchemy (VH) IQ+3 [4]-16†; Engineer (Gadgets) (H) IQ+3 [2]-16†; Fast-Draw (Gadget) (E) DX+4 [1]-17†; and Scrounging (E) Per+4 [1]-17†.

Secondary Skills: Forced Entry (E) DX+1 [2]-14; Armoury (Body Armor), Armoury (Melee Weapons), Armoury (Missile Weapons), and Traps, all (A) IQ+3 [1]-16†; and Lockpicking (A) IQ [2]-13. • *One* of Crossbow (E) DX+2 [4]-15 or Throwing (A) DX+1 [4]-14. • *One* of Axe/Mace, Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+1 [4]-14. • *One* of Shield or Shield (Buckler), both (E) DX+2 [4]-15; Cloak or Main-Gauche, both (A) DX+1 [4]-14; or raise main Melee Weapon skill to DX+2 [8]-15.

Background Skills: Five of Knot-Tying or Leatherworking, both (E) DX [1]-13; Climbing or Stealth, both (A) DX-1 [1]-12; First Aid (E) IQ [1]-13; Architecture, Cartography, Hazardous Materials (Magical), Holdout, Merchant, or Smith (any), all (A) IQ-1 [1]-12; Counterfeiting or Jeweler, both (H) IQ-2 [1]-11; or Search (A) Per-1 [1]-12.

* Multiplied for self-control number; see p. B120.

† Includes +4 for Dungeon Artificer (p. 4).

Customization Notes

Artificers are distinguished more by their actions in the field – their Gizmos and jury-rigs – than by their abilities. Still, there are two familiar, almost diametrically opposed stereotypes. Most artificers fall somewhere in between.

The *engineer* is practical, and relies on a good stock of supplies, a well-loved set of tools, and his skills. He tends to have more IQ, and nearly always sufficient Wealth that he can acquire a wide selection of items to reveal as Gizmos. However, he doesn't *rely* on Gizmos. He lugs a lot of gear (making Lifting ST valuable), much of which is likely to be carefully selected, justifying Equipment Bond with tools and Signature Gear in the form of exceptional arms and armor (*his* designs!). He favors weapons that double as tools, wielding a hatchet with Axe/Mace or a machete with Shortsword. His background skills tend to be crafts – Architecture, Jeweler, Smith, Leatherworking, etc. – along with Merchant to help him fund his work.

The *mad inventor*, by contrast, prefers to travel light, and finds merchants and bank accounts tiresome. He meets each challenge with genius, guts, good fortune . . . and *Gizmos*, often 5, 10, or more. Lady Luck is his ally, and he's as likely to invest in Luck and Serendipity as in Gizmos. If forced to fight, he uses weapons suited to a civilized genius, wielded with Rapier, Saber, or Smallsword, and often enhanced with Weapon Bond. Background skills inevitably include Hazardous Materials for handling things that sane inventors avoid. Counterfeiting, Holdout, Search, and Stealth are valuable when money runs short.

Artificers are served well by trading some points from quirks for equipment – even if they're Wealthy *and* have Signature Gear. An artificer's hardware defines him! The more paraphernalia he has, the wider his options for Gizmos. Keep *detailed* lists of what he's carrying and what's in limbo, waiting to show up as Gizmos.

LENSES FOR ARTIFICERS

Artificers enjoy turning one thing into another – an urge that sometimes leads them to reinvent *themselves*. The following lenses let artificers learn other professions, and work like those in *Dungeon Fantasy 3: The Next Level*.

Artificer-Barbarian

+50 points

Artificers benefit greatly from added muscle – it helps them carry more tools and pull out bigger Gizmos! In addition, outdoor skills fill a distinct deficiency in their training.

Attributes: +2 ST [20]; +2 HT [20].

Secondary Characteristics: -0.5 Basic Speed [-10].

Advantages: High Pain Threshold [10].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

Artificer-Bard

+50 points

Being able to secure funds via subtle persuasion – or mind control – is a boon to any artificer. Artificer-bards *can* have Equipment Bonds with musical instruments.

Advantages: Bardic Talent 2 [16]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ-1 [2]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+2 [4].

Special Abilities: 17 points total in Bard-Song abilities; bardic skills; and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Artificer-Cleric

+50 points

An artificer's wisdom makes him a natural candidate for priesthood. The ability to use Gizmos with Alchemy to produce healing potions nicely complements healing spells.

Secondary Characteristics: +1 Will [5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

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

Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Artificer-Druid

+50 points

Druidic magic isn't especially complementary to gadgeteering, but artificers are smart enough to excel at it if it interests them.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1].

Special Abilities: 25 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Artificer-Holy Warrior

+50 points

The ability to pull out *exactly* what's needed to destroy a creature of Evil – fire, holy water, whatever – makes the artificer an exceptional holy warrior.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

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

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on any artificer combat skill, raising it by +1.

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Artificer-Knight

+50 points

Many artificers who craft exceptional arms and armor eventually consider using them, which leads them down the knight's path.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10]; Weapon Bond (any) [1].

Skills: Connoisseur (Weapons) (A) IQ [2]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on any artificer combat skill, raising it by +1.

* Gives +1 to Fast-Draw.

Artificer-Martial Artist

+50 points

Artificers who produce items like nageteppos and exotic weapons for martial artists sometimes catch "ninja fever." Their intellect lets them excel at more-cerebral chi skills.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-1 [2]; Jumping (E) DX [1]. • One of Thrown Weapon (Shuriken) (E) DX+1 [2]; Jitte/Sai, Staff, or Tonfa, all (A) DX [2]; or Blowpipe, Flail, or Kusari, all (H) DX-1 [2].

Special Abilities: 10 points total in Chi abilities and/or chi skills. Chi skills get +1 for Chi Talent.

Artificer-Scholar

See *Scholar Lens* (p. 11).

Artificer-Scout

+50 points

Many an artificer who specializes in superior bows and gimmick arrows has fallen in love with his creations and sought scout training just to try them out!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Observation (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get

Cartography (A) IQ [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Artificer-Swashbuckler

+50 points

The truth is, many artificers *see* themselves as swashbucklers, even when they aren't. Then again, some are!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

Skills: Spend another 8 points on primary artificer Melee Weapon skill, raising it by +2. • Acrobatics (H) DX-2 [1].

Artificer-Thief

+50 points

Thief is the artificer's second profession of choice – probably thanks to his affinity for traps and the fact that Gizmos work even when he's imprisoned.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5]; Perfect Balance‡ [15].

Skills: *Either* Stealth (A) DX+1 [4], *or* 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below.
• Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Pickpocket (H) DX-2 [1]; Sleight of Hand (H) DX-2 [1]; Smuggling (A) IQ-1 [1].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Leatherworking, Pickpocket, and Sleight of Hand.

‡ Gives +1 to Acrobatics and Climbing.

Artificer-Wizard

+50 points

The artificer-wizard never wants for options. If mana or FP runs low, he can conjure miracles with Gizmos. When out of Gizmos, spells offer him myriad alternatives.

Advantages: Magery 2 [25].*

Skills: Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 23 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

BECOMING AN ARTIFICER

Anybody would benefit from learning the artificer's craft, but it's *hard* to take up this career later in life. Quick Gadgeteer, the profession's core ability, costs 50 points all by itself; thus, the role doesn't lend itself to 50-point lenses like those in *Dungeon Fantasy 3: The Next Level*. Players who are desperately in love with the idea can use the following, somewhat minimalist lens if they can scrape together 70 points. It works best with high-IQ professions – bard, cleric, druid, scholar, thief, and wizard.

Artificer Lens

+70 points

Advantages: Dungeon Artificer 2* [10]; Equipment Bond (any) [1]; Gizmos 1 [5]; Quick Gadgeteer [50].

Skills: Alchemy (VH) IQ-3 [1]†; Engineer (Gadgets) (H) IQ-2 [1]; Fast-Draw (Gadget) (E) DX [1]; Scrounging (E) Per [1]†.

* Gives +2 to Alchemy, Armoury, Engineer (Gadgets), Fast-Draw (Gadget), Scrounging, and Traps.

† Delvers who *already* know Alchemy or Scrounging should instead spend the point in that skill to improve Engineer or Fast-Draw by +1.

What Use Is It?

Three important sage abilities – Gizmos, Quick Gadgeteer, and Wild Talent – operate for one “use.” Some guidelines for GMs:



• **Gizmos:** A “use” of a concoction created on the spot with Alchemy is simply one dose. Items whipped up from random junk using Engineer are jury-rigs. They last until interacted with: a lock lasts until picked or broken, but can't be relocked; caltrops can be strewn once, and then are scattered and lost; a trap can be sprung once; and so on. Where interaction isn't destructive, the Gizmo lasts long enough to allow one success roll; e.g., a Lockpicking attempt with jury-rigged lockpicks.

• **Quick Gadgeteer:** Expensive creations cobbled together from cheap junk obey the same jury-rig rules as Gizmos.

• **Wild Talent:** Recalled skills last for one success roll. For a task that involves several rolls, a delver *can* burn multiple levels of Wild Talent, one per roll. Spells cast via Wild Talent work the same way. The caster can maintain the spell, but once he stops, his “use” is over. Rolls against effective spell level when the spell resists Dispel Magic or other spells *don't* count as “uses.”

CHAPTER TWO

SCHOLARS

Scholars are masters of book-learning. Unprepared, the scholar is often a bumbling, book-laden burden to his companions. With time to study suitable lore, though, he can literally do almost *anything*.

ADVANTAGES FOR SCHOLARS

Scholars derive their incredible gifts from special forms of two advantages.

Modular Abilities

see p. B71

Scholars use a Modular Abilities variant that's similar to Super-Memorization but more restricted. *Full* literacy – Native comprehension in a written language (p. B24) – is a prerequisite!

Book-Learned Wisdom: By reading suitable manuals, you can temporarily learn or improve IQ-, Will-, or Per-based skills, Cultural Familiarities, and Languages. Maps will suffice for Area Knowledge specialties. You *can* acquire spells and special skills if you have appropriate manuscripts, but you *aren't* exempt from their prerequisites – including Magery and other spells – so mundane knowledge is usually more worthwhile. For more on books, maps, and spellbooks, see *Writings* (pp. 13-16).

Each Book-Learned Wisdom slot can hold *one* piece of knowledge at a time. To fill the slot with a capability, you must study a suitable work for *two hours* per character point. Maximum points are the lower of the points you have in the slot and the points your source is rated for. A Speed-Reading roll halves study time, but the GM rolls in secret and any failure means your memory fails you the first time you try to use your newfound wisdom for an adventuring task! As with all Modular Abilities, switching points into a new ability means losing the one to which those points were *previously* assigned.

Given the time requirement, memorizing new abilities is typically done in camp. In light of the weight of books, it might even be best to prepare whatever you think you'll need before you leave town! Still, there will be times when it's sensible for the whole party to pause while you refresh your memory on obscure lore from a book in your pack.

Cost per slot: 5 points base + 2 points per point of abilities.

Example: Mandrake the Mad buys three Book-Learned Wisdom slots. Base cost is 5 points/slot, so this comes to 15 points. Two slots can each hold one piece of memorized lore worth up to 2 points, and so cost 4 points apiece. The third can hold up to 4 points of wisdom, for 8 points. Total cost is 31 points. This appears on Mandrake's character sheet as "Book-Learned Wisdom 3 (2, 2, 4) [31]."

Before departing for the frigid Ice Caverns, Mandrake studies the party's map of the Caverns for 4 hours and acquires Area Knowledge (Ice Caverns) (E) IQ+1 [2]. He buys a manual on

arctic survival and peruses *that* for 4 hours, gaining Survival (Arctic) (A) Per [2]. Finally, he purchases a guide to the ice-troll language, pores over it for 8 hours, and ends up with Ice Trollish (Accented) [4].

In the Caverns, Father Mulberry – the party cleric – ends up unconscious after a failed exorcism. Nobody knows what to do, but fortunately, Mandrake has a rare manuscript on holy medicine in his pack. It was dead weight . . . until now. Since the Caverns have ice *weasels* but no ice *trolls*, he concludes that he doesn't need his new language. Mulberry is turning chartreuse, so Mandrake risks Speed-Reading. He studies the manual for 4 hours and shifts 4 points from Ice Trollish to Esoteric Medicine (Holy) (H) Per [4]. He then tries to undo the curse, hoping his hasty reading will suffice . . .

Wild Talent

see p. B99

This advantage works as usual in dungeon fantasy, but scholars buy it with the following enhancement.

New Special Enhancement

No Advantage Requirements: You can use *any* skill – even a bardic skill, a chi skill, or a clerical, druidic, or wizardly spell – without regard for such prerequisite advantages as Magery, Power Investiture, and Trained by a Master. +50%.

SCHOLAR

250 points

You consider the wizard's claim to be "the only truly learned delver" a conceit, if not a lie. Wizards know magic – but also distraction, in the form of superstition, easy power, and demons. *Knowledge* is your reward, and you don't stop at the magical. You seek to solve *all* mysteries, from beasts' names for themselves to the secrets of lost civilizations, and you're not above learning practical skills in order to plumb dungeons for forgotten truths.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

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

Advantages: Book-Learned Wisdom 2 (2, 2) [18]; Eidetic Memory [5]; Intuition [15]; *and* Wild Talent 1 (No Advantage Requirements, +50%) [30]. ● 30 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], Will +1 to +5 [5/level], Per +1 to +5 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Cultural Adaptability [10], Fearlessness [2/level] *or* Unfazeable [15], Higher Purpose (Seek Knowledge)† [5], Language Talent [10], Languages (any) [2-6/language], Luck [15] *or* Extraordinary Luck [30], Signature Gear [Varies], Speak With Animals [25], Wealth (Comfortable or Wealthy) [10 *or*

20], Wild Talent 2 (No Advantage Requirements, +50%) [30], more and/or larger Book-Learned Wisdom slots, or improve Eidetic Memory [5] to Photographic Memory [10] for 5 points.

Disadvantages: Curious (12) [-5]. • -20 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Intolerance (Stupid people – IQ 10 or less) [-5], Obsession (Learn one specific, *dangerous* thing) [-5*], Overconfidence [-5*], Truthfulness [-5*], Xenophilia [-10*], or worsen Curious from (12) to (9) [-7] for -2 points or (6) [-10] for -5 points. • A further -25 points chosen from among the previous traits or Bad Temper [-10*], Clueless [-10], Hard of Hearing [-10], Jealousy [-10], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits [-5 to -15], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Stubbornness [-5].

Primary Skills: Cartography, Hidden Lore (Demons, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Spirits, or Undead), Hidden Lore (second choice), Hidden Lore (third choice), Research, and Speed-Reading, all (A) IQ [2]-15.

Secondary Skills: Teaching and Writing, both (A) IQ-1 [1]-14. • Five of Architecture, Hazardous Materials (Magical), Heraldry, Hidden Lore (*another* choice), Occultism, Prospecting, or Traps, all (A) IQ-1 [1]-14; Diagnosis, Naturalist, Pharmacy (Herbal), Philosophy (any), Physiology (any), Poisons, Psychology (any), Strategy, Theology (any), or Veterinary, all (H) IQ-2 [1]-13; or Alchemy, Surgery, or Thaumatology, all (VH) IQ-3 [1]-12. • One of Crossbow (E) DX+2 [4]-14; Lasso or Throwing, both (A) DX+1 [4]-13; or Sling (H) DX [4]-12. • One of Broadsword, Rapier, Saber, Shortsword, Smallsword, Staff, or Whip, all (A) DX+2 [8]-14. • One of Shield or Shield (Buckler), both (E) DX+2 [4]-14; Cloak (A) DX+1 [4]-13; or raise main Melee Weapon skill to DX+3 [12]-15.

Background Skills: Observation (A) Per-1 [1]-14; Scrounging (E) Per [1]-15; and Search (A) Per-1 [1]-14. • Four of Climbing, Riding, or Stealth, all (A) DX-1 [1]-11; First Aid or Savoir-Faire (High Society), both (E) IQ [1]-15; Connoisseur (any) or Navigation (any), both (A) IQ-1 [1]-14; Hiking (A) HT-1 [1]-11; Meditation (H) Will-2 [1]-13; or Survival (any) Per-1 [1]-14.

* Multiplied for self-control number; see p. B120.

† Gives +1 to *any* roll made to bargain for books, decipher runes, communicate with sphinxes, etc.

Customization Notes

Scholars must balance Book-Learned Wisdom with Wild Talent. “Substitute casters” will favor the latter, but the former allows unrivaled pre-adventure prep – especially with some quirk points converted to cash for books! Remaining choices define three major archetypes.

The *curator* researches the locations and safeguards of lost civilizations’ strongholds, and then relieves them of artifacts “for safekeeping.” This is dangerous work – consider higher ST, DX, or HT, or Luck. Valuable Hidden Lore specialties are Lost Civilizations, Magic Items, and Magical Writings. Secondary skills customarily include Architecture, Prospecting, and Traps. Lasso and Whip do double duty as

combat skills and means of grabbing trapped items. Connoisseur pays off for identifying finds.

The *professor* genuinely seeks knowledge. Better IQ and a few Languages are fitting. Hidden Lore still runs toward Lost Civilizations, Magic Items, and Magical Writings, but other skills reflect key academic interests – e.g., magical theory (Alchemy, Occultism, and Thaumatology), medicine (Diagnosis, Pharmacy, and Surgery), and arcane beliefs (Occultism, Philosophy, and Theology). Saber is traditional for academic dueling. Background skills like Connoisseur, Riding, and Savoir-Faire suit a privileged thinker.

The *wise man* is often a hamlet’s stand-in for a true caster. Extra Wild Talent is useful for recalling Stone to Flesh when the cleric is petrified or Remove Curse when the wizard succumbs to Suspend Magery. This often accompanies knowledge of the supernatural; typical Hidden Lore specialties are Demons, Elementals, and Spirits. Plant, animal, and healing skills (e.g., Naturalist, Pharmacy, and Veterinary) also fit, while youthful experience justifies Staff, Climbing, and Hiking.

LENSES FOR SCHOLARS

Scholars are always ready to expand their skills and thus *often* change professions. The lenses below enable a scholar to add a second role in play. They work like those in *Dungeon Fantasy 3: The Next Level*.

Scholar-Artificer

A scholar with access to an artificer’s Gizmos *can* use one to pull out a book he owns but didn’t state he was carrying, if it’s within his weight limit. For abilities, see *Artificer Lens* (p. 7).

Scholar-Barbarian

+50 points

Wise men from isolated villages are often scholar-barbarians. Extra ST certainly comes in handy when lugging backpacks full of books!

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1]. These *can* overlap template skills, raising them to the 2-point level and giving +1 to skill.

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Scholar-Bard

+50 points

Eidetic Memory to recall songs combined with Book-Learned Wisdom to pick up any language in mere hours make the scholar a natural bard.

Advantages: Bardic Talent 2 [16]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+1 [2].

Special Abilities: 20 points total in Bard-Song abilities; bardic skills; and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Scholar-Cleric

+50 points

Many scholars work for temples in some capacity. Should they elect to take priestly vows, their gifts and vast wisdom make them more-potent casters than pure clerics!

Advantages: Clerical Investiture [5]; Power Investiture 2 [20].

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

Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]. • Meditation (H) Will-2 [1], or 1 point in existing skill to get Meditation (H) Will-1 [2]. • Theology (H) IQ-2 [1], or 1 point in existing skill to get Theology (H) IQ-1 [2].

Special Abilities: 30 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Scholar-Druid

+50 points

Just as temple-dwelling scholars make superior clerics, rural wise men have the capacity to become exceptional druids. Some druidic orders *require* this career path.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]. • Naturalist (H) IQ-2 [1], or 1 point in existing skill to get Naturalist (H) IQ-1 [2]. • Pharmacy (Herbal) (H) IQ-2 [1], or 1 point in existing skill to get Pharmacy (Herbal) (H) IQ-1 [2]. • Theology (Druidic) (H) IQ-2 [1], or 1 point in existing skill to get Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 25 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Scholar-Holy Warrior

+50 points

When research uncovers a great evil, some scholars aren't content merely to publish about it. Book-Learned Wisdom lets them adapt their knowledge of enemy weaknesses to suit the foe.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

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

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons, Undead, or another class of monsters if those two are already known) (A) IQ-1 [1]. • Physiology (monster type) (H) IQ-2 [1], or 1 point in existing skill to get Physiology (H) IQ-1 [2]. • Psychology (same monster type) (H) IQ-2 [1], or 1 point in existing skill to get Psychology (H) IQ-1 [2]. • Spend 4 more points on primary scholar Melee Weapon skill, raising it by +1.

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Scholar-Knight

+50 points

Scholar-knights mostly serve as tacticians and strategists in high places, but a few are willing to go delving – especially if there's knowledge to be won.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Tactics (H) IQ-1 [2]. • Strategy (H) IQ-2 [1], or 1 point in existing skill to get Strategy (H) IQ-1 [2]. • Spend 4 more points on primary scholar Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Scholar-Martial Artist

+50 points

Enlightenment comes only to seekers who perfect both body *and* mind. A scholar-martial artist needs lots of practice (points!) to be any good, but high IQ makes certain chi skills effective immediately.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

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

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], or Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills. Chi skills get +1 for Chi Talent.

Scholar-Scout

+50 points

Dashing curators who go treasure hunting are smart enough to know that Things that guard artifacts are best fought from a safe distance. Thus, some take up the ways of the scout.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX+1 [2]; Mimicry (Bird Calls) (H) IQ-2 [1]; Tracking (A) Per-1 [1]. • Navigation (Land) (A) IQ-1 [1], or

1 point in existing skill to get Navigation (Land) (A) IQ [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Scholar-Swashbuckler

+50 points

Many young scholars spend more time in the gym than in the library, honing their fencing skills by whacking each other with sabers. A few even become good at it.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: One of Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8], or 8 more points in one of those skills if already known, raising it by +2. • Acrobatics (H) DX-1 [2].

Scholar-Thief

+50 points

Knowing a lot about what's valuable and where it's kept leads some scholars to crime. And manuals are so expensive . . .

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].



Skills: Either Stealth (A) DX+1 [4], or 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below.

• Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]. • Traps (A) IQ-1 [1], or 1 point in existing skill to get Traps (A) IQ [2].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Scholar-Wizard

+50 points

Scholars make great wizards, thanks to their IQ. Adding Magery and spells gives them prerequisites for *more* spells that they can gain through Book-Learned Wisdom and then discard in favor of others!

Advantages: Magery 2 [25].*

Skills: Alchemy (VH) IQ-3 [1], or 1 point in existing skill to get Alchemy (VH) IQ-2 [2]. • Occultism (A) IQ-1 [1], or 1 point in existing skill to get Occultism (A) IQ [2]. • Thaumatology (VH) IQ-3 [1], or 1 point in existing skill to get Thaumatology (VH) IQ-2 [2].

Special Abilities: 22 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

BECOMING A SCHOLAR

Any delver might return to school and become a scholar. This mostly means acquiring the scholar's special advantages and a handful of new skills. Barbarians with Language: Spoken (Native)/Written (None) [-3] *must* buy off that disadvantage before selecting this lens!

Scholar Lens

+50 points

Advantages: Book-Learned Wisdom 1 (2) [9]; Eidetic Memory [5]; Wild Talent 1 (No Advantage Requirements, +50%) [30].

Skills: Hidden Lore (Demons, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Spirits, or Undead), Hidden Lore (second choice), and Hidden Lore (third choice), all (A) IQ-1 [1]. Avoid repeats for templates that already offer Hidden Lore! • A 3-point skill package that depends on starting profession:

Artificer or Thief: Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2] • Research and Speed-Reading, both (A) IQ-1 [1].

Barbarian, Bard, Druid, Holy Warrior, Knight, Martial Artist, or Swashbuckler: Cartography, Research, and Speed-Reading, all (A) IQ-1 [1].

Cleric: Cartography and Speed-Reading, both (A) IQ-1 [1]. • Research (A) IQ-1 [1], or 1 point in existing skill to get Research (A) IQ [2].

Scout: Research (A) IQ-1 [1] and Speed-Reading (A) IQ [2].

Wizard: Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2] • Spend 2 points on main wizard Hidden Lore specialty, raising it by +1.

CHAPTER THREE

GADGETS

Dungeon Fantasy 1: Adventurers gives artificers many gadgets to play with. Here are a few more. All are “special orders.” Adventurers who don’t start out with them will 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, etc. Also screens out contact agents sprayed from the *front*. Can be worn as “armor” (DR 0) or *with* armor (bulky, -1 DX). \$225, 5 lbs.

Cobweb Kite. Huge, spider-silk blanket – rigged to a backpack-style harness – unfurls after a fall of 40+ yards, guaranteeing a soft landing. \$16,000, 8 lbs.

Float Coat. Complex belt-and-bladder arrangement gives +6 to Swimming to avoid drowning but -3 DX while inflated (1 minute to inflate or deflate). \$100, 6 lbs.

Scroll Belt. Belt with 10 waxed leather cylinders for individual paper, cloth, or leather maps or scrolls. Waterproof, and prevents ignition by less than 10 HP of flame. Wearer can reach scrolls with Ready or Fast-Draw. Unrolling them takes another Ready. \$60, 1 lb.

Combat Accessories

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 12 hours on 1 pint of oil. \$200, 4 lbs.

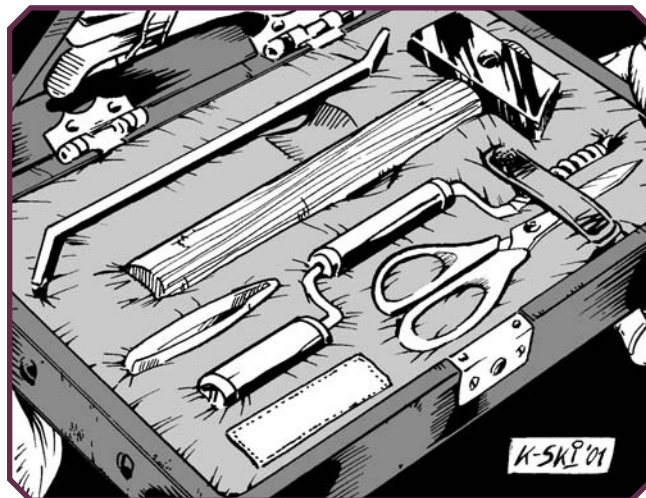
Shield Lectern. Bolts to the back of any medium or large shield. Firmly holds a map, scroll, or open book where it can be consulted hands-free or written on with a free hand. \$50, 2 lbs.

Optics

Dwarven Accurizer. Designed by dwarves to show elves how *real* archers shoot. Hefty headgear’s twin telescopes pivot into place (a Ready) to provide Telescopic Vision 1 (2× magnification). Gives +1 Acc! \$1,200, 14 lbs.

Artificer’s Tools

To attempt skill rolls for Gizmos (p. 4) or Quick Gadgeteer (p. 4), an artificer requires a backpack tool kit (\$600, 20 lbs.) for Engineer (Gadgets) or a backpack alchemy lab (\$1,000, 10 lbs.) for Alchemy; see **Dungeon Fantasy 1: Adventurers** for descriptions. He need not remove his pack and rummage through it, though – just assume that he has what he needs to hand!



Reflector. Concave reflector concentrates light where the wearer is looking. User flips it down over one eye and peers through a hole. Allows unpenalized reading, lockpicking, trap removal, etc., when darkness penalty is no worse than -3. \$75, 1 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.

Portable Scribe. Copies *ink* writing on paper. Place page in press with sheet of paper, add alchemical fluid (vial good for 10 copies: \$100, 0.5 lb.), and operate roller. Magic in scroll is transferred, leaving the old page blank. Takes 10 seconds/copy. \$400, 15 lbs.

Scroll Case. Waterproof and fireproof bone-and-metal case protects 20 rolled paper, cloth, or leather maps or scrolls from the elements. Takes a Ready to open or close, 1d seconds to find a specific scroll. With shoulder strap: \$75, 1 lb.

Wax Tablet. Erasable, reusable, *waterproof* writing surface. \$10, 2 lbs.

Tools

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.

Trap-Finder’s Kit. Gives a Traps 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.

Universal Tool Kit. Gnomish modular tools will suffice for *any* non-esoteric skill that requires tools – Armoury, Engineer, Jeweler, Lockpicking, Smith, Surgery, etc. The last kit you’ll ever need! \$12,000, 20 lbs.

CHAPTER FOUR

WRITINGS

Books, codices, folios, scrolls . . . texts of all varieties are a scholar's life and love. Many are also valuable to other delvers, particularly wizards. All such items are "special orders." Delvers may start out with them, but to obtain them in play, they'll have to go on an adventure: visit a famous bookseller in a distant city, rob a library (or a famous bookseller), or loot a dungeon and hope for literate orcs!

MANUALS

A *manual* is a guide to one particular Cultural Familiarity, Language, or IQ-, Will-, or Per-based skill. Manuals come in three basic formats, distinguished by how many points they can grant readers with Book-Learned Wisdom (p. 8). Each has a base cost (higher than the price to learn new skills in *Dungeon Fantasy 3: The Next Level* – manuals give away secrets that instructors could charge for!) and a base weight. These latter stats are often modified.

Primer: Scholars may temporarily add 1 point in the subject matter. Anybody can study this for 15 weeks on the road or in town and then spend 1 point to learn its lore permanently. It has no other value to non-scholars. \$25, 3 lbs.

Textbook: Scholars may temporarily acquire up to 2 points in the topic. A textbook can teach a skill permanently, just like a primer. Those who lack the skill can consult it in the field to get a default roll for a skill that normally doesn't allow one: attribute-4 if Easy, attribute-5 if Average, attribute-6 if Hard, or attribute-7 if Very Hard. \$50, 6 lbs.

Thesis: Scholars may temporarily acquire however many points the book is rated for – at least 3 points and sometimes much more for skills, usually 6 points for Languages. For everyone else, this is no better than a textbook. \$25/point, 12 lbs.

Modifiers

The following modifiers are "stackable" unless noted otherwise. Each has a "cost factor" (CF), which works like the CF for weapons and armor: final cost is the base cost above multiplied by (1 + total CF). Weight effects multiply together.

Knowledge Type

Base prices reflect *common knowledge*: a living Language, Cultural Familiarity for a widespread race or nationality, or a typical mundane skill that defaults to IQ, Will, or Per (see *Common Knowledge*, p. 14). Rarefied knowledge costs more:

Obscure Knowledge: "Dead" Languages, Cultural Familiarities for lost civilizations, and mundane IQ-, Will-, or Per-based skills without defaults (Alchemy, Body Language, Engineer, Hidden Lore, Musical Composition, Musical Instrument, Religious Ritual, Speed-Reading, Surgery, Ventriloquism, and Veterinary) or with few legitimate uses (Counterfeiting, Forgery, Holdout, Lockpicking, Poisons, Shadowing, Smuggling, Streetwise, and Traps). +1 CF.

Esoteric Knowledge: Thaumatology, or any IQ-, Will-, or Per-based skill normally restricted to individuals with powers, including bardic skills, chi skills, Esoteric Medicine, Exorcism, and Herb Lore. +2 CF.

Magic: Spells! +3 CF.

Production Quality

Low-tech bookmaking is *costly*, so scribes use as little material as possible. Base price buys a leather-bound palimpsest with few diagrams and minuscule, eye-straining writing crammed into every corner. Better production values can improve on this:

Dwarven:* Pages are thin sheets of engraved *metal*. Never burns or suffers water damage. *Doubles* weight. +4 CF.

Faerie:* Thin, gauzy stuff lets tiny readers tote copies of the Necronomicon. Weight is 1/6 normal! +14 CF.

Fine†: Full-sized reproduction or original on new pages, with large text in straight lines, blank margins for notes, and many diagrams. For skills, this gives those who *know* the skill +1 to rolls against that skill or Research when using the book. This only applies in situations where it's possible to spread out the book and refer to it – never in social situations, the dark, etc. For scholars, it also gives +1 to Speed-Reading rolls for Book-Learned Wisdom – and it's legitimate to "learn" the skill from the book and claim the +1 for having it open. *Doubles* weight. +8 CF.

Very Fine†: *Luxurious*, with color diagrams (picked out in tiny gems if dwarven, or magically glowing if faerie), ample page markers, and an index. Works as a fine manual, but bonuses become +2. *Doubles* weight. +17 CF.

* Dwarven and faerie are mutually exclusive.

† Fine and very fine are mutually exclusive.

Spellbooks

Spellbooks or *grimoires* are simply primers, textbooks, or theses on magic (+3 CF). Casters value them because their high intrinsic worth makes them suitable as power items, because they're a way to learn spells without training costs, and because many contain spells that are otherwise "off-limits" in the campaign. The following features also appeal:

- Textbook- and thesis-sized spellbooks can "split up" points between several *related* spells. Each spell must *either* be a prerequisite for one of the others *or* have one of those spells as a prerequisite. Clerical and druidic spells lack prerequisite spells, but use these rules for *this* purpose. Scholar-casters and caster-scholars with Book-Learned Wisdom can only acquire points in a spell equal to the number earmarked for it.

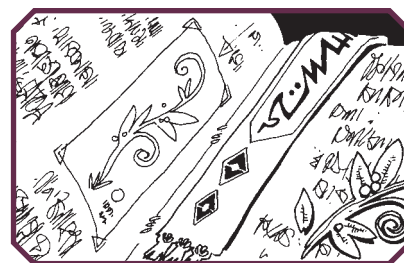
- Textbook- and thesis-sized grimoires let readers with Magery or Power Investiture, as appropriate, cast spells at default! The book must be held in two hands and read aloud in a firm voice (forget about being sneaky). Double casting time! Roll against IQ-6 for a Hard spell or IQ-7 for a Very Hard one, but add Magery or Power Investiture.

Textbook- and Thesis-Sized Grimoires Table

Number of Spells	Average		Fine*		Very Fine†	
	Cost	Weight	Cost	Weight	Cost	Weight
2	\$200	6 lbs.	\$600	12 lbs.	\$1,050	12 lbs.
3	\$300	12 lbs.	\$900	24 lbs.	\$1,575	24 lbs.
+1	+\$100	12 lbs.	+\$300	24 lbs.	+\$525	24 lbs.

* +1 to cast *known* spell.

† +2 to cast *known* spell.



● A fine (+8 CF) or very fine (+17 CF) spellbook gives +1 or +2, respectively, if the caster *already* knows a spell it contains, holds the book in two hands, reads aloud, and takes double base casting time (ignore time reductions for high skill).

Example Manuals

The “manual” from *Dungeon Fantasy 1: Adventurers*, p. 26 is a textbook (base \$50, 6 lbs.) on obscure knowledge (+1 CF), for \$100, 6 lbs.

The “tome” from *Dungeon Fantasy 1: Adventurers* is a textbook (base \$50, 6 lbs.) on obscure knowledge (+1 CF), too – but fine (+8 CF, double weight), for \$500, 12 lbs.

A simple grimoire for learning *one* spell – which can’t be cast at default – is a primer (base \$25, 3 lbs.) on magic (+3 CF), for \$100, 3 lbs.

Textbook- and thesis-sized grimoires that offer 1 point in each of several related spells are common. They *do* allow casting at default, and have the stats shown above.

MAPS

Maps are *vital* to dungeon fantasy! Adventures often start with a map found as loot, given to the party by a strange old man at the tavern, or tattooed on a corpse’s buttocks. Maps are rated for points in a suitable Area Knowledge (AK) specialty that a scholar with Book-Learned Wisdom can gain through study, and for the modifier they give to Navigation rolls to plot an optimal route through the depicted region (see *Dungeon Fantasy 2: Dungeons*, p. 5):

Sketchy: Provides *no* points! Navigation is at -2. \$25, 0.1 lb.

Average: Scholars may temporarily add 1 point in AK. Navigation is unpenalized. \$50, 0.1 lb.

Annotated: Scholars may temporarily acquire the map’s rated number of points in AK – always at least 2 points. Excellent notes let those without AK try a default roll at IQ-4 to find specific items. Navigation is at +1. The last two benefits don’t increase with map price. \$50/point, 0.1 lb.

Maps on unusual materials use the rules for scrolls; see *Media* (p. 15).

Final cost will at least *double* for maps of obscure areas (dungeons, haunted woods, etc.), *quadruple* for maps to forgotten strongholds of lost civilizations. There’s no upper limit – a map to a king’s ransom could cost a prince’s ransom! Such maps aren’t sold at shops. Use these prices for situations like mysterious travelers selling maps, and to gauge resale value for found treasure maps.

SCROLLS

Texts that cast spells at respectable skill levels when read are known as *scrolls*, regardless of physical form. A scroll can cast a *single* spell – almost anything – *once*. If the spell’s effects are variable, the scroll will specify such details as area, damage dice, and level of effect. The user *can’t* adjust these things!

Using Scrolls

To use a scroll, the reader requires Accented or better comprehension of the *written* language it was penned in. He must ready the scroll in *two* hands and then read it aloud in a firm voice, which requires Broken or better *spoken* comprehension. Reading takes *twice* the spell’s usual casting time.

Common Knowledge

Manuals are available at base cost for these skills (each specialty is its own book!):

Acting, Animal Handling, Architecture, Armoury, Camouflage, Cartography, Detect Lies, Diagnosis, Diplomacy, Disguise, Falconry, Fast-Talk, First Aid, Fishing, Gambling, Gesture, Heraldry, Interrogation, Intimidation, Jeweler, Leadership, Lip Reading, Meditation, Merchant, Naturalist, Navigation, Observation, Occultism, Packing, Performance, Pharmacy, Philosophy, Physiology, Poetry, Propaganda, Prospecting, Psychology, Public Speaking, Research, Savoir-Faire, Seamanship, Search, Smith, Strategy, Survival, Tactics, Teaching,

Teamster, Theology, Tracking, Weather Sense, and Writing.

The GM may add others, with these exceptions:

- Skills described in *Knowledge Type* (p. 13) as *obscure* or *esoteric* aren’t common by definition.
- Connoisseur requires sybaritic experiences that can’t be book-learned!
- Current Affairs relies on constant updates – not moldy books.
- Panhandling, Scrounging, and Urban Survival are unlikely to show up in books. Few beggars are literate and can afford paper!

The spell is cast – exactly as if the reader cast it on his desired subject – the moment the reading is complete. This requires no skill roll unless the spell is cast at a distance and/or Resisted. Then roll as usual using the scroll's skill level, with an extra -1 or -3 if the reader's spoken comprehension is Accented or Broken, respectively.

When the spell goes off, the reader pays the energy cost for whatever spell effects the scroll's creator chose. He may maintain the spell at the usual cost for as long as he can afford it. Energy can come from his FP, Energy Reserve, or power item. There's no cost reduction for the scroll's skill level.

Reading the scroll aloud causes its power to dissipate and its writing to vanish. This is regardless of whether the spell works! Reading it *silently* doesn't cast the spell or exhaust the scroll, and lets anybody who could cast from the scroll determine its spell.

A reader who meets all the prerequisites to *learn* the spell may try to do so: read the scroll, roll against its skill, and on a success, pay one character point to learn it *instead* of casting. Any such attempt depletes the scroll – even if it fails or the reader doesn't have a point available! Critical failure means the spell affects the reader in a horrible way of the GM's choosing.

Types of Scrolls

The standard *caster scroll* comes in one of three classes: *clerical* if it bears a clerical spell, *druidic* if it has a druidic spell, or *wizardly* if it casts a wizardly spell. It only works for casters of the correct type – the reader needs standard Power Investiture for a “good” clerical scroll, Power Investiture (Unholy) for an evil one, Power Investiture (Druidic) for a druidic scroll, or Magery or Bardic Talent for a wizardly scroll. Readers relying on Bardic Talent must *sing* aloud!

Buying Scrolls

Regardless of type, scrolls have a cash cost per energy point to cast the spell effects they specify. This rises with the scroll's skill level (which *never* lowers casting cost!):

Skill	Cost/Energy Point
15	\$20
16	\$24
17	\$28
18	\$32
19	\$40
+1	+\$20

Variant Scrolls

Scrolls can be enchanted so that they work differently, or be “printed” on different media.

Improved Enchantments

These two options provide unique benefits but multiply cash cost per energy point. It is possible to have both, for *five* times normal cost!

Charged Scroll: A caster scroll that works at no energy cost to the reader! If it casts a *maintainable* spell, duration is fixed – the user cannot terminate the spell early or extend it (but it's still subject to Dispel Magic, etc.). To price a charged scroll, add its energy to cast to the *total* maintenance cost for the chosen duration. Multiply final cost by 2.5.

Scrolls and GURPS Magic

Readers with **GURPS Magic** should know that these rules for scrolls aren't identical to those in that book. In particular, base price here is just \$20/energy point (the enchantment rate in *Dungeon Fantasy 1: Adventurers*), and the rules for learning spells and for new classes of scrolls *aren't* described in **Magic**.

Universal Scroll: A scroll that *anybody* can activate – paying energy as usual, unless the scroll is also charged. The underlying spell type doesn't change. To *learn* from such a scroll you must still be a caster who meets all the prerequisites. *Doubles* cost.

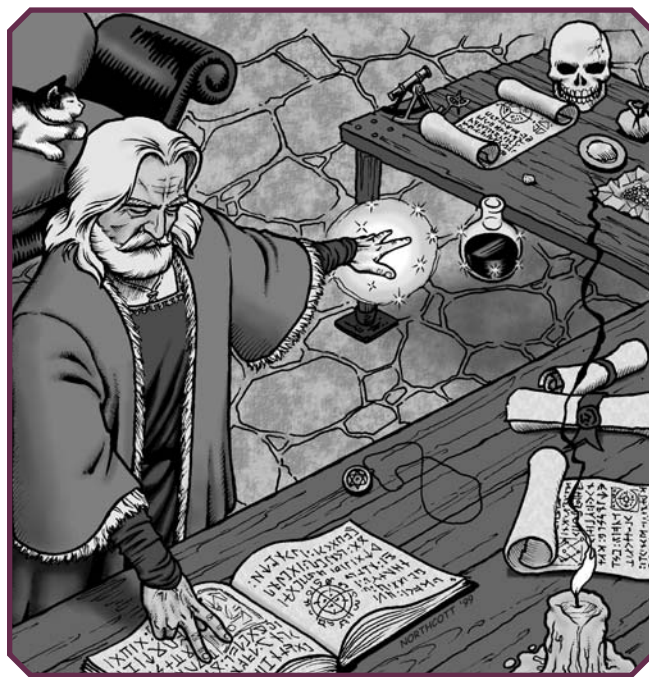
Media

Scrolls are usually inked on heavy paper – or *bark*, for druidic scrolls. Twenty weigh 1 lb. Gamers who love bookkeeping are free to treat this as 0.05 lb. apiece. Everybody else can simplify and use 0.25 lb. per five scrolls or fraction thereof.

Paper or bark scrolls will ignite if hit with *any* burning damage. Paper turns to mush if it spends more than a turn underwater, while bark is prone to being eaten by wildlife, especially nasty caterpillars. Fortunately, there are other options! These add a flat cost to the price for the spell, and may alter weight.

Embroidered Cloth: Takes 3 HP of flame to ignite. Not ruined by water. When read, embroidery explodes in a cloud of threads, leaving a convenient handkerchief. Add \$5. Weight doesn't change.

Engraved Metal: Won't be destroyed by accident! Engraving vanishes when the spell is cast, leaving a thin metal sheet (usually copper). Add \$30; weighs 0.25 lb. (four per pound).



Gettin' Funky with the Stylus

Not every *found* scroll will be on a sensible medium. Some examples:

- Massive stone tablets that would make Moses proud. Each might weigh 20 lbs. – or 200 lbs. – and yet carry nothing but a 1 FP Ignite Fire spell in a dead language!

- Powerful charged scrolls tattooed on *zombies*. Reading the scroll casts the spell and destroys the zombie; destroying the zombie ruins the scroll. Which do you want more – a zombie or a 10d Explosive Fireball?

- Traps! A stone pillar engraved with an inscription that casts some innocent spell but also crumbles the pillar, caving in the roof; a corpse tattooed with words that cast *Zombie* and raise the corpse as a hostile monster; and so on.

Scrolls on Gear

One scroll can be painted, inscribed, or embroidered on each cloak, shield, tool, weapon, or piece of armor. This requires a visit to a temple, Wizards' Guild, etc., in town, and takes a day per energy point. The delver won't have his item during this time, if that matters! Cost is as usual for that scroll, plus \$10 on cloth, \$20 on leather or wood, or \$60 on metal.



The advantage is that the owner need not ready a scroll to cast; he can read off his vambrace, blade, etc., in battle. Only the item's bearer can activate such a scroll, so this is only *useful* on gear he can easily see (use common sense!). The downside is this: if the spell roll is a critical failure, the item *disintegrates*.

Tattooed Scrolls

Nothing says that only leather and zombies can get ink done. You can have one spell tattooed on each arm, each leg, the head (you *must* shave it, and you'll need a mirror to read the tattoo), and the front torso. This costs the usual amount for that scroll plus \$100 – big tattoos done so they won't injure you aren't cheap! Getting tattooed prevents you from doing *anything* else in town for a day per energy point.

Tattooed scrolls work like scrolls on gear, except that you can't read from a body part covered by armor or clothing. Critical failure means the spell afflicts you, personally, in whatever evil way amuses the GM.

This costs 0 points – it *isn't* a permanent ability. Indeed, once read, even your \$100 tattoo vanishes!

Stone Tablets: Definitely won't be destroyed by accident – and could even be used as a light shield, at -2 to skill – but crumbles to sand once read. Add \$20; weighs 2 lbs.

Tattooed Leather: Surprisingly tough, and only likely to be ruined if deliberately cut or hit by 10 HP of flame. Evil cleric spells, *Zombie* spells, etc., might be on the skin of sapient beings (-4 reactions!). Ink drips off like blood when read. Add \$10; weighs 0.1 lb. (10 per pound).

Example Scrolls

Charged, universal clerical scrolls – on ordinary paper – are by far the most common kind, and represent a major revenue stream for temples. Thus, they're perfect examples. These scrolls have skill 15, work for anyone, and cost no FP to use. Casting times longer than 10 seconds indicate repetitive chants: "*Klaatu barada nikto* (666 times or until patient responds)."

Cure Disease. Cures one disease. 20 minutes to read; \$400.

Great Healing. Heals *all* lost HP. 2 minutes to read; \$2,000.

Instant Regeneration. Instantly replaces a missing body part. 2 minutes to read; \$8,000.

Instant Restoration. Instantly repairs a crippled body part. 2 minutes to read; \$5,000.

Major Healing. Heals 8 HP. 2 seconds to read; \$400.

Neutralize Poison. Neutralizes one toxin. 1 minute to read; \$500.

Remove Curse. Can remove a curse by *winning* a Quick Contest with it. Thus, high-skill versions are common. 2 hours to read; \$2,000 for skill 15 or \$6,000 for skill 20.

Resurrection. Brings a dead-but-intact body back to life with 0 FP and 0 HP. 4 hours to read; \$30,000.

Stone to Flesh. Restores a petrification victim. 10 seconds to read; \$1,000.

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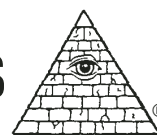
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INTRODUCTION

Summonable Allies suit many powers: elemental powers that conjure elemental spirits, magical powers that bring forth familiars, nature powers that call on animals, divine and spirit powers that summon servitor spirits, and so on.

– **GURPS Powers**

One of the abilities available to practitioners of Druidic Arts and Holy Might (**GURPS Dungeon Fantasy 1: Adventurers**, p. 22) is that of summoning forth Allies. These conjured companions may fight alongside the dungeon-delver, scout into places where humans (and most nonhuman races) cannot, use their own innate abilities to help the team, and a myriad of other possibilities. This book provides dozens of potential Allies for clerics, druids, and holy warriors to call upon, with full statistics, rules, and advice for use.

In addition, **Dungeon Fantasy 5: Allies** includes rules for familiars, magical creatures that can be acquired by any spellcaster. Familiars are rarely fearsome in combat and must sometimes be protected, but their true value is in the enhancements they provide to their owners.

Like all **Dungeon Fantasy** books, what follows prioritizes fun and utility over realism. The animals within are unrealisti-

cally strong, intelligent, and effective, and the servants of the gods usually have abilities more suited toward helping the party than to spreading their deity's message. Just as in any setting, the GM must maintain a balance between treating each Ally as an individual with its own needs and goals and giving the player sufficient usefulness for the points spent. However, with dungeon fantasy, it's best to err on the side of usefulness; in a hack-and-slash game, it's reasonable for players to think of an Ally as yet another weapon or tool, albeit one with a life and mind of its own.

RECOMMENDED GURPS BOOKS

This book requires **Dungeon Fantasy 1: Adventurers**, which needs the **Basic Set**. Other **Dungeon Fantasy** volumes, **GURPS Magic**, and **GURPS Powers** are recommended, but not necessary, as the vital information in those supplements is repeated here.

ABOUT THE AUTHOR

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard **GURPS** fan since the release of *Third Edition*. He enjoys making music, collecting Transformers, and praying to "Bob" for eternal salvation through alien intervention. He maintains a **GURPS** fan-site at www.mygurps.com.

ALLY STATISTICS

The Ally statistics in this book are presented in an expanded version of the "monster" format from **Dungeon Fantasy 2: Dungeons** (p. 21). Some are followed by *lenses*, which can alter the basic nature of the Ally. In all cases, the cost of the lens modifies the character point cost of the creature; if this changes the value as an Ally, the lens will mention this and provide the new cost.

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

ALLY POINT VALUE AND DEVELOPMENT

An Ally's point value is a percentage of the PC's, which means that as a character gains experience, so do his Allies, so that their *relative* power level remains unchanged. For example, if a druid with a summonable anaconda (Built on 50%) and a cat familiar (Built on 25%) started as a 250-point character and is now a 273-point character, his anaconda will have grown from 125 points to 136 while his cat will have similarly gone from 62 points to 68.

These points are spent *by the GM* to improve the Ally. The player can make requests, particularly if he has spent significant in-game time teaching his Ally something, but the GM makes all final decisions.

These guidelines should be applied to any delver who acquires one of these Allies later in his career (or who starts off at a higher point total); the player should choose the specific Ally, and the GM should then spend points on the Ally as if it had grown with the PC since "the old 250-point days."

Alternatively, for high point value games, the relative power level of the Ally can be recalculated. For example, in a 400-point dungeon fantasy game, the GM may want to just spend an extra 13 points on a druid's bear and call it a "Built on 50%" Ally instead of a "Built on 75%" one, reducing the advantage's cost for the PC.

The animals within are unrealistically strong, intelligent, and effective, and the servants of the gods usually have abilities more suited toward helping the party than to spreading their deity's message.

Attributes and Secondary Characteristics

More ST or HP are sensible for most creatures, though a small animal or swarm usually should not have these raised more than a point. ST can be bought piecemeal – as HP+1, then Lifting ST 1, then *replacing* both with ST+1. Remember to factor any SM discount into point cost! Higher IQ is reasonable for divine servitors and familiars, but druidic animals should usually remain IQ 6.

Anyone can have more FP; remember that every +2 to a familiar's FP requires the caster to buy one more level of Energy Reserve (see p. 20). A few points of Basic Speed or Move can be appropriate, though incredible speed is usually represented best by Enhanced Move. DX, HT, Will, and Per can be raised freely, though rarely do those other than divine servitors have HT 16+.

Advantages

Any leveled traits can be improved, normally to a maximum of twice their "natural" level. Any Ally with Flight can add a level or two of Enhanced Move (usually a half-level at a time). New traits can be added if the GM feels that actions in game have justified it; e.g., a chimp who has snuck past guards many times may gain Silence 1 as a means of retroactively explaining it. This should be limited to low-cost traits that do not fundamentally change the Ally or (for divine servitors) traits that clearly fit its divine elements.

Perks

New perks are a fun, easy way for the GM to handwave a minor ability. For example, a bard-thief's rat may learn Shtick (Can fit a set of lockpicks into its mouth) for the ultimate in hidden gear. This is a better way to describe certain types of training than skills – particularly anything focused on a single trick.

Disadvantages

Some disadvantages can be removed. In particular, any trait that represents a lack of understanding (e.g., Bestial, Clueless) can be bought off as the Ally spends more time around people and matures. The GM may eliminate other social or mental traits that seem appropriate, though any physical disadvantages should generally remain, unless magic or odd circumstances ("... and as a side effect, the curse has turned Bobo's paws into hands!") could explain how a bear, for example, might lose its Bad Grip.

Quirks

While physical quirks should rarely be removed, most of the quirks in this book are mental traits that represent animalistic tendencies. These can be bought off, for the same reasons similar disadvantages can. However, GMs may wish to *add* quirks to an Ally, as it develops its own personality throughout the game. (Druidic allies, who are conjured anew each time, are an exception to this.) If the quirk is genuinely limiting, to be fair, it should be balanced with another point spent on something else.

Skills

The majority of an Ally's "earned" points will be spent on skills. Known skills can be improved, and new ones can be added. Any skill attempted at default a few times should usually be added at the 1-point level. Any skill that sees heavy use during an adventure should be raised a level, if possible. Any specific training that the PC arranges (either personally, using Animal Handling or Teaching, or from a professional, for the usual training expenses – see *Dungeon Fantasy 3: The Next Level*, p. 43) will usually translate into skill.

Divine Elements

Specific to divine servitors. GMs may allow players to choose another element to represent their god or "double up" on an existing one. If so, it is up to the GM whether to save up the points to buy the new element all at once, or to add it one trait at a time. See *Divine Elements* (pp. 13-16).

CHAPTER ONE

DRUIDIC ALLIES

The fury of an animal may best represent nature, red in tooth and claw, and it is for this reason many druids learn one or more summoning rituals as part of their Druidic Arts (*Adventurers*, p. 22). The animals in this chapter cover a variety of environments, styles, and point values. Each write-up includes the cost to purchase the Ally on a 12 or less or a 15 or less, assuming a 250-point game (see *Ally Point Value and Development*, pp. 3-4, to alter this assumption), and the description provides the specific build for the Ally advantage. Note that other frequencies of appearance may be available – if so (GM's call), modify the cost of the advantage normally. A quick-and-dirty way to do this is to use the "12 or less" version as the base cost, then quarter it for "6 or less," halve it for "9 or less," and double it for "constantly available," rounding up.

For an explanation of the *Shapeshifting* line in the write-ups, see *Becoming the Beast* (p. 8).

Due to the power modifier, the appearance roll to conjure the Ally takes the usual penalties if used in an unnatural environment. Treat a "constantly available" Ally as appearing on an 18 or less before applying this penalty. Note that this *replaces* the suggestion to reduce the Ally's point value by 10% per -1; if the Ally *does* show up, it will be at full strength.

Example: Keltillos has Ally (Giant Eagle; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] and Ally (Bear; Built on 75%; Constantly; PM, -10%; Summonable, +100%) [23]. In unspoiled nature, he can summon an eagle on a 12 or less and summon a bear without rolling. In a cut-stone dungeon (-3 to druidic abilities), he must roll 9 or less for the eagle and 15 or less for the bear.

A summoning ritual conjures a new animal each time, distinct from those previously summoned. (The Ally still improves normally, representing the druid learning to call forth faster, stronger, etc., animals.) The GM makes a reaction roll on the

Ally Reaction Table (see boxed text) for the beast when it arrives, applying the combined levels of Animal Friend *and* Power Investiture (Druidic) as a bonus. Alternatively, the druid may take a full turn to make an appropriate Animal Handling roll – the equivalent of an Influence roll (p. B359) – with a bonus equal to Power Investiture (Druidic), to establish control over the creature. (In all cases, replace Power Investiture (Druidic) with Druidic Talent for non-spellcasting druids.)

Note that if a "run away" result is not possible (e.g., because the group is cornered by monsters), the animal will fight to defend itself until it can break free. In all cases, the druid can try repeated Animal Handling rolls for a better reaction, at a cumulative -2 penalty.

If the Ally dies, treat it as though the druid failed a summoning roll – he must wait 24 hours before conjuring another one.

With the GM's permission, players may specify that their druid summons the *same* creature each time. This eliminates the need for the reaction or Animal Handling roll, but if the Ally dies, it is *much* harder to replace; see the introduction *Holy Allies* (p. 12) for details.

New Meta-Trait: Animal Ally

-44 points

You are a highly intelligent animal, though still wild and untamed. You can speak to other animals of your own kind and can understand (but not speak) your master's primary language, though complicated concepts and subtleties are often lost on you.

Animal Ally includes Bestial [-10]; Cannot Speak [-15]; Native Language (Accented/None) [-4]; Speak with Animals (Specialized, Own Family, -60%) [10]; and Wealth (Dead Broke) [-25].

Ally Reaction Table

Reaction Roll	Skill Roll	Result
Very Bad or worse	Critical failure	Attacks the party.
Bad	Failure by 5+	Makes a single attack on the druid, then runs away.
Poor	Failure by 1-4	Runs away.
Neutral	Success by 0	Doesn't take orders, but stays with the party.
Good	Success by 1-4	Takes orders; fights until seriously hurt.
Very Good	Success by 5+	Takes any order; fights to the death.
Excellent	Critical success	As above and high morale gives it +1 to <i>all</i> rolls!

ANIMAL ALLIES

Druids can summon extraordinary creatures to help them. This section describes a few of the more common companions.

ANACONDA

8 or 12 points

A massive constrictor; this snake is five yards long and nearly two feet wide, with a vicious bite and a deadly squeeze. The anaconda is comfortable on both water and land, swimming as quickly as it can slither; if summoned underwater, assume it took a fresh, deep breath before appearing.

Built on 125 points. Generally bought as Ally (Anaconda; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 25 [60]*†	HP: 25 [0]	Speed: 6.00 [-10]
DX: 14 [48]†	Will: 12 [30]	Move: 6 [0]
IQ: 6 [-80]	Per: 11 [25]	
HT: 12 [20]	FP: 12 [0]	SM: +2
Dodge: 9	Parry: n/a	DR: 3 [15]

Bite (14): 2d+1 impaling.

Torso Grapple (16): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 27. Treat this as a two-handed grapple.

Neck Grapple (13): As above, but damage to neck is ×1.5.

Advantages: Amphibious [10]; Constriction Attack [15]; Discriminatory Taste [10]; Doesn't Breathe (Oxygen Storage ×200, -20%) [16]; Infravision [10]; Teeth (Fangs) [2]; Vibration Sense (Universal, +50%) [15].

Disadvantages: Animal Ally [-44]; Cold-Blooded (50°) [-5]; Dull [-1]; Vermiform [-35].

Skills: Stealth (A) DX+1 [4]-15; Survival (Swampland) (A) Per+1 [4]-12; Swimming (E) HT+3 [8]-15; Wrestling (A) DX+2 [8]-16.

Class: Animal.

* Cost reduced for Size (-20%).

† Cost reduced for No Fine Manipulators (-40%).

BEAR

12 or 18 points

A large, carnivorous grizzly bear, its fierce temperament makes it unafraid to back down from any fight. This bear *can* grab and hold things . . . poorly.

Built on 187 points. Generally bought as Ally (Bear; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18].

Shapeshifting: 10 to cast, 4 to maintain; or 183 points.

ST: 27 [153]*	HP: 27 [0]	Speed: 6.00 [0]
DX: 12 [40]	Will: 13 [35]	Move: 7 [5]

IQ: 6 [-80]	Per: 12 [30]	
HT: 12 [20]	FP: 12 [0]	SM: +1
Dodge: 10	Parry: 11	DR: 3 [15]

Bite (14): 3d+1 cutting.

Claw (14): 3d+4 crushing.

Torso Grapple (12): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370).

Advantages: Claws (Blunt) [3]; Combat Reflexes [15]; Fearlessness 5 [10]; Fur [1]; Teeth (Sharp) [1]; Temperature Tolerance 4 [4].

Disadvantages: Animal Ally [-44]; Bad Grip 1 [-5]; Bad Temper (12) [-10]; Ham-Fisted 2 [-10]; Quirk (Won't carry a load) [-1]; Semi-Upright [-5].

Skills: Brawling (A) DX+2 [4]-14; Survival (Woodlands) (A) Per+1 [4]-13; Swimming (E) HT+1 [2]-13.

Class: Animal.

* Cost reduced for Size (-10%).

BOAR

8 or 12 points

This wild hog is vicious, tenacious, and huge. Any stress or injury requires a self-control roll to avoid berserking (p. B124); a successful Animal Handling (Swine) roll adds half the margin of success (round down) to its self-control rolls to snap out of it. Boars often make use of Extra Effort (Mighty Blows) (p. B357).

Built on 125 points. Generally bought as Ally (Boar; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 21 [55]*†	HP: 26 [9]*	Speed: 7.00 [5]
DX: 13 [36]†	Will: 15 [45]	Move: 8 [5]
IQ: 6 [-80]	Per: 13 [35]	
HT: 14 [40]	FP: 14 [0]	SM: +1
Dodge: 11	Parry: n/a	DR: 3 [15]

Gore (16): 2d+4 impaling.

Kick (14): 2d+2 crushing.

Slam (16): 2d+2 crushing.

Advantages: Acute Taste/Smell 3 [6]; Combat Reflexes [15]; High Pain Threshold [10]; Impaling Striker (Tusks; Cannot Parry, -40%; Limited Arc, Front, -40%) [2]; Recovery [10]; Unfazeable [15].

Disadvantages: Animal Ally [-44]; Bad Temper (9) [-15]; Berserk (9) [-15]; Quadruped [-35].

Skills: Brawling (E) DX+3 [8]-16; Intimidation (A) Will [2]-15; Survival (Woodlands) (A) Per-1 [1]-12.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

GIANT EAGLE

8 or 12 points

An impressive specimen with a 12-foot wingspan, it can theoretically lift a small person into the air (BL 34), but eagles are not meant for carrying loads. Paced flying (p. B354) costs it FP equal to its encumbrance level (minimum 1) every minute, with a successful HT roll reducing this cost by 1. It makes an excellent scout, of course, and it can deliver air support in the form of small packages or alchemical grenades.

Built on 125 points. Generally bought as Ally (Giant Eagle; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 13 [30] **HP:** 13 [0] **Speed:** 7.00 [10]
DX: 14 [80] **Will:** 11 [25] **Move (Ground):** 3 [-20]
IQ: 6 [-80] **Per:** 14 [40] **Move (Air):** 15/30 [2]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 10 **Parry:** 11 **DR:** 1 [5]

Bite (16): 1d large piercing.

Claw (16): 1d cutting.

Advantages: Acute Vision 4 [8]; Claws (Sharp) [5]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Teeth (Sharp Beak) [1].

Disadvantages: Animal Ally [-44]; Foot Manipulators [-6]*; Ham-Fisted 2 [-10]; Quirk (Fatigues easily under loads) [-1].

Skills: Aerobatics (H) DX-1 [2]-13; Brawling (E) DX+2 [4]-16; Flight (A) HT+1 [4]-13.

Class: Giant Animal.

* See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

GORILLA

8 or 12 points

The most human-like of all the animals here, the gorilla can even wield a weapon if the delver has one to spare. This template allows the animal to start with knowledge of one weapon of the player's choice (determined when the Ally is purchased).

Built on 125 points. Generally bought as Ally (Gorilla; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 17 [63]* **HP:** 17 [0] **Speed:** 6.00 [-5]
DX: 13 [60] **Will:** 11 [25] **Move:** 7 [5]
IQ: 6 [-80] **Per:** 11 [25]
HT: 12 [20] **FP:** 12 [0] **SM:** +1
Dodge: 9 **Parry:** 10 (Brawling) **DR:** 2 [10]

Bite (15): 1d+2 cutting.

Punch (15): 2d+1 crushing.

Torso Grapple (14): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 22.

Weapon (varies): Based on damage 1d+2/3d-1.

Advantages: Arm ST 4 [20]; Brachiator [5]; Fur [1]; Teeth (Sharp) [1].

Disadvantages: Animal Ally [-44].

Skills: Brawling (E) DX+2 [4]-15; Climbing (A) DX+4 [8]-17†; Survival (Plains) (A) Per [2]-11; Wrestling (A) DX+1 [4]-14; one weapon skill, which will be either (E) DX [1]-13, (A) DX-1 [1]-12, or (H) DX-2 [1]-11, or Stealth (A) DX-1 [1]-12.

Class: Animal.

* Cost reduced for Size (-10%).

† Includes +2 from Brachiator.

Nature Spirits and Elementals

Some druids do not summon animals, but instead call forth the very spirits of nature. To represent this, build the spirit as if it were a divine servitor (pp. 12-13) with the Natural lens and (optionally, for weaker spirits) the Minor lens.

Choose the *elements* (pp. 13-19) appropriately – a river totem might have Beauty, Nature, and Water, while a hawk spirit might be a Minor servitor with Air and Nature. The Nature element is custom-made for nature spirits and should be included unless there is a compelling reason not to do so.

True elementals, on the other hand, are generally best represented as Minor divine servitors with a focus on the one element. For example, a fire elemental would add the Minor lens and take Fire (Doubled). More powerful elementals may leave off the Minor lens and take a third element – either Nature or another appropriate aspect.

In all cases, the druid can use Religious Ritual (instead of Animal Handling) to sway the spirit into helping him.

GREAT CAT (PANTHER)

12 or 18 points

A large cat, either spotted or completely black, the panther is a silent stalker, blending into vegetation (if spotted) or shadows (if black). The panther is an excellent swimmer and climber and capable of jumping 11 yards. Other great cats can be represented with the lenses below.

Built on 187 points. Generally bought as Ally (Panther; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18].

Shapeshifting: 10 to cast, 4 to maintain; or 183 points.

ST: 17 [35]*† **HP:** 17 [0] **Speed:** 7.00 [10]
DX: 14 [48]† **Will:** 11 [25] **Move:** 10/15 [15]
IQ: 6 [-80] **Per:** 14 [40]
HT: 12 [20] **FP:** 12 [0] **SM:** +1
Dodge: 11 **Parry:** n/a **DR:** 1 [5]

Bite (16): 2d cutting.

Claw (16): 1d+2 cutting.

Advantages: Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Discriminatory Smell [15]; Enhanced Move 0.5 (Ground) [10]; Flexibility [5]; Fur [1]; Limited Camouflage (Dense Vegetation or Shadows) [1]‡; Night Vision 9 [9]; Perfect Balance [15]; Striking ST 2 (Bite only, -60%; No Fine Manipulators -40%; Size, -10%) [2]; Silence 4 [20]; Super Jump 1 [10]; Teeth (Sharp) [1]; Vibration Sense (Air) [10].

Disadvantages: Animal Ally [-44]; Compulsive Behavior (Pouncing on small things that move suddenly) (12) [-10]; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-16; Climbing (A) DX+3 [8]-17§; Jumping (E) DX+2 [4]-16; Stealth (A) DX+2 [8]-16; Survival (Plains) Per-1 [1]-13; Swimming (E) HT+2 [4]-14.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

‡ Gives +2 to Camouflage and Stealth when standing completely still in the appropriate environment.

§ Includes +1 from Perfect Balance.

Cheetah (Lens; +0 points)

A slender cat capable of attaining over 70 mph (Move 12/36). ST-2 [-10]; Move+2 [10]. Remove Limited Camouflage [-1] and Super Jump [-10]; and upgrade to Enhanced Move 1.5 [20]. Adjust skills to Climbing-14 [-7], Stealth-15 [-4], and Swimming-13 [-2]; remove Jumping [-4]; and add Running (A) HT+2 [8]-14. Damage becomes 1d+2 cut (bite) and 1d+1 cut (claw).

Lion (Lens; +0 points)

A fearsome beast with a terrifying roar and powerful physique. ST+2 [10]; Will+2 [10]. Remove Limited Camouflage [-1], Enhanced Move [-10], and Super Jump [-10]; remove Bite Only limitation from Striking ST [3]; and add Penetrating Voice [1]. Remove Compulsive Behavior [10]; and add Congenial [-1] and Laziness [-10]. Adjust skills to Climbing-14 [-7] and Swimming-12 [-3]; and add Intimidation (A) Will+2 [8]-15. Damage becomes 2d+1 cut (bite or claw).

Tiger (Lens; +0 points)

The largest and strongest cat in existence, with a deadly bite; its Limited Camouflage is always for vegetation. ST+4 [20]. Remove Super Jump [-10]; upgrade Teeth to (Fangs) [1]; and add Striking ST 2 (No Fine Manipulators -40%; Size, -10%) [5]. Add the quirk "Somewhat lazy" [-1]. Adjust skills to Stealth-15 [-4] and Swimming-12 [-3]; and remove Climbing [-8]. Damage becomes 2d+3 imp (bite) and 2d+2 cut (claw).

HOUND

8 or 12 points

This large dog could be a cross between a Wolfhound and a Great Dane, though the type can be selected by the player. Regardless of the choice, this hound features the best qualities of every breed; it's a top-notch fighter, sprinter, defender, tracker, and watchdog.

Becoming the Beast

Apart from buying these animals as Allies, some druids can turn *into* them as well. Because of this, each description ends with a *Shapeshifting* line, which gives the energy cost to transform into the animal using the Shapeshifting spell, followed by the character point cost to buy this animal as an Alternate Form. See *The Next Level*, p. 38, for more on the Alternate Form advantage and druids. In particular, remember that a druid who knows multiple forms only pays full price for the most expensive one; all remaining forms are a flat 14 points apiece.

Regardless of the method used to change form, the animal's statistics must be converted into a *racial template* (p. B260). To do so, first subtract 10 from each attribute to turn it into an *attribute modifier*; this may result in a negative number. If any secondary characteristic has been raised or lowered from its base value, subtract the base value from the characteristic (again, this may be negative) and apply that as a *secondary characteristic modifier*. Then apply all of the animal's advantages and disadvantages to the druid; if two traits conflict, the GM must decide which prevails. Finally, apply the animal's skills and techniques, remembering that the shapeshifter will probably have different attributes and thus different skill levels; if the druid and the animal both know the same skill, sum the points.

Example: Smakraz the druid learns Shapeshifting (Kangaroo), using the statistics on p. 9 When in the form of a

kangaroo, he has ST+3, DX+2, IQ-4, HT+2, HP+4, Will+5, Per+6, and Move+5. He gains all of the kangaroo's advantages, disadvantages, and skills. Since Smakraz and his kangaroo template *both* have Brawling (E) DX+2 [4], as a kangaroo he knows it at DX+3 [8], combining the points.

Nonhuman Shapeshifters

Delvers who already have a racial template will end up combining the two; see *Stacking Templates* (p. B261) for guidelines. This means that a half-ogre who shapeshifts into a bear will have ST 30+ while a pixie who does the same will have ST in the low 20s. This is as it should be. A problem can arise when a tiny adventurer shapeshifts into a weak animal, however; as the combined ST penalties may drop it below 0. This is never allowed.

An easy way to prevent this is to simply forbid it. The GM is within his right to say that no character can assume a form that would take any attribute below 0. Alternatively, if the GM is willing to do the math, the attribute penalties can be lessened and the value of the template recalculated for the purposes of Shapeshifting energy cost or Alternate Form point cost. This will make it more expensive for a pixie to become a bat than for an orc to do the same thing . . . but as this is part of the point break for lower ST, it should not be an issue.

It is loyal to its master; *once it imprints upon him* (a “takes orders” result or better on the *Ally Reaction Table*, p. 5). It will not abandon him or his friends in a dangerous situation, even if ordered to.

Built on 125 points. Generally bought as Ally (Hound; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 13 [18]* **HP**: 15 [4] **Speed**: 7.00 [0]
DX: 14 [48]* **Will**: 11 [25] **Move**: 8/12 [5]
IQ: 6 [-80] **Per**: 14 [40]
HT: 14 [40] **FP**: 14 [0] **SM**: 0
Dodge: 11 **Parry**: n/a **DR**: 1 [5]

Bite (16): 1d+1 cutting.

Claw (16): 1d crushing.

Advantages: Acute Hearing 2 [4]; Acute Smell 2 [4]; Combat Reflexes [15]; Discriminatory Smell [15]; Enhanced Move 0.5 (Ground) [10]; Fur [1]; High Pain Threshold [10]; Night Vision 5 [5]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Striking ST 2 (Bite only, -60%) [4]; Teeth (Sharp) [1]; Ultrahearing [5]; Very Fit [15].

Disadvantages: Animal Ally [-44]; Chummy [-5]; Gluttony (12) [-5]; Quadruped [-35]; Sense of Duty (Master and his friends) [-5].

Skills: Brawling (E) DX+2 [4]-16; Hiking (A) HT [2]-14; Intimidation (A) Will+2 [8]-13; Stealth (A) DX [2]-14; Survival (Plains) (A) Per [2]-14; Swimming (E) HT [1]-14; Tracking (A) Per+4 [2]-18†; Wrestling (A) DX [2]-14.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Includes +4 from Discriminatory Smell.

Timber Wolf (Lens; +62 points)

The ancestor of the hound, this large predator (still SM 0, but just barely) is accustomed to taking down creatures even bigger than itself. This costs more as an Ally; it is usually bought as Ally (Timber Wolf; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18]. Its shapeshifting cost is 10 to cast, 4 to maintain; or 183 points.

The timber wolf has ST+4 [24]*; Will+2 [10]; DR+1 [5]. Add Penetrating Voice [1] and Temperature Tolerance 3 [3]; upgrade Teeth to (Fangs) [1]. Remove Chummy [5], Gluttony [5], and Sense of Duty [5]. Adjust skills to Stealth-15 [2] and Swimming-15 [1]; change Survival specialty to Mountain. Damage becomes 2d imp (bite) and 1d+2 cr (claw).

INSECT SWARM

12 or 18 points

A one-hex swarm of flying, biting insects, these are bought collectively as a single Ally. Note that in *all* cases, the statistics below are for the insects acting as a *whole*, not for any one member. Normal attacks against the swarm do only *one* point of damage, representing the death of a few dozen bugs. However, area attacks (i.e., those with Area Effect, Cone, or Explosion) do full damage. Swarms can replenish their numbers; the Regeneration represents finding new members to add to the group, and only works in areas in which appropriate

insects exist. Insect swarms excel at recon more than fighting – the colony can scatter to cover an area one mile across, then come back and report on its findings (assuming the druid can understand.)

Built on 187 points. Generally bought as Ally (Insect Swarm; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18].

Shapeshifting: 10 to cast, 4 to maintain; or 183 points.

ST: 2 [-80] **HP**: 12 [20] **Speed**: 6.00 [0]
DX: 12 [40] **Will**: 10 [20] **Move (Air)**: 12 [0]
IQ: 6 [-80] **Per**: 10 [20]
HT: 12 [20] **FP**: 12 [0] **SM**: 0
Dodge: 9 **Parry**: n/a **DR**: 0

Sting (no roll): 1 point toxic damage. The swarm must “step” into close combat with the target and attack. The target can retreat or dodge and drop (p. B377) to move at least one yard away; if not, he *automatically* takes 1 point of damage unless wearing sealed armor. Subjects with natural DR (but *not* with the Tough Skin limitation) are safe only if they keep their eyes and mouth shut *and* plug their nose, ears, etc.

Advantages: Flight [40]; Injury Tolerance (Damage Reduction 2*; Accessibility, Not versus area attacks, -10%; Limited, Burning, corrosion, crushing, cutting, and toxic, -10%) [40]; Injury Tolerance (Diffuse; Swarm†, +80%) [180]; Reduced Consumption 2 [4]; Regeneration (Regular; Accessibility, Only with insects around, -20%) [20]; Toxic Attack 1 point (Area Effect, 1 yard, +25%; Contact Agent, +150%; Cosmic, No die roll required, No active defense allowed, +400%; Melee Attack, C, No Parry, -35%) [7];

Disadvantages: Animal Ally [-44]; Bad Grip 3 [-15]; Hide-bound [-5]; No Legs (Aerial) [0].

Skills: None.

Class: Animal.

* Halves all damage taken from the specified sources. In this case, it reduces the damage to 1 point instead of 2.

† You are a swarm of tiny creatures that can scatter with a Concentrate maneuver. Each creature flies at your normal Move. Your swarm must stay within a 1/2-mile radius circle to maintain coordination. While scattered, *only* area attacks can injure you, and only in proportion to the area they blanket (i.e., if you’re scattered over 80 hexes and an explosion fills 30 of those hexes, you would take 3/8 damage from the attack). You have ST 0 and no ability to harm, move, or otherwise affect things while scattered, however.

KANGAROO

8 or 12 points

This marsupial has built-in storage and *very* powerful legs. While this Ally may attract attention (and perhaps some mocking, at first), it’s also fast, versatile, and dangerous in a fight. The kangaroo can make a 25-yard broad jump or a six-yard high jump; double these values if it can get a running start.

Built on 125 points. Generally bought as Ally (Kangaroo; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

The druid may summon the same creature every time, which eliminates the need for a reaction roll. However, the death of a faithful Ally is a significant event, and it could be months before the druid can find a replacement.

ST: 13 [30] **HP:** 17 [8] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 11 [25] **Move:** 11/22 [25]
IQ: 6 [-80] **Per:** 12 [30]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 1 [5]

Bite or Claw (14): 1d crushing.
Kick (14): 2d+2 crushing.

Advantages: Acute Hearing 2 [4]; Enhanced Move 1 (Ground) [20]; Fur [1]; Payload 6 (20 lbs.) [6]; Striking ST 8 (Kick only, -60%) [16]; Subsonic Hearing [5]; Super Jump 2 [20].
Disadvantages: Animal Ally [-44]; Bad Grip 2 [-10]; Ham-Fisted 2 [-10]; Quirk (Edgy) [-1].
Skills: Brawling (E) DX+2 [4]-14; Jumping (E) DX+2 [4]-14; Survival (Plains) (A) Per+1 [4]-13.
Techniques: Kicking (Brawling)-14 [3].
Class: Animal.

KRAKEN

8 or 12 points

This powerful amphibious beast resembles the hypothetical offspring of a squid and an octopus. The kraken is a deadly opponent in the water; on land, it can barely move, but is still fearsome due to its six strong tentacles and beak-like jaws. It can reach up to two yards away when grappling or striking and can attack twice per turn.

Built on 125 points. Generally bought as Ally (Kraken; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 21 [55]*† **HP:** 21 [0] **Speed:** 6.00 [0]
DX: 12 [24]† **Will:** 12 [30] **Move (Water):** 6 [0]
IQ: 6 [-80] **Per:** 10 [20] **Move (Ground):** 1 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** +1
Dodge: 9 **Parry:** 10 **DR:** 2 [10]

Strike (14): 2d+1 crushing.

Torso Grapple (14‡): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 18‡ or win a Quick Contest of ST 23‡ against the best of opponent's ST, DX, Judo, or Wrestling to pull him to its mouth.

Bite (14): 2d+1 cutting.

Advantages: Double-Jointed [15]; Doesn't Breathe (Gills, -50%) [10]; Extra Arms 4 [40]; Extra Attack 1 [25]; Stretching 3

(Limited, Arms Only, -20%; Reduced Time 2, +40%) [22]; Teeth (Sharp) [1].

Disadvantages: Animal Ally [-44]; Dependency (Water; Daily) [-15]; No Fine Manipulators [-30]; No Legs (Semi-Aquatic) [0].

Skills: Aquabatics (H) DX-1 [2]-11; Brawling (E) DX+1 [4]-14; Survival (Open Ocean) Per+1 [4]-11; Swimming (E) HT+2 [4]-14; Wrestling (A) DX+2 [8]-14.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

‡ Assumes two arms; +2 for each additional arm used.

SHARK

8 or 12 points

A huge great white, this is the most dangerous creature in the ocean. While completely useless on land, it is the most powerful Ally that a seafaring druid can have.

Built on 125 points. Generally bought as Ally (Shark; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 36 [78]*† **HP:** 36 [0] **Speed:** 7.00 [5]
DX: 13 [36]† **Will:** 12 [30] **Move (Water):** 8/16 [5]
IQ: 6 [-80] **Per:** 11 [25]
HT: 14 [40] **FP:** 14 [0] **SM:** +3
Dodge: 11 **Parry:** n/a **DR:** 2 [10]

Bite (15): 4d+2 cutting.

Advantages: Combat Reflexes [15]; Discriminatory Taste [10]; Doesn't Breathe (Gills only) [0]; Enhanced Move 1 (Water) [20]; Pressure Support 2 [10]; Subsonic Hearing [5]; Teeth (Sharp) [1]; Vibration Sense (Water) [10].

Disadvantages: Animal Ally [-44]; Bad Temper (9) [-15]; Ichthyoid [-50].

Skills: Aquabatics (H) DX-2 [1]-11; Brawling (E) DX+2 [4]-15; Intimidation (A) Will [2]-12; Mount (A) DX-1 [1]-12; Survival (Open Ocean) (A) Per+1 [4]-12; Tracking (A) Per+4 [2]-15‡.

Class: Animal.

* Cost reduced for Size (-30%).

† Cost reduced for No Manipulators (-40%).

‡ Includes +4 from Discriminatory Taste (for underwater tracking).

STALLION

8 or 12 points

This noble horse is for those who wish to travel in style. Note that unless the *entire* party has horses (unlikely if they're planning on spending a few days dungeon crawling), this will not improve the group's movement rate over land. It will allow the deliver to carry a *lot* more stuff without being slowed down, however; with a BL of 146 lbs. This is a fully trained warhorse, more than willing to fight with (or for) its master in battle . . . assuming a good roll on the *Ally Reaction Table* (p. 5), of course.

Built on 125 points. Generally bought as Ally (Stallion; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

Shapeshifting: 7 to cast, 3 to maintain; or 127 points.

ST: 27 [85]*† **HP**: 27 [0] **Speed**: 6.00 [0]
DX: 12 [24]† **Will**: 11 [25] **Move**: 8/24 [10]
IQ: 6 [-80] **Per**: 12 [30]
HT: 12 [20] **FP**: 12 [0] **SM**: +1
Dodge: 10 **Parry**: n/a **DR**: 1 [5]

Bite (14): 1d+2 crushing.

Kick (14): 3d+2 crushing.

Advantages: Acute Hearing 2 [4]; Claws (Hooves) [3]; Combat Reflexes [15]; Enhanced Move 1.5 (Ground) [30]; Night Vision 3 [3]; Peripheral Vision [15]; Ultrahearing [5].

Disadvantages: Animal Ally [-44]; Careful [-1]; Restricted Diet (Herbivore) [-10]; Quadruped [-35]; Weak Bite [-2].

Skills: Brawling (E) DX+2 [4]-14; Intimidation (A) Will-1 [2]-11; Mount (A) DX+2 [8]-14; Running (A) HT+1 [4]-13; Survival (Plains) (A) Per [2]-12.

Techniques: Kicking (Brawling) (H) [3]-14.

Class: Animal.

* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

Shapeshifting: 3 to cast, 1 to maintain; or 70 points.

ST: 11 [6]* **HP**: 11 [0] **Speed**: 6.00 [-10]
DX: 12 [24]* **Will**: 13 [35] **Move**: 6 [0]
IQ: 6 [-80] **Per**: 12 [30]
HT: 14 [40] **FP**: 14 [0] **SM**: -1
Dodge: 10 **Parry**: n/a **DR**: 0

Bite (14): 1d-1 cutting.

Claw (14): 1d crushing.

Advantages: Burrower [1]†; Claws (Blunt) [3]; Combat Reflexes [15]; Discriminatory Smell [15]; Flexibility [5]; Fur [1]; High Pain Threshold [10]; Musk [1]‡; Night Vision 4 [4]; Peripheral Vision [15]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Teeth (Sharp) [1]; Temperature Tolerance 2 [2]; Terrain Adaptation (Snow) [5]; Unfazeable [15].

Disadvantages: Animal Ally [-44]; Bad Temper (12) [-10]; Overconfidence (12) [-5]; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-14; Stealth (A) DX+2 [8]-14; Survival (Woodlands) (A) Per [2]-12; Swimming (E) HT [1]-14; Tracking (A) Per+3 [1]-15§.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Digs (p. B350) as though it had a pick and shovel.

‡ Can leave a foul scent that most *normal* animals avoid.

§ Includes +4 from Discriminatory Smell.

Skunk (Lens; +0 points)

The skunk is not as versatile or fearsome, but it can *spray*. If it wins a Quick Contest of DX (at -1 per yard of distance), the target is nauseous and smells horrible for five hours times the margin of failure! HT-2 [-20]; Will-3 [-15]; Basic Speed+0.5 [10]. Remove Flexibility [-5], Musk [-1], Reduced Consumption [-2], Terrain Adaptation [-5], Unfazeable [-15], Bad Temper [10], and Overconfidence [5]. Add Affliction 1 (DX; Based on DX, Both rolls, +40%; Disadvantage, Bad Smell, +10%; Extended Duration, ×300, +100%; Malediction 1, +100%; Nauseated, +30%) [38].

WOLVERINE

4 or 6 points

A small but remarkably fierce fighter, this animal is known for its utter fearlessness and ferocious temper. While the wolverine prefers to find carrion frozen in the snow, it's quite capable of killing its own meals.

Built on 62 points. Generally bought as Ally (Wolverine; Built on 25%; 12 or less; PM, -10%; Summonable, +100%) [4] or (15 or less) [6]. Unlike most Allies, however, wolverines are often summoned in *packs* rather than singly. The ability to summon a pack of five wolverines costs 19 (if on a 12 or less) or 29 (if on a 15 or less) points. A pack of 10 costs 23 (if on a 12 or less) or 35 (if on a 15 or less) points. A pack of 20 costs 31 (if on a 12 or less) or 46 (if on a 15 or less) points. Larger packs are not recommended. The druid may choose, when summoning, either to bring forth the entire pack or to leave some members in reserve in case of death.



CHAPTER TWO

HOLY ALLIES

Even the most interventionist deity will rarely manifest on earth, instead trusting its clerics and holy warriors to “maintain the faith” by doing what needs to be done – all in the god’s name. However, the powers that be have been known to send along a little help from up above (or down below, as the case may be.) These *divine servitors*, though powerful Allies, are low-ranking members in the celestial hierarchy – less “angels” and more like “the assistants that the angels sent to lend you a hand.”

Divine servitors are built on 250 points. They are generally bought as Ally (Divine Servitor; Built on 100%; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]. The GM may allow other frequencies of appearance: “6 or less” would cost 6 points; “9 or less” would cost 10 points; and “constantly available” would cost 38 points.

Unlike druidic Allies (pp. 5-11), a cleric or holy warrior summons the same divine servitor every time. This removes any need for reaction rolls; the servitor knows the delver and is usually glad to assist. It has no equipment of its own, but it willingly uses any gear (including armor and weapons) lent to

it, leaving the equipment behind when it disappears. The GM should come up with a name and some appropriate quirks for the servitor. The majority of its personality can be fleshed out over time, however, as it adventures with the party.

The death of a servitor is a significant event, after which the cleric or holy warrior must convince his god to send a new Ally. Treat this as penance for Holy Might (*Adventurers*, p. 22) – it may take money, fasting, questing, etc. However, if the delver was directly responsible for the *unnecessary* death of the servitor (e.g., sending it on a suicide mission when other, reasonable alternatives existed), his god will not even allow him to *begin* this penance until 1d months have passed. The new Ally will be the same point value as the old one; the PC’s point value does not change.

It is possible, though not really in keeping with the genre, to assume that the cleric or holy warrior summons a new divine servitor every time, much like a druid summons new animals. If allowed by the GM, use the rules on p. 5, substituting Religious Ritual skill for Animal Handling, and adjusting all power Talents appropriately.

THE DIVINE SERVITOR

This is a single template, which users of Holy (or Unholy) Might can further customize using *lenses* and *elements*. The various *lenses* that follow the template adjust the basic nature of the servitor – its physical and personal aspects. Unless specified otherwise, any combination of lenses can be applied to the divine servitor template. Evil clerics and unholy warriors should always apply the Unholy lens, while the Natural lens is reserved for druids.

The *elements* are tied to the nature of the deity who sent the servitor (i.e., the god whom the character worships); they come in “slots” of 50 points each. A normal divine servitor has room for three such slots. When buying a servitor as an Ally, the player should choose the three most important aspects of his god, and apply the corresponding elements. See *Divine Elements* (pp. 13-19) for details.

Example: Scott is playing a cleric, Daerim, and Samantha is playing a holy warrior, Nimthis; each takes a divine servitor as an Ally. Neither has thought much about the deity their characters follow. Daerim has a lot of healing and negotiation abilities, though, so Scott decides that his god is Caduceus, god of peaceful rest, and chooses Good, Life, and Peace as his servitor’s three elements. Samantha, on the other hand, has built a real “combat monster” and decides that Nimthis serves Thwäk, the god of war. She chooses Good and War (Doubled) as her Ally’s three elements.

DIVINE SERVITOR

19 or 29 points

ST: 12 [20] **HP:** 12 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [0] **Move:** 6 [0]

IQ: 12 [40] **Per:** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dodge: 9 **Parry:** n/a **DR:** 0

Advantages: Three slots of elements [150]; Blessed* [10]; Immunity to Metabolic Hazards [30].

Disadvantages: The same -10 point disadvantage used as the moral code for Holy Might; Dependency (Sanctity; Very Common; Constantly) [-25]; Unnatural Features 1 [-1]†; Wealth (Dead Broke) [-25]; and five quirks to be determined by the GM [-5].

Skills: Hidden Lore (Servitors of Good) (A) IQ [2]-12; Theology (H) IQ [4]-12.

Class: Servitor of Good‡.

* Player’s choice between standard divination or Heroic Feats; if unspecified, always assume the former.

† Select something appropriate when acquiring this servitor. A holy servitor might have glowing eyes or a visible aura while an unholy one may have vestigial horns or a tail.

‡ A new class; subject to Banish.

Lenses

The cost of these lenses modifies the point value of the servitor.

Horrific (+0 points)

The servitor looks like a twisted, demonic monster. Anyone seeing it for the first time must make a Fright Check; after that, the person assumes that the servitor is in league with The Devil, and reacts at -5 to the entire party. Add Terror (Always On, -20%) [24] and Appearance (Monstrous; Universal, +25%) [-25]. Remove Unnatural Features [1]. Cannot be combined with the Beauty element (p. 14).

Minor (-63 points)

The servitor is of much lower celestial rank than the one presented here, and is built on 187 points instead of 250. Because of this, it is generally bought as Ally (Divine Servitor; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18]. HT-1 [-10]. Remove one element slot [-50]. Adjust skills to Hidden Lore-11 [-1] and Theology-11 [-2].

Natural (+0 points)

The servitor is of the druidic persuasion – see *Nature Spirits and Elementals* (p. 7). Remove Blessed [-10], the Holy Might moral code [10], Dependency [25], and the five quirks [5]. Add Intolerance (Despoilers of my ecological niche) [-5], Sense of Duty (Nature) [-15], and Weakness (Unnatural environments; 1d per 5 minutes; Variable, -40%) [-12]. Add Survival (choose an appropriate environment) (A) Per [2]-12. Change the Hidden Lore to (Elementals or Nature Spirits).

The Weakness is tied to the penalties for druidic spells (*Adventurers*, p. 19). Instead of rolling the die, read the penalty as the number of HP lost every five minutes. For example, in a cut-stone dungeon, the servitor would lose 3 HP every five minutes.

Cannot be combined with Unholy (below).

Celestial Steeds and Holy Hounds

There is a long-standing tradition of holy warriors (and, to some extent, clerics) being granted animal companions by their god instead of an actual quasi-angelic ally. Because of this, wielders of Holy Might (or Unholy Might) can buy the animals from Chapter 1 as Allies. However, the rules at the beginning of *this* chapter apply – the delver summons the same animal each time (no reaction roll needed) and must complete penance if it dies. The GM should feel free to flesh out the animal's personality with quirks, much as for divine servitors, and use the points gained in this way to improve the animal (see *Ally Point Value and Development*, pp. 3-4).

Telepathic (+0 points)

The servitor communicates with you mentally *instead of* being able to speak normally. Use the lens under *New Meta-Trait: Familiar* (p. 21).

Unholy (+0 points)

Replace Blessed with High Pain Threshold. Replace the Holy Might moral code with Social Stigma (Excommunicated). Change the Hidden Lore to (Demons) and the *Class* to Demon. Cannot be combined with Natural (above).

Winged (+0 points)

The servitor has large wings and can swoop through the air at twice its Basic Speed; its bones are hollow, however. Add Flight (Winged, -25%) [30] and Vulnerability (Crushing x2) [-30].

DIVINE ELEMENTS

The following 22 elements can be thought of as descriptors for each deity, and by association, for their divine servitors. A servitor sent by a god of fire and war will be very different from one who serves a god of beauty and deception. Choose the three (two, for a Minor servitor) elements that best summarize what the deity governs.

Each element includes a brief description, which mentions any synonymous domains, and *two* different packages. The first takes up a single “slot” and costs 50 points. The second

(the “Doubled” package) is used when the deity has a *very* strong focus on a single aspect – this element package costs 100 points and takes up *two* slots.

Three elements – Good, Evil, and Nature – bear special mention. Good and Evil are diametrically opposed; no one should take both. In fact, every virtuous cleric and holy warrior *must* choose Good as one of their elements, while every vile cleric and unholy warrior *must* choose Evil. Doing otherwise requires GM's permission, and will generally lead to a less fleshed-out servitor. Nature, on the other hand, is generally reserved for druids using these rules to build nature spirits (*Nature Spirits and Elementals*, p. 7). Wielders of Holy (or Unholy) Might usually avoid that element; players who their characters to worship a nature god should probably be playing druids! This is not an absolute restriction, however – a cleric is not technically prohibited from choosing Good, Nature, and a third element for his servitor.

Divine servitors are the assistants that angels send to lend you a hand.

AIR

Also appropriate for gods of birds, flight, sky, weather, and so on. Servitors can turn into air and (for 1 FP) exhale a gale (one yard wide by 20 yards long) to knock foes down – the blast *can* hit multiple opponents, if they're standing in a reasonably straight line. Those with more focus can also stir up winds and dust to block vision, and manipulate currents with amazing precision. Note that this element is somewhat redundant with the Winged lens (p. 13), as both allow flight.

Air

Advantages: Alternate Form (Body of Air*, p. B262; Reduced Time 2, +40%) [27]; Crushing Attack 3d+1 (Cone, 1 yard, +60%; Costs Fatigue, 1 FP, -5%; Double Knockback, +20%; Increased 1/2D x10, +15%; No Blunt Trauma, -10%; No Wounding, -50%; Reduced Range 1/5, -20%) [19].

Skills: Innate Attack (Breath) (E) DX+2 [4]-14.

* Does not include Immunity to Metabolic Hazards, which the servitor already has. Takes three seconds to change.

Air (Doubled)

As above, plus:

Advantages: Obscure 4 (Vision; Area Effect, 4 yards, +50%; Requires air, -5%) [12]; Telekinesis 8 (Requires air, -5%) [38].

BEAUTY

Also appropriate for gods of love, lust, reproduction, and so on. The servitor's beauty is unearthly, enough to awe most people when they meet it. They may even be overwhelmed enough to do whatever the servitor asks of them.

This is incompatible with the Horrific lens (p. 13).

Beauty

Advantages: Appearance (Transcendent; Universal, +25%) [25]; Awe (Always On, -20%) [24]*.

Skills: Sex Appeal (A) HT+4 [1]-16†.

* A variant on Terror from **GURPS Powers** (p. 84); those without **Powers** can treat this as Terror, with the reactions coming from worship and awe instead of fear.

† Includes +5 from Appearance.

Beauty (Doubled)

As above, plus:

Advantages: Charisma 4 [20]; Mind Control (Hearing- and Vision-Based, -40%) [30].

CHAOS

Also appropriate for gods of luck, randomness, or entropy. Chaos servitors can alter others' dice rolls after the fact. They can also summon entropic clouds that appear within 10 yards and move around the battlefield randomly (roll 1d every turn, as for *Scatter*, p. B414) for 10 seconds; roll DX-4 to start the cloud in a particular spot.

While chaos and order (p. 18) are often opposed, a deity of fate may comprise both elements; thus, they are not mutually exclusive like good and evil (see the *Divine Elements* introduction, p. 13).

Chaos

Advantages: Corrosion Attack 1d (Area Effect, 2 yards, +50%; Drifting, +20%; Persistent, +40%; Reduced Range 1/10, -30%) [18]; Extraordinary Luck (Wishing, Others Only*, +0%) [30].

Skills: Gambling (A) IQ [2]-12.

* You can affect others' rolls, but not your own. You must witness the action being rolled for.

Chaos (Doubled)

Advantages: Corrosion Attack 2d (Area Effect, 2 yards, +50%; Drifting, +20%; Persistent, +40%; Reduced Range 1/10, -30%) [36]; Ridiculous Luck (Wishing, Others Only*, +0%) [60].

Skills: Gambling (A) IQ+1 [4]-13.

* See above.

DARKNESS

Also appropriate for gods of night or shadow. The servitor can see in absolute darkness and can summon a shroud of night around itself. Some can even call forth clouds of shadow anywhere they can see, while helping their friends ignore the darkness.

Darkness

Advantages: Dark Vision (Color Vision, +20%) [30]; Obscure 10 (Vision) [20].

Darkness (Doubled)

Advantages: Dark Vision (Affects Others 2*, +100%; Color Vision, +20%) [55]; Obscure 10 (Vision; Area Effect, 4 yards, +50%; Ranged, +50%; Variable, Area, +5%) [41].

Skills: Innate Attack (Gaze) (E) DX+2 [4]-14.

* You may share your Dark Vision with one or two other people; they must be in contact with you and willing.

Let the darkness and utter gloom claim that day for its own. Let a black cloud overshadow it, and let the darkness terrify it.

– Job 3:5

DEATH

Also appropriate for gods of destruction or necromancy. By spending 1 FP, servitors can sap life force with a cold, glowing touch (and a Quick Contest of Will); those killed before they can heal this damage must roll 3d versus the total damage taken or rise as zombies. The servitor can control up to 20 of its zombies; any excess created will be free agents. Especially powerful zombies (e.g., zombie dragons) count as multiple zombies for this total – GM's judgment. Some death servitors can even speak with the dead and other spirits.

Death is often opposed to Life (p. 17), but does not have to be. At the GM's option, the advantage packages below may be swapped, with Death granting the ability to speak to spirits and Death (Doubled) adding the ability to raise zombies.

Death

Advantages: Allies (20 Zombies; Built on 25%; Constantly Available; Minion, +0%) [32]; Corpse-Smart* [1]; Dominance (Only if the victim dies, -50%; Victims rise as zombies, not servitors, and cannot infect others, +0%) [10]; Toxic Attack 1d (Costs Fatigue, 1 FP, -5%; Malediction 1, +100%; Melee Attack, C, -30%) [7].

* You can recognize undead as such on sight, barring glammers, illusions, etc. You will never mistake a zombie for a corpse or normal human.

Death (Doubled)

As above, plus:

Advantages: Channeling (Aware*, +50%) [15]; Medium (Manifestation†, +100%; Universal‡, +50%) [25]; Spirit Empathy [10].

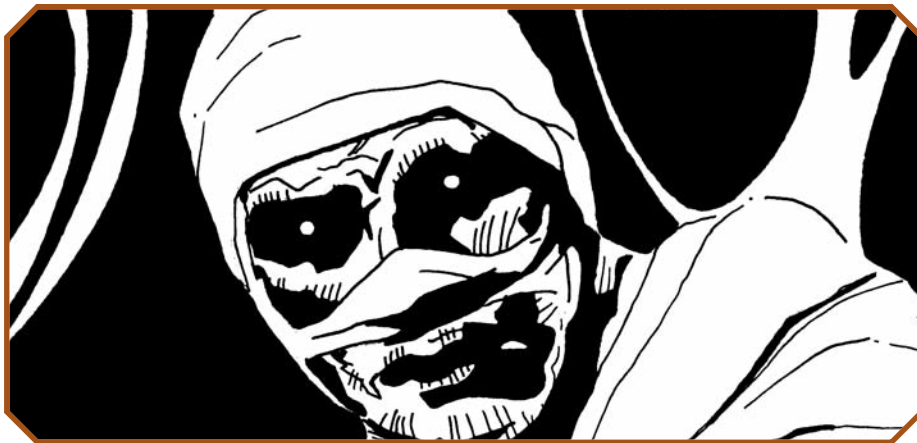
* You are aware of the real world and can act normally while channeling.

† The spirits you're speaking with can manifest visibly for no cost.

‡ You do not have to share a language with the spirits.

DECEPTION

Also appropriate for gods of trickery, wits, or illusion. The servitor can create an illusion up to 10 yards away, which can occupy an area up to two yards across. This requires constant concentration. The illusion will fool all five mundane senses (other senses will detect it easily), though it has no substance – an illusory chair will feel real to the touch, but anyone sitting on it will fall right through. If an onlooker inspects the illusion, the servitor must win a Quick Contest of Artist versus the higher of the viewer's IQ or Per, or he notices something wrong with the deception. However, the illusion will not vanish if "disbelieved." Some deception servitors can alter their personal form as well.



Deception

Advantages: Illusion* (Extended, Smell/Taste, Touch, +40%; Ranged, +40%; Reduced Range 1/10, -30%) [38].

Skills: Artist (Illusion) (H) IQ+2 [12]-14.

* *GURPS Powers*, p. 94; see text above for rules.

Deception (Doubled)

As above, plus:

Advantages: Morph (Cosmetic, -50%) [50].

DISEASE

Also appropriate for gods of sickness or pestilence – and for some concepts of insects or vermin. Servitors can emit a cloud of disease; everyone within two yards must make a HT-2 roll or take 1d-1 damage. For the next five minutes, they must roll every 10 seconds or take damage again – it stops once they resist. Until they do, *anyone* who touches them must roll to avoid catching it. Servitors can also cure most illnesses – but *not* one that they personally created! More focused servitors can even turn *into* an airborne disease and take their victims over.

Disease

Advantages: Healing (Accessibility, Not own disease, -10%; Disease Only, -40%; Faith Healing, +20%; Takes Extra Time, 2 seconds, -10%) [18]; Toxic Attack 1d-1 (Area Effect, 2 yards, +50%; Contact Agent, +150%; Cyclic, 31 Cycles, 10 Seconds, Highly Contagious, +800%; Emanation, -20%; Resistible, HT-2, -20%) [32].

Disease (Doubled)

As above, plus:

Advantages: Alternate Form (Body of Disease*; Reduced Time 2, +40%) [50].

* As Body of Air (p. B262) but replacing Immunity to Metabolic Hazards [-30] with Permeation (Flesh; No Signature, +20%) [6] and Possession (Accessibility, Those not immune to disease, -10%; No Memory Access, -10%; Parasitic, -60%) [20]. Takes three seconds to change.

EARTH

Also appropriate for gods of the land (in a geological sense), hills, mountains, and those who live underground. Earth servitors look humanoid, but they are made of rock and sand. Attacks to their vitals or brain are treated as torso or face hits (respectively), and they laugh off most arrows. Some can even (for 1 FP) cause the earth itself to rise up and engulf their foes.

Earth

Advantages: DR 2 [10]; Injury Tolerance (Homogenous) [40].

Earth (Doubled)

Advantages: Binding 16 (Costs Fatigue, 1 FP, -5%; Engulfing, +60%; Environmental, Victim must be touching ground, -20%) [44].

Skills: Geology (H) IQ-1 [2]-11; Innate Attack (Gaze) (E) DX+2 [4]-14.

Redundant Skills

It is possible to build a servitor whose elements contain overlapping skills. For example, a servitor who grows in power enough to have Darkness (Doubled) and Earth (Doubled) would gain Innate Attack (Gaze) (A) DX+2 [4]-14 from both. In such a case, simply sum the points to determine the new skill level; e.g., the example servitor would have Innate Attack (Gaze) (A) DX+3 [8]-15. If the total is not quite enough to raise the skill level, leave it; the GM should spend future bonus character points on that skill first. See *Ally Point Value and Development* (pp. 3-4) for more.

Note that different specialties are *different skills*. A servitor of Air and Fire will have both Innate Attack (Breath) and Innate Attack (Projectile); these do not interact in any meaningful way other than defaulting to each other. GMs willing to do the work may recalculate the costs as per *Improving Skills from Default* (p. B173), spending the difference on other appropriate skills.

EVIL

Also appropriate for gods of corruption, cruelty, or demons. Unlike many elements, evil is defined as much by its *disadvantages* as by its benefits – which mainly serve to round out the hellspawn's attributes and skills. A *truly* evil servitor, however, is not only harder to put down, but can call upon the will of its dark lord.

See the *Divine Elements* introduction (p. 13) for more on this package.

Evil

Attributes: ST+3 [30].

Secondary Characteristics: Will+1 [5].

Disadvantages: Bully (12) [-10]; Intolerance (Followers of Good) [-5].

Skills: Brawling (E) DX+2 [4]-14; Interrogation (A) IQ [2]-12; Intimidation (A) Will+1 [4]-13; Poisons (H) IQ [4]-12; 12 points spent on a Melee Weapon skill, or Shield (E) DX+2 [4]-14 and 8 points spent on a Melee Weapon skill; and one of Crossbow (E) DX+2 [4]-14, Sling (H) DX

[4]-12, Throwing (A) DX+1 [4]-13, or Thrown Weapon (Axe/Mace, Knife, or Spear) (E) DX+2 [4]-14.

Evil (Doubled)

As above, plus:

Attributes: HT+4 [40].

Advantages: DR 2 [10]; Patron (Evil Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; Special Abilities, +100%) [30].

Disadvantages: Bloodlust (12) [-10]; Callous [-5]; Sadism (12) [-15].

FEAR

Though sometimes considered evil, *many* gods – even relatively peaceful ones – expect their people to fear them. The servitor can terrify any foe who sees it (a Fright Check at either -1 or -5), while leaving its allies alone. This is somewhat redundant with the abilities granted by the Horrific lens (p. 13); adding this element gives the horrifying servitor a second chance to scare people, as well as being under conscious control.

Fear

Advantages: Terror (-1 to Fright Checks) (Selective Effect, +20%) [48].

Skills: Psychology (Fears*) (A) IQ [2]-12.

* An *optional* specialty (p. B169).

Fear (Doubled)

Advantages: Terror (-5 to Fright Checks) (Selective Effect, +20%) [96].

Skills: Psychology (Fears*) (A) IQ [4]-13.

* An *optional* specialty (p. B169).

FIRE

Also appropriate for gods of destruction or retribution; for gods of lightning, just change all “fire” references to “lightning.” Servitors throw exploding fireballs or turn into flames; some are even hot enough to burn away incoming projectiles. Each fireball costs 1 FP.

Fire

Advantages: Alternate Form (Enhanced Body of Fire*; Reduced Time 2, +40%) [31]; Burning Attack 2d (Costs Fatigue, 1 FP, -5%; Explosion 1, +50%) [15].

Skills: Innate Attack (Projectile) (E) DX+2 [4]-14.

* As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 2d [5]; and raising the DR versus fire to 20 [30]. Takes three seconds to change.

Fire (Doubled)

Advantages: Alternate Form (Superior Body of Fire*; Reduced Time 2, +40%) [64]; Burning Attack 3d (Costs Fatigue, 1 FP, -5%; Explosion 1, +50%) [22]; Infravision [10].

Skills: Innate Attack (Projectile) (E) DX+2 [4]-14.

* As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 4d [16]; and replacing the DR with DR 20 (Limited, Heat/Fire or Ranged Projectiles, -15%) [55]. Takes three seconds to change.

GOOD

Also appropriate for gods of justice or righteousness. As for Evil (p. 16), this element adds appropriate disadvantages while fleshing out the servitor with other traits. Note that the bonus to IQ and DX has already been calculated into the skill levels below; add +1 to all skills granted from *other* elements (+2 for Will-based skills).

See the *Divine Elements* introduction (p. 13) for more on this package.

Good

Attributes: DX+1 [20]; IQ+1 [20]; HT+1 [10].

Secondary Characteristics: Will+1 [5]; Basic Speed-0.5 [-10].

Disadvantages: Intolerance (Evil religions) [-5]; Vow (Place the will of my deity above my own needs) [-10].

Skills: Esoteric Medicine (Holy)-13 [4]; Religious Ritual-13 [4]; 8 points spent on a Melee Weapon skill, or Shield (E) DX+2 [4]-15 and 4 points spent on a Melee Weapon skill; and one of Crossbow (E) DX+2 [4]-15, Sling (H) DX [4]-13, Throwing (A) DX+1 [4]-14, or Thrown Weapon (Axe/Mace, Knife, or Spear) (E) DX+2 [4]-15.

Good (Doubled)

As above, plus:

Attributes: ST+3 [30].

Advantages: DR 1 [5]; Patron (Good Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; Special Abilities, +100%) [30].

Disadvantages: Charitable (12) [-15].

LIFE

Also appropriate for gods of birth, compassion, growth, or healing. The servitor can identify and heal other's injuries and illnesses; some are also aware of all life around them.

This is rarely combined with disease (p. 15); if it is, replace *both* Healing advantages with Healing (Accessibility, Not own disease, -10%; Faith Healing, +20%; Ranged, +40%; Reduced Fatigue Cost 3, +60%; Reliable 2, +10%) [66]. (Reliable lets the servitor roll at IQ+2 instead of IQ to heal.)

*May God grant you always . . .
a sunbeam to warm you,
a moonbeam to charm you,
a sheltering angel
so nothing can harm you.
— Irish Blessing*

Life

Advantages: Healing (Faith Healing, +20%; Ranged, +40%) [48].

Skills: Diagnosis (H) IQ-1 [2]-11.

Life (Doubled)

As above, plus:

Advantages: Detect Life [30]; Empathy [15]; Metabolism Control 1 [5].

LIGHT

Also appropriate for gods of daytime, the sun, or the unveiling of secrets. The servitor can spend 1 FP and make an IQ roll to summon light within 20 yards (eliminating all darkness penalties in up to a 10-yard radius for up to one minute), can see in all spectrums of light, and is never fooled by opponents warping light to become invisible. With sufficient focus (and 1 FP), it can flash an eight-yard radius, forcing everyone to make a HT roll to avoid being stunned and temporarily blinded.

Light

Advantages: Create Visible Light 1* (Accessibility, Limited to lighting a 10-yard radius for one minute, -40%; Ranged, +40%; Reduced Fatigue Cost 1, +20%; Reduced Range 1/5, -20%) [10]; Hyperspectral Vision [25]; See Invisible [15].

* **GURPS Powers**, p. 92; see text above for rules.

Light (Doubled)

As above, plus:

Advantages: Affliction 1 (HT; Area Effect, 8 yards, +150%; Costs Fatigue, 1 FP, -5%; Disadvantage, Blindness, +50%; Stunning, +10%; Vision-Based, +150%) [46].

Skills: Innate Attack (Gaze) (E) DX+2 [4]-14.

NATURE

This element is mainly intended for nature spirits, in combination with the Natural lens (p. 13). It may suit other deities of animals or plants, however; see the *Divine Elements* introduction (p. 13) for more. Servitors gain useful skills, as well as becoming more in touch with nature.

Nature

Attributes: HT+2 [20].

Secondary Characteristics: Per+2 [10]; Basic Speed-0.5 [-10].

Advantages: Animal Empathy [5]; Plant Empathy [5].

Skills: Naturalist (H) IQ+3 [16]-15; 4 points spent on a single Melee Weapon skill, Bow, Shield, Sling, or Throwing or 2 points each spent on two such skills.

Nature (Doubled)

As above, plus:

Attributes: ST+1 [10].

Advantages: Speak with Animals [25]; Speak with Plants [15].

ORDER

Also appropriate for gods of destiny, fearlessness, logic, or fate. Servitors can be calm and logical in any situation, even bestowing their rationality onto others. Some can even read the patterns that make up reality, and use said patterns to shield their mind.

See *Chaos* (p. 14) for additional notes.

Order

Advantages: Common Sense [10]; Indomitable [15]; Unfazeable [15]; Visualization [10].

Order (Doubled)

As above, plus:

Advantages: Intuition [15]; Oracle [15]; Mind Shield 5 [20].



PEACE

Also appropriate for gods of defense, mercy, or protection. A peace servitor bestows inherent protection (DR +3) to any friends within two yards and can order a foe to stand down; if the subject succeeds at a Will roll, he is immune for one hour. If he fails, however, he is stunned and will not *initiate* hostilities; he may still guard a door and take other defensive actions, and he may respond in kind if attacked. The servitor will *not* allow the party to rely on this to make unfair attacks – if they do, it will refuse to use this ability again.

Doubling this element makes the servitor a negotiator and a shield-bearer as well. It can defend itself or others with Block-17 and can make multiple blocks per turn, at a gradually increasing penalty; it has an effective Block of 17, then 14, then 12, then 9, then 7, then 4. (Note that these values will go up if another element, or later experience, raises the servitor's DX.)

If Peace (Doubled) is somehow combined with War (Doubled) – an unusual combination, to be sure! – replace the redundant Weapon Master here with +3 to Diplomacy.

Peace

Advantages: Affliction 1 (Will; Based on Will, +20%; Disadvantage, Pacifism (Self-Defense Only), +15%; Hearing-Based, +150%; One try per subject per hour, -10%; Stunning, +10%) [29]; DR 3 (Affects Others, +50%; Area Effect, 2 yards, +50%; Force Field, +20%; Selective Area, +20%) [36].

Disadvantages: Pacifism (Self-Defense Only) [-15].

Peace (Doubled)

As above, plus:

Advantages: Enhanced Block 3 (Shield) [15]; Shield-Wall Training* [1]; Signature Gear (Fine Large Shield, DB 3, 19 lbs.) [2]; Weapon Master (Shield; Only to reduce penalties for multiple blocks, -40%) [12].

Skills: Diplomacy (H) IQ [4]-12; Shield (E) DX+5 [16]-17.

* Servitor attacks at no penalty for a large shield and may block attacks aimed at someone beside it.

TRAVEL

Also appropriate for gods of movement, the land (in a geographical sense, not a geological one), or speed. After an hour of prayer and a successful Will roll, the servitor can grant increased speed to the party. This requires everyone to be within four yards and to succeed at a HT roll; add the amount the servitor made its Will roll by, but subtract the distance (in yards) between the party member and the servitor. Success raises everyone's top speed to 1.5× their normal Move, cutting travel time to 2/3 normal (e.g., a 40-day journey would take only 27 days).

If this element is doubled, the servitor can raise top speed to 2× normal Move (which *halves* travel time). More importantly, it has an encyclopedic knowledge of where places are; this excludes unmapped dungeons or buildings, hidden fortresses, etc.

Travel

Advantages: Affliction 1 (HT; Area Effect, 4 yards, -50%; Advantage, Enhanced Move 0.5 (Ground), +100%; Emanation, -20%; Extended Duration, Permanent while servitor alive and summoned, +150%; Malediction 1, +100%; Preparation Required, 1 hour, -50%; Selective Area, +20%) [50].

Travel (Doubled)

Advantages: Affliction 1 (HT; Area Effect, 4 yards, +150%; Advantage, Enhanced Move 1 (Ground), +200%; Emanation, -20%; Extended Duration, Permanent while servitor alive and summoned, +150%; Malediction 1, +100%; Preparation Required, 1 hour, -50%; Selective Area, +20%) [60].

Skills: Map! IQ+1 [36]-13*; Navigation (Land) (H) IQ [4]-12.

* A wildcard skill (p. B175).

WAR

Also appropriate for gods of hunting or violence. Servitors are highly capable fighting machines, although the delver summoning them will have to carry around arms and armor for them to use.

War

Advantages: Combat Reflexes [15]; DR 2 [10]; High Pain Threshold* [10].

Skills: Fast-Draw (any) (E) DX+1 [1]-13†; Tactics (H) IQ-1 [2]-11; and 4 points *each* spent on three different unarmed combat or weapon skills [12].

* Unholy (p. 13) servitors already have this; they add Recovery instead.

† Includes +1 for Combat Reflexes.

War (Doubled)

As above, plus:

Advantages: Weapon Master (All) [45].

Skills: Strategy (H) IQ-2 [1]-10; and one additional unarmed combat or weapon skill *or* +1 to an existing choice [4].

WATER

Also appropriate for gods of rivers or the sea. Servitors may move, breathe, and speak freely in the water, and they can shoot (for 1 FP) a thin, powerful jet of water that cuts into whatever it hits. Some servitors can even turn into liquid for up to half an hour, though unlike the Body of Water meta-trait (p. B262), they cannot affect the real world while so transformed.

Water

Advantages: Amphibious [10]; Cutting Attack 1d (Costs Fatigue, 1 FP, -5%; Jet, +0%) [7]; Doesn't Breathe (Gills, -50%) [10]; Pressure Support 2 [10]; Speak Underwater (Interface Crossing, +50%) [8].

Skills: Innate Attack (Beam) (E) DX+2 [4]-14; Swimming (E) HT [1]-12.

Water (Doubled)

As above, plus:

Advantages: Injury Tolerance (Diffuse; Infiltration*, +40%; Maximum Duration, 30 minutes, -25%; Switchable, +10%; Temporary Disadvantage, ST 0 (HP unchanged), -75%) [50].

* Servitor can pour under cracks, through grates, etc. Takes one second to change.

WISDOM

Also appropriate for gods of knowledge or potential. Twice per session (or four times per session, if doubled), the servitor can attempt a roll against *any* IQ-, Per-, or Will-based skill, with the exception of spells and skills restricted to those with certain powers (**Adventurers**, p. 21). The effective skill level is the controlling attribute (e.g., Alchemy is an IQ/VH skill, so the servitor would roll against IQ to temporarily "know" Alchemy).

Remember to factor the IQ bonus from this element into the skills granted from *other* elements!

Wisdom

Attributes: IQ+1 [20].

Advantages: Wild Talent 2 (Cannot access "special" skills, -5%; Focused, Mental, -20%) [30].

Wisdom (Doubled)

Attributes: IQ+2 [40].

Advantages: Wild Talent 4 (Cannot access "special" skills, -5%; Focused, Mental, -20%) [60].

Servitor of Caduceus: A Worked Example

Daerim (from the example on p. 12) is a cleric of Caduceus, God of Peaceful Rest. As one of his Holy Might abilities, he takes a divine servitor on a 12 or less, for 19 points. Caduceus' elements are Good, Life, and Peace. Good requires some skill choices – since Daerim is forbidden from using edged weapons, he and the GM decide on Staff and Throwing as the servitor's combat skills. The final servitor looks like the following.

ST: 12 [20]	HP: 12 [0]	Speed: 6.00 [-10]
DX: 13 [60]	Will: 14 [5]	Move: 6 [0]
IQ: 13 [60]	Per: 13 [0]	
HT: 13 [30]	FP: 13 [0]	SM: 0

Dodge: 9 **Parry:** 12 (Staff) **DR:** 3

Advantages: Affliction 1 (Will; Based on Will, +20%; Disadvantage, Pacifism (Self-Defense Only), +15%; Hearing-Based, +150%; One try per subject per hour, -10%; Stunning, +10%) [29]; Blessed [10]; DR 3 (Affects Others,

+50%; Area Effect, 2 yards, +50%; Force Field, +20%; Selective Area, +20%) [36]; Healing (Faith Healing, +20%; Ranged, +40%) [48]; Immunity to Metabolic Hazards [30].

Disadvantages: Dependency (Sanctity; Very Common; Constantly) [-25]; Intolerance (Evil Religions) [-5]; Pacifism (Self-Defense Only) [-15]; Unnatural Features 1 (Animated snake tattoos on the neck and arms) [-1]; Vow (No edged weapons) [-10]; Vow (Place the will of Caduceus above my own needs) [-10]; Wealth (Dead Broke) [-25].

Quirks: Likes serpents; Somewhat patronizing; Three more to be determined later by the GM. [-5].

Skills: Diagnosis (H) IQ-1 [2]-12; Esoteric Medicine (Holy) (H) Per [4]-13; Hidden Lore (Servitors of Good) (A) IQ [2]-13; Religious Ritual (H) IQ [4]-13; Staff (A) DX+2 [8]-15; Theology (H) IQ [4]-13; Throwing (A) DX+1 [4]-14

Class: Servitor of Good.

CHAPTER THREE

FAMILIARS

Where would a witch be without her trusty black cat? Probably more rested and less covered in fur . . . but this is fantasy! Not only are familiars useful spies and scouts (not to mention great kidnapping victims for the GM to mount a plot hook on), but they empower their master with cool, useful abilities, making familiars a *very* versatile power-up.

FAMILIARIZING ONESELF

Any *spellcaster* who does not already have a familiar (or whose familiar has died) may summon one – the ritual to do so is known to bards, clerics, druids, and wizards alike. It is not a separate skill and requires no roll. The caster ventures out into the wilderness for 1d weeks and returns with a companion.

In game terms, a familiar is a meta-trait (see p. 21) that any spellcaster can purchase. None of its components take a power modifier; the bond between a caster and his familiar is deep and personal. A character may have only one familiar, though this in addition to any other Allies (whether mundane or part of a power). The meta-trait comprises two parts, the familiar itself and the traits it grants.

The Familiar

Each familiar is an Ally built on 62 points. It will be bought as Ally ([Type]; Built on 25%; Constantly Available; Special Abilities, +50%; Summonable, +100%; Sympathy, -25%) [9]. The descriptions below shorten this to just Ally ([Type]) [9]. This assumes a 250-point dungeon-delver; see *Ally Point Value and Development* (pp. 3-4) to adjust.

In addition to the cost of the familiar as an Ally, the master will always have a Special Rapport [5] with it. The two are

linked by a powerful psychic bond; each is aware of the other's status and becomes badly injured if the other is killed.

Granted Traits

These are advantages with the -40% limitation Granted by Familiar (p. B38), or “GBF” for short. A familiar of the given type automatically grants the spellcaster these abilities as long as it is summoned and nearby. The definition of “nearby” is up to the GM, but as a guideline, the familiar should be able to freely reach its master in a minute or less. This means that a captured or unconscious familiar, or one more than (60×Move) yards away from its master, immediately stops providing its special abilities.

All familiars grant Energy Reserve (see boxed text) equal to half their FP, rounded down, with the special Drains Familiar limitation. This allows the spellcaster to draw upon his Ally's personal energy pool to power his spells. Raising the animal's personal FP automatically increases the ER available to its master; this must be paid for normally. If the caster knows more than one type of magic (e.g., a cleric-druid), he must specify which type of ER the familiar provides – e.g., a druidic familiar cannot be used to power clerical spells.

*It is a consolation to the
wretched to have companions
in misery.*

– Publilius Syrus

Energy Reserve

This advantage appears on p. 39 of *The Next Level*, but appears here (with a new limitation) for those who do not own that book.

Energy Reserve

3 points/level

Each level of Energy Reserve (ER) gives 1 FP that you can *only* spend to cast spells of one type; clerical with ER (Holy), druidic with ER (Druidic), or wizardly – including Bard spells – with ER (Magical). You can't otherwise expend

ER as FP, and external events that drain FP never deplete ER. Your ER recharges independently from your FP.

New Special Limitation

Drains Familiar: Your ER draws upon the energy of your familiar. In addition to the effects of the Granted by Familiar limitation, every point of ER that you use drains 1 FP from your familiar. This ER recharges at the same rate that your familiar recovers FP; this means your ER does not recover while your familiar is unable to rest! -50%

COMMON FAMILIARS

The following descriptions cover the most common familiars in a *Dungeon Fantasy* world. The templates and traits can be fit to new familiars as well, generally with minimal adjustments.

Examples: Edgar wants a large raven as his familiar; the GM uses the Hawk statistics as-is, just changing the description of the animal. Ricky wants a ferret familiar; the GM uses the Cat statistics, removing Laziness and Climbing from the animal's template and adding Impulsiveness (12) and Musk (from *Wolverine*, p. 11).

The cost listed is the minimum, covering the familiar itself as well as the most basic package of granted traits. (The GM can adjust this list as he sees fit, of course.) This is followed by the template for the animal, and then by a list of *further traits*. These are additional advantages that the spellcaster can add, either when acquiring the familiar or later on.

Druids may wish to shapeshift into these animal forms. To do so via the Shapeshifting spell costs 3 energy to cast, 1 to maintain. As an

Alternate Form, any one template costs 70 points – see *Animal Allies* (pp. 3-4) for details.

New Meta-Trait: Familiar

-22 points

You are an animal (or equivalent) companion to a spellcaster. Although fully sapient (and sometimes more intelligent than other members of the party), you still possess the instincts and behavior patterns of any other member of your species. You are fully literate and conversant, both among your own kind and with your master's tongue.

Familiar includes Bestial [-10]; Sense of Duty (Master) [-2]; Speak with Animals (Specialized, Own Family, -60%) [10]; Special Rapport (Master) [5]; and Wealth (Dead Broke) [-25].

Lens

Telepathic (+0 points): This is an optional lens for *any* familiar. You cannot speak the language of humans, though you understand it well enough. Instead, you can project your thoughts directly into your master's mind, from up to 100 miles away; if this sending fails, you will realize it. Your master must possess a similar ability (or spell) to do the same, or he can just speak to you normally. Add Avatar* [1]; Cannot Speak [-15]; Mindlink (Master) [5]; Telesend (Accessibility, Master only, -80%; Can tell if sending is successful, +10%) [9].

* Your mental communication is accompanied by a clear mental image of who you are. Others cannot fake this image, making it a quick and secure means of identification.

ANIMALS

These familiars are somewhat sturdier and *far* more intelligent than their mundane brethren, but they are otherwise normal animals. They are unlikely to attract much attention unless they make it obvious that they are more than a mere pet.

BAT

37 points

Capable of flight during day *or* night, a bat definitely prefers sleeping when the sun is out. This bat is worthless in a fight, but it has hands that can perform fine manipulation.

Bat Familiar: Ally (Bat) [9]; ER 6 (Drains Familiar, -50%) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; Sonar (Accessibility, Not in water, -30%*; GBF, -40%) [6]; Special Rapport (Familiar) [5]. 37 points.

Bat Template

ST: 2 [-80] **HP:** 7 [10] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 10 [0] **Move (Air):** 12/24 [0]
IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 2 [-20]
HT: 12 [20] **FP:** 12 [0] **SM:** -5

Dodge: 9 **Parry:** n/a **DR:** 0

Bite or Claw (12): 1d-7 crushing.

Advantages: Dark Vision [25]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Fur [1]; Sonar (Accessibility, Not in water, -30%*) [14].

Disadvantages: Familiar [-22]; Foot Manipulators† [-6].

Skills: Aerobatics (H) DX [4]-12; Flight (A) HT+2 [8]-14; Survival (Mountain) (A) Per+1 [4]-13; Stealth (A) DX+1 [4]-13.

Class: Animal.

* Worth more than usual due to the comparative usefulness in air versus water.

† See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

Further Traits

Masters of a bat familiar can buy Enhanced Move (Air; GBF, -40%) [12/level] – but *only* to reduce deceleration; Night Vision 3 (GBF, -40%) [2], 5 [3], or 8 [5], or Dark Vision (GBF, -40%) [15]; Ultrahearing (GBF, -40%) [3] or Ultrasonic Speech (GBF, -40%) [6]; and Vampiric Bite (GBF, -40%) [18 + 3/level].

CAT

38 points

Though independent and averse to work, a cat will stick by its master once they've bonded.

Cat Familiar: Ally (Cat) [9]; Catfall (GBF, -40%) [6]; Enhanced Dodge 1 (GBF, -40%) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 38 points.

Cat Template

ST: 4 [-60] **HP:** 9 [10] **Speed:** 6.00 [-10]
DX: 14 [48]* **Will:** 11 [5] **Move:** 10 [20]
IQ: 10 [0] **Per:** 12 [10]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 10 **Parry:** n/a **DR:** 0

Bite or Claw (16): 1d-5 cutting.

Advantages: Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Flexibility [5]; Fur [1]; Night Vision 8 [8]; Perfect Balance [15]; Teeth (Sharp) [1]; Vibration Sense (Air) [10].

Disadvantages: Familiar [-22]; Laziness [-10]; Quadruped [-35].

Skills: Acrobatics (H) DX [2]-14†; Brawling (E) DX+2 [4]-16; Climbing (A) DX+3 [1]-17‡; Escape (H) DX+1 [1]-15‡; Jumping (E) DX+1 [2]-15; Stealth (A) DX+1 [4]-15; Urban Survival (A) Per [2]-12.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Includes +1 from Perfect Balance.

‡ Includes +3 from Flexibility.

Further Traits

Masters of a cat familiar can buy Combat Reflexes (GBF, -40%) [9]; Enhanced Dodge 2 (GBF, -40%) [9]; Flexibility (GBF, -40%) [3] or Double-Jointed (GBF, -40%) [9]; Luck (GBF, -40%) [9]; Night Vision 3 (GBF, -40%) [2], 5 [3], or 8 [5]; Silence 1-4 (GBF, -40%) [3/level]; and Vibration Sense (Air; GBF, -40%) [6].

CHIMP

32 points

A small chimpanzee, orangutan, or similar primate. A chimp's limbs are very versatile; it can use its feet as hands, or walk on all fours if a leg is injured. For a monkey familiar, lower ST to 7, raise DX to 13, delete Arm ST, and add Extra Arm (Tail) [10]; its point value is unchanged.

Chimp Familiar: Ally (Chimp) [9]; Brachiator (GBF, -40%) [3]; ER 6 (Drains Familiar, -50%) [9]; Extra Arms 2 (Foot Manipulators, -30%; GBF, -40%; Short, -50%) [4]; Extra Legs (Four Legs; GBF, -40%; Temporary Disadvantage, No Fine Manipulators, -30%) [2]; Special Rapport (Familiar) [5]. 32 points.

Chimp Template

ST: 9 [-10] **HP:** 12 [6] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 10 [0] **Move:** 6 [0]
IQ: 10 [0] **Per:** 11 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dodge: 9

Parry: n/a

DR: 0

Bite (14): 1d-2 cutting.

Fist (14): 1d-1 crushing.

Weapon (varies): Based on damage 1d-1/1d+1.

Advantages: Arm ST 2 [10]; Brachiator [5]; Extra Arms 2 (Foot Manipulators, -30%; Short, -50%) [4]; Extra Legs (Four Legs; Temporary Disadvantage, No Fine Manipulators, -30%) [4]; Fur [1]; Teeth (Sharp) [1].

Disadvantages: Curious (15) [-2]; Familiar [-22]; Short Attention Span (12) [-10].

Skills: Brawling (E) DX+2 [4]-14; Climbing (A) DX+2 [2]-14*; Stealth (A) DX-1 [1]-11; Survival (Jungle) (A) Per-1 [1]-10; and 2 points in a weapon skill of the master's choice.

Class: Animal.

* Includes +2 for Brachiator.

Further Traits

Masters of a chimp familiar can buy Arm DX +1 (GBF, -40%) [10], +2 [20], or +3 [29]; Arm ST 1-6 (GBF, -40%) [3/level]; High Manual Dexterity (GBF, -40%) [3/level]; Perfect Balance (GBF, -40%) [9]; and Super Climbing 1-4 (GBF, -40%) [2/level].

DOG

33 points

A smaller breed than the hound (pp. 8-9), it is primarily useful as a tracker, though it can hold its own in a fight against an average person.

Dog Familiar: Ally (Dog) [9]; Discriminatory Smell (GBF, -40%) [9]; ER 6 (Drains Familiar, -50%) [9]; Reduced Consumption 2 (Cast Iron Stomach, -50%; GBF, -40%) [1]; Special Rapport (Familiar) [5]. 33 points.

Dog Template

ST: 10 [0] **HP:** 13 [6] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 11 [5] **Move:** 6/9 [0]
IQ: 10 [0] **Per:** 14 [20]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d-2 cutting.

Claw (14): 1d-1 crushing.

Advantages: Claws (Blunt) [3]; Discriminatory Smell [15]; Enhanced Move 0.5 (Ground) [10]; Fur [1]; Night Vision 5 [5]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Teeth (Sharp) [1]; Ultrahearing [5].

Disadvantages: Chummy [-5]; Familiar [-22]; Gluttony (12) [-5]; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-14; Stealth (A) DX [2]-12; Survival (Plains) (A) Per-1 [1]-13; Swimming (E) HT [1]-12; Tracking (A) Per+4 [2]-18‡; Wrestling (A) DX [2]-12.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

‡ Includes +4 from Discriminatory Smell.

Further Traits

Masters of a dog familiar can buy High Pain Threshold (GBF, -40%) [6]; Indomitable (GBF, -40%) [9]; Night Vision 3 (GBF, -40%) [2] or 5 [3]; Single-Minded (GBF, -40%) [3]; and Ultrahearing (GBF, -40%) [3].

HAWK

34 points

This fast and fierce bird of prey, if forced into combat with larger opponents, will All-Out Attack (Strong) by swooping in, clawing, then flying out of reach.

Hawk Familiar: Ally (Hawk) [9]; ER 6 (Drains Familiar, -50%) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; Special Rapport (Familiar) [5]; Telescopic Vision 1 (GBF, -40%) [3]. 34 points.

Hawk Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 7.00 [10]
DX: 14 [48]* **Will:** 10 [0] **Move (Air):** 15/30 [2]
IQ: 10 [0] **Per:** 14 [20] **Move (Ground):** 3 [-20]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 10 **Parry:** n/a **DR:** 0

Bite (16): 1d-5 large piercing.
Claw (14): 1d-4 cutting.

Advantages: Claws (Sharp) [5]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Teeth (Sharp Beak) [1]; Telescopic Vision 5 [25].

Disadvantages: Familiar [-22]; No Fine Manipulators [-30].

Skills: Aerobatics (H) DX-1 [2]-13; Brawling (E) DX+2 [4]-16; Flight (A) HT+1 [4]-13; Observation (A) Per [2]-14; Survival (Woodlands) (A) Per-1 [1]-13.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a hawk familiar can buy 3D Spatial Sense (GBF, -40%) [6]; Enhanced Move (Air; GBF, -40%) [12/level] – but *only* to reduce deceleration; Hyperspectral Vision (GBF, -40%) [15] or Ultravision (GBF, -40%) [3]; and further levels of Telescopic Vision (GBF, -40%) [3/level].



MACAW

31 points

A brightly colored parrot. Macaws cannot take the Telepathic lens (*New Meta-Trait: Familiar*, p. 21) – even a mundane parrot is capable of speech – but it can add the relevant advantages later with earned points.

Macaw Familiar: Ally (Macaw) [9]; ER 6 (Drains Familiar, -50%) [9]; Mimicry (GBF, -40%) [6]; Photographic Memory (GBF, -40%; Voices only, -80%) [2]; Special Rapport (Familiar) [5]. 31 points.

Macaw Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [10] **Move (Air):** 12/18 [0]
IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 4 [-10]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d-3 cutting.

Claw (12): 1d-4 cutting.

Advantages: Claws (Sharp) [5]; Discriminatory Hearing [15]; Enhanced Move 0.5 (Air) [10]; Flight (Winged, -25%) [30]; Mimicry [10]; Photographic Memory (Voices only, -80%) [2]; Striking ST 4 (Bite only, -60%) [8]; Teeth (Sharp) [1].

Disadvantages: Familiar [-22]; One Arm (Tongue; No Physical Attack*; Short*) [-30].

Skills: Acting (A) IQ+1 [4]-11; Aerobatics (H) DX [4]-12; Brawling (E) DX+2 [4]-14; Fast-Talk (A) IQ+1 [4]-11; Filch (A) IQ-1 [1]-11; Flight (A) HT [2]-12; Survival (Jungle) (A) Per+1 [4]-13.

Class: Animal.

* See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

Further Traits

Masters of a macaw familiar can buy Discriminatory Hearing (GBF, -40%) [9]; Extra Arm 1 (Tongue; GBF, -40%; No Physical Attack, -50%; Short, -50%) [2]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; and Smooth Operator 1-4 (GBF, -40%) [9/level].

OWL

38 points

A nocturnal predator, swift and silent, this bird has excellent senses and a head that it can rotate almost in a full circle.

Owl Familiar: 360° Vision (GBF, -40%) [15]; Ally (Owl) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 38 points.

Owl Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 12 [10] **Move (Air):** 12/24 [0]
IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 2 [-20]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 9 **Parry:** n/a **DR:** 0

Bite (14): 1d-5 large piercing.
Claw (12): 1d-4 cutting.

Advantages: 360° Vision [25]; Claws (Sharp) [5]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Night Vision 9 [9]; Parabolic Hearing 3 [12]; Silence 2 [10]; Teeth (Sharp Beak) [1].

Disadvantages: Familiar [-22]; No Fine Manipulators [-30].
Skills: Aerobatics (H) DX-1 [2]-11; Brawling (E) DX+2 [4]-14; Flight (A) HT+1 [4]-13; Observation (A) Per+1 [4]-13; Survival (Woodlands) (A) Per+1 [4]-13.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of an owl familiar can buy Common Sense (GBF, -40%) [6]; Flight (Controlled Gliding, -45%, GBF, -40%) [8]; Night Vision 3 (GBF, -40%) [2], 5 [3], or 8 [5], or Dark Vision (GBF, -40%) [15]; Parabolic Hearing 1 (GBF, -40%) [3], 2 [5], 3 [8], 4 [10], or 5 [12]; and Silence 1 (GBF, -40%) [3] or 2 [6]. Those who buy Flight can also add Enhanced Move (Air; GBF, -40%) [12/level], but *only* to reduce deceleration.

Tweaking Familiars

The following lenses modify the familiar's cost *to the caster*. They have no effect on the familiar's racial template. The two "Shared" lenses have a range of about 100 miles.

Nonsummonable (-4 points): You cannot dismiss and resummon your familiar – it is always present, though it may hide in a pocket, etc. Remove the Summonable enhancement from Ally.

Shared Sight (+20 points or +15 if combined with Shared Thoughts): You can see through your familiar's eyes. Add Mind Reading (Accessibility, Familiar Only, -80%; Long Range 1, +50%; Sensory Only, -20%) [15]. Also add Mindlink (Familiar) [5] if Shared Thoughts (below) is not taken.

Shared Thoughts (+15 points): You can send your thoughts to your familiar; this is the counterpart to the Telepathic lens – see *New Meta-Trait: Familiar* (p. 21) for details. Add Avatar [1]; Mindlink (Familiar) [5]; and Telesend (Accessibility, Familiar only, -80%; Can tell if sending is successful, +10%) [9].

RABBIT

34 points

Though not a fighter, the rabbit is excellent at fast recon and provides a wealth of useful abilities. With GM's permission, Cowardice (15) can be substituted for the Phobia.

Rabbit Familiar: Acute Taste and Smell 4 (GBF, -40%) [5]; Ally (Rabbit) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Super Jump 1 (GBF, -40%) [6]. 34 points.

Rabbit Template

ST: 3 [-70] **HP:** 8 [10] **Speed:** 7.00 [15]
DX: 13 [36]* **Will:** 10 [0] **Move:** 10/15 [15]

IQ: 10 [0] **Per:** 13 [15]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 10 **Parry:** n/a **DR:** 0

Bite or Claw (13): 1d-6 cutting.

Advantages: Acute Taste and Smell 4 [8]; Danger Sense [15]; Enhanced Move 0.5 (Ground) [10]; Fur [1]; Parabolic Hearing 3 [12]; Peripheral Vision [15]; Teeth (Sharp) [1]; Super Jump 1 [10]; Subsonic Hearing [5].

Disadvantages: Familiar [-22]; Night Blindness [-10]; Phobia (Loud Noises) (15) [-5]; Quadruped [-35].

Skills: Camouflage (E) IQ+2 [4]-12; Jumping (E) DX+1 [2]-14; Running (A) HT+1 [4]-13; Stealth (A) DX+1 [4]-14; Survival (Plains) (A) Per-1 [1]-12; Tracking (A) Per-1 [1]-12.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a rabbit familiar can buy Danger Sense (GBF, -40%) [9]; Enhanced Move 0.5 (Ground; GBF, -40%) [6] or 1 [12]; Parabolic Hearing 1 (GBF, -40%) [3], 2 [5], 3 [8], 4 [10], or 5 [12]; Peripheral Vision (GBF, -40%) [9]; Super Jump 2 or 3 (GBF, -40%) [6/level]; and Subsonic Hearing (GBF, -40%) [3].

RAT

33 points

A small spy with unnaturally dexterous paws and sharp teeth, rats can subsist on almost *anything*, with few ill effects.

Rat Familiar: Ally (Rat) [9]; ER 6 (Drains Familiar, -50%) [9]; Reduced Consumption 2 (Cast Iron Stomach, -50%; GBF, -40%) [1]; Resistant to Metabolic Hazards +8 (GBF, -40%) [9]; Special Rapport (Familiar) [5]. 33 points.

Rat Template

ST: 1 [-90] **HP:** 6 [10] **Speed:** 6.00 [-10]
DX: 12 [40] **Will:** 12 [10] **Move:** 6 [0]
IQ: 10 [0] **Per:** 12 [10]
HT: 14 [40] **FP:** 12 [-6] **SM:** -7
Dodge: 10 **Parry:** n/a **DR:** 0

Bite (14): 1d-6 cutting.

Claw (14): 1d-5 crushing.

Advantages: Claws (Blunt) [3]; Combat Reflexes [15]; Filter Lungs [5]; Flexibility [5]; Fur [1]; Reduced Consumption 3 (Cast Iron Stomach, -50%) [3]; Resistant to Metabolic Hazards +8 [15]; Silence 2 [10]; Universal Digestion [5].

Disadvantages: Familiar [-22]; Semi-Upright [-5].

Skills: Acrobatics (H) DX-2 [1]-10; Brawling (E) DX+2 [4]-14; Climbing (A) DX+3 [2]-15*; Escape (H) DX+2 [2]-14*; Scrounging (E) Per+1 [2]-13; Stealth (A) DX+2 [8]-14; Urban Survival (A) Per+1 [4]-13.

Class: Animal.

* Includes +3 for Flexibility.

Further Traits

Masters of a rat familiar can buy Filter Lungs (GBF, -40%) [3]; Flexibility (GBF, -40%) [3]; Silence 1-4 (GBF, -40%) [3/level]; Super Climbing 1-4 (GBF, -40%) [2/level]; Teeth (Sharp; GBF, -40%) [1]; and Universal Digestion (GBF, -40%) [3].

VIPER

33 points

A 4' to 6' poisonous snake, a viper's venom can be deadly, but its fangs are unable to penetrate most armor.

Viper Familiar: Ally (Viper) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Teeth (Fangs; GBF, -40%) [2]; Toxic Attack 1d (Cyclic, 7 cycles, 10 seconds, +150%; Follow-Up, Fangs, +0%; GBF, -40%; Resistible, HT-4, -10%) [8]. 33 points.

Viper Template

ST: 5 [-50]	HP: 10 [10]	Speed: 6.00 [-5]
DX: 13 [36]*	Will: 11 [5]	Move: 6 [0]
IQ: 10 [0]	Per: 11 [5]	
HT: 12 [20]	FP: 12 [0]	SM: -2
Dodge: 10	Parry: n/a	DR: 0

Bite (15): 1d-4 impaling. Often done as a Deceptive Attack! If any damage penetrates DR, the subject must roll HT-4 or

take 1d toxic damage. This repeats every 10 seconds for one minute or until the subject successfully resists.

Advantages: Combat Reflexes [15]; Discriminatory Smell [15]; Infravision [10]; Nictitating Membrane 1 [1]; Reduced Consumption 3 [6]; Silence 4 [20]; Teeth (Fangs) [2]; Toxic Attack 1d (Cyclic, 7 cycles, 10 seconds, +150%; Follow-Up, Fangs, +0%; Resistible, HT-4, -10%) [10]; Vibration Sense (Air; Senses vibrations through the ground, -20%) [8].

Disadvantages: Cold-Blooded (50°) [-5]; Familiar [-22]; Vermiform [-35].

Skills: Brawling (E) DX+2 [4]-15; Escape (H) DX+3 [1]-16†; Stealth (A) DX+1 [4]-14; Survival (Plains) (A) Per [2]-11; Swimming (E) HT+2 [4]-14; Tracking (A) Per+3 [1]-14‡.

Class: Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Includes +5 for Double-Jointed (in Vermiform meta-trait).

‡ Includes +4 for Discriminatory Smell.

Further Traits

Masters of a viper familiar can buy Discriminatory Smell (GBF, -40%; Nuisance Effect, Must flick tongue repeatedly, -5%) [9]; Infravision (GBF, -40%) [6]; Nictitating Membrane 1 (GBF, -40%) [1], 3 [2], or 5 [3]; Resistant to Poison +3 (GBF, -40%) [3] or +8 [5]; Silence 1-6 (GBF, -40%) [3/level]; and Vibration Sense (Air; GBF, -40%; Senses vibration through the ground, -20%) [4].

FANTASTIC CREATURES

These familiars have abilities that no normal animal can, which makes them very attractive to many spellcasters. Some GMs may be tempted to charge an Unusual Background for such a familiar . . . but this is rarely necessary. The large amount of attention that these beings will attract is drawback enough.

All of these animals, with the exception of the giant spider, are highly magical and require mana to survive. This does not change if they are bound to a cleric or druid; in such a case, the master must worry both about the level of sanctity or unspoiled nature for himself, and the level of mana for his familiar.

GIANT SPIDER

35 points

This large spider is 3' by 4' including the legs, with a 1' by 2' body. Its legs are not strong enough to hurt anyone and are not good manipulators on their own, but each pair of front legs can do the work of a normal arm.

Giant Spider Familiar: Ally (Giant Spider) [9]; Clinging (GBF, -40%) [12]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 35 points.

Giant Spider Template

ST: 5 [-50]	HP: 9 [8]	Speed: 6.00 [0]
DX: 12 [40]	Will: 10 [0]	Move: 6 [0]

IQ: 10 [0]	Per: 10 [0]	
HT: 12 [20]	FP: 12 [0]	SM: -1
Dodge: 9	Parry: n/a	DR: 1 [5]

Bite (14): 1d-4 impaling.

Silk (14): No damage (see *Binding*, p. B40). Range 10; no range penalties.

Advantages: Ambidexterity [5]; Binding 5 (Engulfing, +60%; Jet, +0%) [16]; Clinging [20]; Extra Legs (Eight Legs; Cannot Kick, -50%) [8]; Super Climbing 3 [9]; Teeth (Fangs) [2].

Disadvantages: Familiar [-22]; No Physical Attack (Arms) [-10]*; Semi-Upright [-5].

Features: Four front legs count as a single pair of arms for manipulation purposes.

Skills: Brawling (E) DX+2 [4]-14; Innate Attack (Projectile) (E) DX+2 [4]-14; Stealth (A) DX+1 [4]-13; Survival (Woodlands) (A) Per+1 [4]-11.

Class: Giant Animal.

* See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

Further Traits

Masters of a giant spider familiar can buy Ambidextrous (GBF, -40%) [3]; Binding 5 (Costs Fatigue, 1 FP, -5%; Engulfing, +60%; GBF, -40%; Jet, +0%) [12], 8 [19], 10 [23], 13 [30], or 15 [35]; DR 1 (GBF, -40%) [3]; and Super-Climbing 1-4 (GBF, -40%) [2/level].

HELLHOUND

31 points

This demon in dog form is resistant to heat and fire, capable of exhaling gouts of flame. This is *not* an appropriate familiar for most clerics or druids! Spellcasters with a hellhound familiar should get used to hiding it, lest holy warriors attack it on sight.

Hellhound Familiar: Ally (Hellhound) [9]; Burning Attack 1d (Costs Fatigue, 1 FP, -5%; GBF, -40%; Jet, +0%; Variable, +5%) [3]; DR 5 (GBF, -40%; Limited, Heat/Fire, -40%) [5]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 31 points.

Hellhound Template

ST: 11 [6]* **HP:** 13 [4] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 11 [5] **Move:** 6/9 [0]
IQ: 10 [0] **Per:** 11 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 1 [5]

Bite (14): 1d-1 cutting.

Kick (14): 1d crushing.

Fire Breath (14): 1d burning. Range 5/10; no range penalties. Costs 1 FP.

Advantages: Burning Attack 1d (Costs Fatigue, 1 FP, -5%; Jet, +0%; Variable, +5%) [5]; Claws (Blunt) [3]; DR 10 (Limited, Heat/Fire, -40%) [30]; Enhanced Move 0.5 (Ground) [10]; Immunity to Metabolic Hazards [30]; Teeth (Sharp) [1].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Social Stigma (Infernal) [-15]†; Quadruped [-35].

Skills: Brawling (E) DX+2 [4]-14; Innate Attack (Breath) (E) DX+2 [4]-14; Stealth (A) DX-1 [1]-11; Tracking (A) Per [2]-11.

Class: Demon.

* Cost reduced for No Fine Manipulators (-40%).

† -2 to reaction rolls and social skill rolls – for the hellhound *and* its master when the familiar is present. Also, non-evil clerics are at -3 to cast beneficial (e.g., healing) spells on the hellhound.

Further Traits

Masters of a hellhound familiar can buy Hooves (GBF, -40%) [2]; Resistant to Good Supernatural Powers +3 (GBF, -40%) [3] or +8 [5]; Resistant to Metabolic Hazards +3 (GBF, -40%) [6] or +8 [9]; or Temperature Tolerance 3 (Heat; GBF, -40%) [2], 5 [3], 8 [5], or 10 [6]. They may also raise their Burning Attack to 2d [3] or 3d [6] and add additional DR versus Heat/Fire, up to 20 levels total [1/level].

ICE WEASEL

33 points

This white-furred weasel with blue highlights and ice-cold blood is adapted for arctic survival. The ice weasel can nibble with just its front teeth or open wider to bite with its full set; if the latter breaks the skin, the glands in the weasel's mouth can chill the victim to the bone.

Ice Weasel Familiar: Ally (Ice Weasel) [9]; DR 5 (GBF, -40%; Limited, Cold/Ice, -40%) [5]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Temperature Tolerance 3 (Cold; GBF, -40%) [2]; Terrain Adaptation (Ice/Snow; GBF, -40%) [3]. 33 points.

Ice Weasel Template

ST: 5 [-50] **HP:** 10 [10] **Speed:** 6.00 [-5]
DX: 13 [36]* **Will:** 12 [10] **Move:** 6 [0]
IQ: 10 [0] **Per:** 12 [10]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 9 **Parry:** n/a **DR:** 0

Claw (15): 1d-3 crushing.

Full Bite (15): 1d(3) cutting. If this gets through DR, subject must make a HT roll (at -1 per 2 points of penetrating damage) or be *paralyzed* for (20-HT) minutes, minimum 1. Costs 1 FP.

Partial Bite (15): 1d-4 cutting.

Advantages: Claws (Blunt) [3]; Cutting Attack 1d (Armor Divisor (3), +100%; Costs Fatigue, 1 FP, -5%; Melee Attack, C, No Parry, -35%; Side Effect, Paralysis, +200%) [26]; Double-Jointed [15]; DR 10 (Limited, Cold/Ice, -40%) [30]; Fur [1]; Limited Camouflage (Snow) [1]†; Teeth (Sharp) [1]; Temperature Tolerance 8 (Cold) [8]; Terrain Adaptation (Ice/Snow) [5].

Disadvantages: Compulsive Behavior (Playfulness) (15) [-2]; Dependency (Mana; Constantly) [-25]; Familiar [-22]; Vulnerability (Heat/Fire x2) [-30].

Skills: Brawling (E) DX+2 [4]-15; Camouflage (E) IQ+2 [4]-12; Stealth (A) DX+1 [4]-14; Survival (Arctic) (A) Per+1 [4]-13; Swimming (E) HT+2 [4]-14.

Class: Dire Animal.

* Cost reduced for No Fine Manipulators (-40%).

† Gives +2 to Camouflage and Stealth when standing completely still in snow.

Further Traits

Masters of an ice weasel familiar can buy Flexibility (GBF, -40%) [3] or Double-Jointed (GBF, -40%) [9] and Teeth (Sharp; GBF, -40%) [1]. They can also add additional DR versus Cold/Ice, up to 20 levels total [1/level] and raise their Temperature Tolerance to 5 [1], 8 [3], or 10 [4].

If the master takes Teeth, he can also get the ice weasel's bite, as Cutting Attack 1d-2 (Armor Divisor (3), +100%; Costs Fatigue, 1 FP, -5%; GBF, -40%; Melee Attack, C, No Parry, -35%; Side Effect, Paralysis, +200%) [10], 1d-1 [16], 1d [23], 1d+1 [32], 1d+2 [39], or 2d [45].

IMP

43 points

An imp is a small (2' tall), winged, humanoid demon. While loyal to its master, an imp has some compulsive behaviors that can get it into trouble, even if ordered to keep a low profile. Fortunately, it can turn invisible (leaving its shadow), but this requires effort (1 FP/minute) and constant concentration.

Imp Familiar: Ally (Imp) [9]; ER 6 (Drains Familiar, -50%) [9]; Invisibility (Can Carry Objects, Light Encumbrance, +20%; Costs Fatigue, 1 FP, -5%; GBF, -40%; Requires concentration, -15%; Visible Shadow, -10%) [20]; Special Rapport (Familiar) [5]. *43 points.*

Imp Template

ST: 7 [-30] **HP:** 11 [8] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 10 [0] **Move (Ground):** 6 [0]
IQ: 10 [0] **Per:** 11 [5] **Move (Air):** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0
Dodge: 9 **Parry:** n/a **DR:** 0

Bite or Punch (14): 1d-3 crushing.

Advantages: Flight (Winged, -25%) [30]; Immunity to Metabolic Hazards [30]; Invisibility (Can Carry Objects, Light Encumbrance, +20%; Costs Fatigue, 1 FP, -5%; Requires concentration, -15%; Visible Shadow, -10%) [36]

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Impulsiveness (12) [-10]; Social Stigma (Infernal) [-15]*; Trickster (12) [-15].

Skills: Brawling (E) DX+2 [4]-14; Escape (H) DX-1 [2]-11; Stealth (A) DX+1 [4]-13.

Class: Demon.

* See the second note under *Hellhound* (p. 26).

Further Traits

Masters of an imp familiar can buy Flight (Controlled Gliding, -45%, GBF, -40%) [8]; Resistant to Good Supernatural Powers +3 (GBF, -40%) [3] or +8 [5]; and Resistant to Metabolic Hazards +3 (GBF, -40%) [6] or +8 [9]. Those who buy Flight can also add Enhanced Move (Air; GBF, -40%) [12/level], but *only* to reduce deceleration.

SALAMANDER

36 points

This minor fire elemental has the form of a 2' long lizard. The salamander is wreathed in constant flames, but it can choose who and what it burns.

Salamander Familiar: Ally (Salamander) [9]; Burning Attack 2d (Aura, +80%; GBF, -40%; Melee Attack, C, -30%; Selective Effect, +20%) [13]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. *36 points.*

Salamander Template

ST: 5 [-50] **HP:** 10 [10] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 12 [10] **Move:** 6 [0]
IQ: 10 [0] **Per:** 11 [5]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 9 **Parry:** n/a **DR:** 0

Bite or Claw (14): 1d-4 cutting, plus damage from the aura, below.

Flaming Aura (n/a): 2d burning. Damages anyone who touches the salamander, or vice-versa.

Advantages: Burning Attack 2d (Always On, -10%; Aura, +80%; Melee Attack, C, -30%; Selective Effect, +20%) [16]; Claws (Sharp) [5]; Doesn't Breathe (Oxygen Combustion -50%) [10]; DR 20 (Limited, Heat/Fire, -40%) [60]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Teeth (Sharp) [1].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Pyromania (12) [-5]; Quadruped [-35]; Weakness (Immersion in water; 1d per minute) [-40].

Skills: Brawling (E) DX+2 [4]-14; Hobby Skill (Firestarting) (E) IQ+1 [2]-11; Intimidation (A) Will [2]-12.

Class: Elemental.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a salamander familiar can buy Doesn't Breathe (GBF, -40%; Oxygen Combustion, -50%) [4]; DR 1-20 (GBF, -40%; Limited, Heat/Fire, -40%) [1/level]; and Temperature Tolerance 3 (Heat; GBF, -40%) [2], 5 [3], 8 [5], or 10 [6]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Fire, -40%) [2/level].



SHOULDER DRAGON

31 points

A small dragon, about the size of a house cat, with iridescent scales, this creature has the ability to breathe a "happy gas" at short range. Shoulder dragons cannot cast spells, but they are highly attuned to magic and can easily detect the effects of spells (including magic items).

Shoulder Dragon Familiar: Ally (Shoulder Dragon) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. *31 points.*

There are three schoolmasters for everybody that will employ them – the senses, intelligent companions, and books.

– Henry Ward Beecher

Shoulder Dragon Template

ST: 5 [-50] **HP:** 10 [10] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 12 [10] **Move (Ground):** 6 [0]
IQ: 10 [0] **Per:** 13 [15] **Move (Air):** 12/24 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -4
Dodge: 9 **Parry:** n/a **DR:** 1 [5]

Bite (14): 1d-4 cutting.

Claw (14): 1d-3 crushing.

Breath Weapon (14): Subject is stunned if he fails a HT roll; he may roll HT every second to recover. Victims who do not breathe (or are holding their breath) are immune. Range 5/10; no range penalties.

Advantages: Affliction 1 (HT; Jet, +0%; Respiratory Agent, +50%) [15]; Appearance (Attractive; Universal, +25%) [5]; Claws (Blunt) [3]; Detect (Magic) [10]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Sensitive [5]; Spirit Empathy (Specialized, Faerie, -50%) [5]; Teeth (Sharp) [1].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Quadruped [-35].

Skills: Aerobatics (H) DX [4]-12; Brawling (E) DX+2 [4]-14; Innate Attack (Breath) (E) DX+2 [4]-14; Stealth (A) DX+1 [4]-13.

Class: Faerie.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a shoulder dragon familiar can buy Affliction 1 (HT; GBF, -40%; Jet, +0%; Respiratory Agent, +50%) [11]; Detect (Magic; GBF, -40%) [6]; DR 1-2 (GBF, -40%) [3/level]; Enhanced Move (Air; GBF, -40%) [12/level] – but *only* to reduce deceleration; Sensitive (GBF, -40%) [3] or Empathy (GBF, -40%) [9]; and Spirit Empathy (GBF, -40%; Specialized, Faerie, -50%) [2].

SYLPH

33 points

This minor air elemental has the form of a 2' tall funnel cloud. It can manipulate objects up to 10 yards away using swirling air currents.

Sylph Familiar: Ally (Sylph) [9]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; Telekinesis 5 (GBF, -40%; Visible, -20%) [10].

Sylph Template

ST: 0 [-100] **HP:** 10 [20] **Speed:** 6.00 [0]
DX: 12 [24]* **Will:** 11 [5] **Move (Air):** 12 [0]

IQ: 10 [0] **Per:** 12 [10] **Move (Ground):** 0 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 9 **Parry:** n/a **DR:** 0

Air Current "Punch" (12): 1d-5 crushing. Range 10; no range penalties.

Advantages: Flight (Lighter Than Air, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Telekinesis 5 (Visible, -20%) [20].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; No Legs (Aerial) [0]; No Manipulators [-50]; Vulnerability (Vacuum attacks x2) [-10].

Skills: Aerobatics (H) DX-1 [2]-11; Stealth (A) DX [2]-12.

Class: Elemental.

* Cost reduced for No Fine Manipulators (-40%).

Further Traits

Masters of a sylph familiar can buy Alternate Form (Body of Air; GBF, -40%) [42]; Breath Holding 2 (GBF, -40%) [3], 3 [4], 4 [5], or 5 [6] or Doesn't Breathe (GBF, -40%; Oxygen Absorption, -25%) [7]; Filter Lungs (GBF, -40%) [3]; Flight (GBF, -40%; Lighter Than Air, -10%) [20]; and Sealed (GBF, -40%) [9].

Masters may add additional levels of Telekinesis as well, up to 15 levels total [2/level]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Air, -40%) [2/level].

TALUS

34 points

This minor earth elemental has the form of a small, lumbering, vaguely humanoid pile of animated rocks. Though only about 2' tall, a talus is remarkably strong.

Talus Familiar: Ally (Talus) [9]; DR 2 (GBF, -40%) [6]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]; ST+1* (GBF, -40%) [5]. 34 points.

Talus Template

ST: 13 [18]† **HP:** 15 [4] **Speed:** 5.00 [-20]
DX: 12 [24]† **Will:** 11 [5] **Move:** 5 [0]
IQ: 10 [0] **Per:** 10 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** -3
Dodge: 8 **Parry:** n/a **DR:** 5 [25]

Punch (14): 1d+1 crushing.

Advantages: Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Striking Surface [1]‡.

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; No Fine Manipulators [-30]; Vulnerability (Attacks with armor divisors x2) [-30]; Weak Bite [-2].

Skills: Brawling (E) DX+2 [4]-14.

Class: Elemental.

† Cost reduced for No Fine Manipulators (-40%).

‡ Punches are as if with brass knuckles; +1 damage.

Further Traits

Masters of a talus familiar can buy High Pain Threshold (GBF, -40%) [6]; Injury Tolerance (Homogenous; GBF, -40%) [24]; Lifting ST 1-4 (GBF, -40%) [2/level]; Single-Minded (GBF, -40%) [3]; and Striking ST 1-4 (GBF, -40%) [3/level].

Masters may add additional DR as well, up to 5 levels total [3/level], and they may increase their ST bonus to +2* [5], +3* [10], +4* [15], or +5* [19]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Earth, -40%) [2/level].

* This ST does not increase HP, and thus has a base cost of 8 points/level.

UNDINE

33 points

This minor water elemental has the form of a 2' feminine humanoid. An undine is made of "solid" water – it can only flow through inch-wide (or larger) cracks and is vulnerable to normal attacks (though arrows and similar attacks blow through with minimal damage).

Undine Familiar: Ally (Undine) [9]; Amphibious (GBF, -40%) [6]; Doesn't Breathe (GBF, -40%; Gills, -50%) [4]; ER 6 (Drains Familiar, -50%) [9]; Special Rapport (Familiar) [5]. 33 points.

Undine Template

ST: 5 [-50]	HP: 10 [10]	Speed: 6.00 [0]
DX: 12 [40]	Will: 10 [0]	Move: 6 [0]
IQ: 10 [0]	Per: 11 [5]	
HT: 12 [20]	FP: 12 [0]	SM: -3
Dodge: 9	Parry: n/a	DR: 0

Bite or Punch (12): 1d-5 crushing.

Advantages: Amphibious [10]; Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Pressure Support 2 [10].

Disadvantages: Dependency (Mana; Constantly) [-25]; Familiar [-22]; Invertebrate [-20]; Vulnerability (Dehydration attacks x2) [-10].

Skills: Stealth (A) DX [2]-12; Swimming (E) HT+1 [2]-13.

Class: Elemental.

Further Traits

Masters of an undine familiar can buy Enhanced Move 0.5 (Water; GBF, -40%) [6] or 1 [12]; Pressure Support 1 (GBF, -40%) [3] or 2 [6]; Sealed (GBF, -40%) [9]; Speak Underwater (GBF, -40%) [3]; and Walk on Liquid (GBF, -40%) [9]. Wizards (and other mages) may also buy up to three levels of Magery (GBF, -40%; One College, Water, -40%) [2/level].

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DUNGEON FANTASY

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Version: 1.0

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Gavynn Alexander

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