

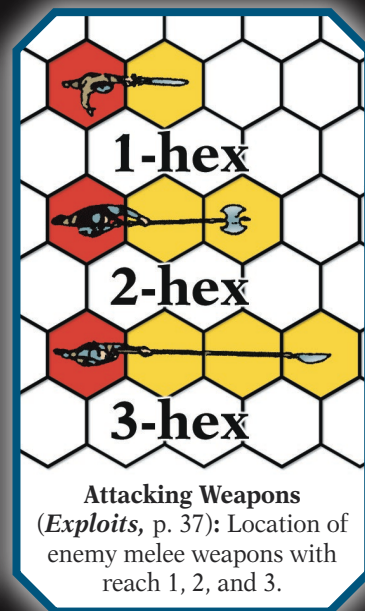
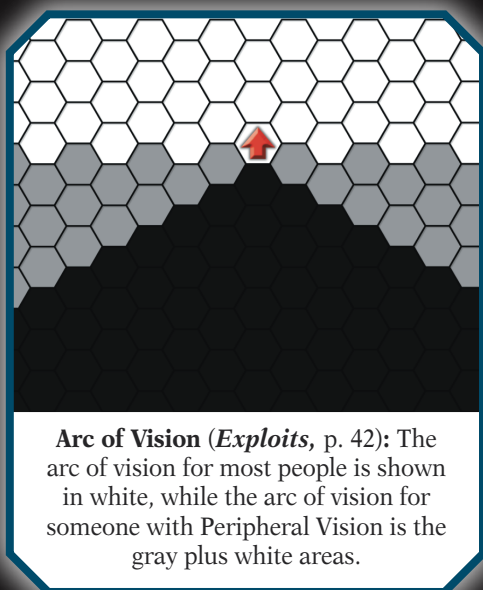
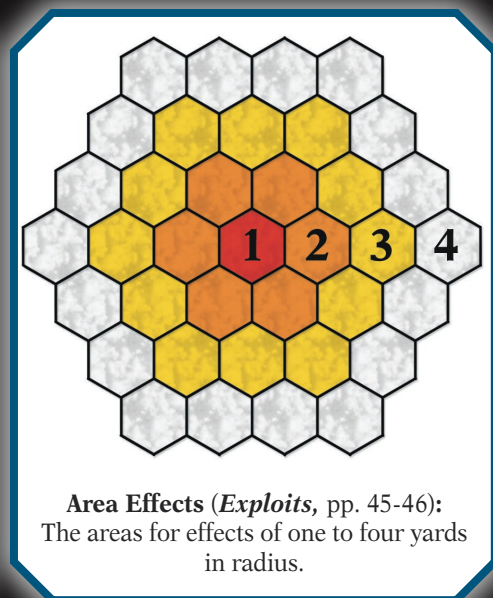
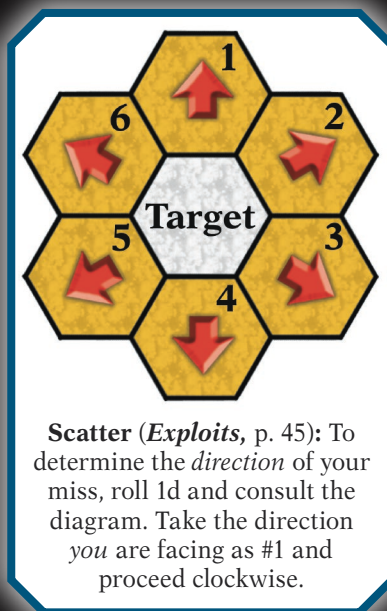
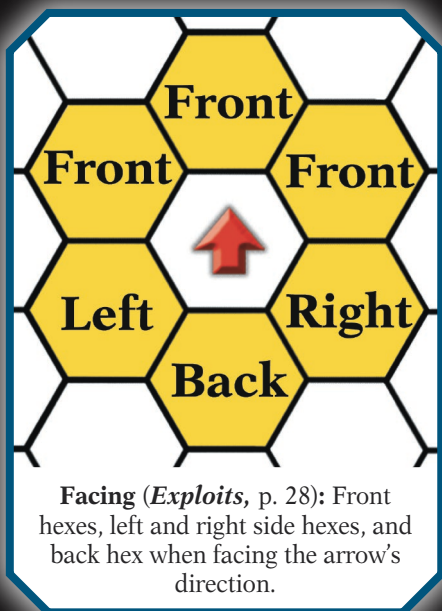
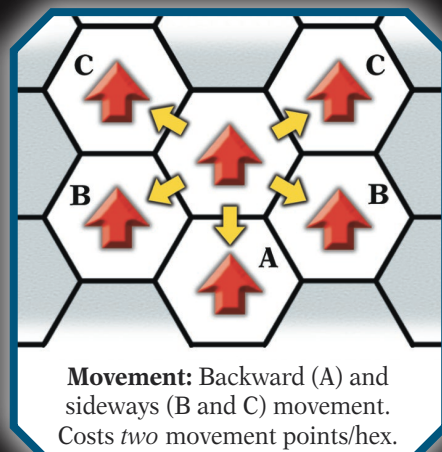
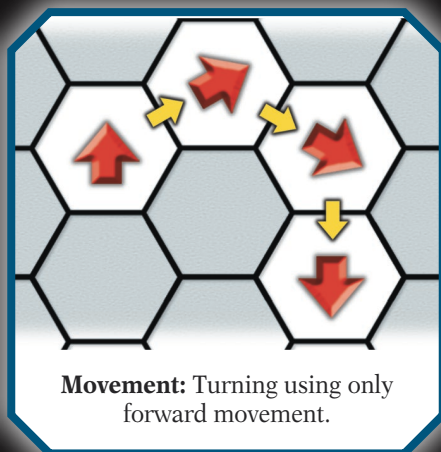
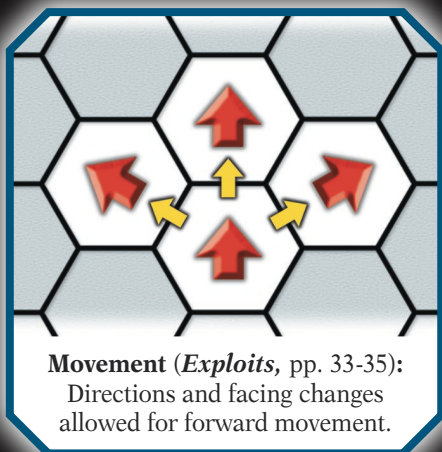
# DUNGEON FANTASY™

POWERED BY GURPS®



## DELVERS TO GO!™

STEVE JACKSON GAMES





# DUNGEON FANTASY™

POWERED BY GURPS®

## DELVERS To Go!™



Written by SEAN PUNCH • Cover Diagrams by JUSTIN DE WITT  
Cover and Interior Illustrations by BRANDON MOORE

*Dungeon Fantasy, GURPS, Delvers To Go!, Pyramid, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. **Dungeon Fantasy Delvers To Go!** is copyright © 2017 by Steve Jackson Games Incorporated. All rights reserved.*

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

# STEVE JACKSON GAMES



# INTRODUCTION

Feel like playing *now*? Want concrete examples of how templates are fleshed out into characters? Need pointers on selecting traits and gear? Here are 13 ready-to-use delvers, created using *Adventurers* and *Spells*.

Players uninterested in doing work can play these characters as written. Gamers who don't mind *some* work but aren't in the mood to tinker with templates might make small tweaks to suit their preferences, whether that means shifting character points to different professional abilities, selecting alternative gear, or just fine-tuning personality by replacing quirks. Those up to the challenges of trying *Custom Professions* (*Adventurers*, p. 14) or learning *GURPS* might take their first steps by starting with these builds and making *big* changes – say, turning a thief into a spellcaster – if the GM allows!

For the GM, these characters can serve as NPCs. If the party is shorthanded, a couple of these adventurers might sign up. On a quest pitting the PCs against a rival group in a race against time, these delvers could provide the competition. Even true villains are just a few personality changes away; e.g., exchanging virtuous disadvantages for fiendish flaws, and healing skills for Intimidation and Poisons, is a quick-and-easy way to pervert a good cleric into an evil cultist (though the GM may go further and have evil gods grant harmful spells instead of Healing magic). Not all of these people would *need* personality changes . . .

## READING CHARACTER STATS

Characters are presented in the following format. In all cases, numbers in brackets [] are point costs.

**Name:** Everyone has a name! Players are free to change this, and probably *should* if more than one person wants to play the same character.

**Point Total, Race, Profession:** These details appear under the name; e.g., “250-Point Human Cleric.” Characters worth fewer than 250 points have converted quirk points into extra money. Racial costs have been paid from professional advantage allotments.

**Description:** A brief biography. Except for mention of visible character traits and whether the individual is male or

female, there's no *physical* description. Players can modify the bio (*especially* if they're altering the delver's name or quirks!), change their character's sex, and describe looks.

**ST, DX, IQ, HT:** Attributes include base values from professional templates, extra levels taken as advantage options, and any racial adjustments.

**Damage, BL, HP, Will, Per, FP:** As for attributes – but these reflect not just direct changes but also *indirect* changes due to shifts in attribute levels.

**Basic Speed, Basic Move, Move:** Basic Speed and Basic Move reflect both direct and indirect changes, too. Move is figured from Basic Move, adjusted for encumbrance by comparing the weight of the listed gear to BL. Recheck Move if BL, Basic Move, or equipment changes.

**Dodge, Parry, Block:** Active defenses reflect Basic Speed for Dodge, combat skills for Parry and Block. Any bonuses for Combat Reflexes or Enhanced Block, Dodge, or Parry have *already* been added. Ditto encumbrance penalties to Dodge and Judo, Karate, and fencing Parry. Ditto Parry modifiers for weapons. Remember all this when altering abilities or gear.

**Advantages:** An alphabetical list of advantages – including languages and special professional or racial abilities.

**Disadvantages and Quirks:** An alphabetical list of disadvantages from professional and racial templates, followed by a list of quirks. Players are encouraged to swap quirks with ones they would find fun to play! Quirks related to name, backstory, or sex *must* change if those things are altered.

**Skills:** An alphabetical list of skills – both standard ones and special professional abilities – with levels. Skill levels reflect attribute and secondary characteristic values. Permanent modifiers for advantages and disadvantages are *already* factored in; see the footnotes. Remember to adjust skill levels when altering any of these other traits.

**Spells:** As **Skills**, but only for spellcasters. Levels reflect IQ and spellcasting talent (Bardic Talent, Magery, or Power Investiture).

**Footnotes:** Statistics adjusted for advantages or disadvantages bear footnote marks. The meanings of those marks appear after all traits, before gear.

**Equipment:** Gear, listed alphabetically by name. Some entries note number of items, contents of containers, or important statistics. All provide cost and weight – *totals*, for multiple, identical articles.

**Total Cost, Total Weight, Encumbrance Level:** The total \$ value and weight in lbs. of all listed gear appears under the **Equipment** heading. Encumbrance level rates total weight against BL; Move and Dodge *already* include its effects. Recheck these stats if BL or gear changes.

**Design Notes:** Details on interesting or unobvious decisions and synergies.

### Table of Contents

Elin Rock-Talker . . . . .	3	Miao Miao . . . . .	9
Argua . . . . .	4	Puddin' Noddington . . . . .	10
Harrison “Happy” Badapple. . . . .	5	Samar Alqatil. . . . .	11
Jag Fairchild . . . . .	6	Sir Yvor Gryffyn . . . . .	12
Llandor the Gray. . . . .	7	Sister Miriam Suntemple . . . . .	13
Masha Deathfoot. . . . .	8	Uncle Seamus . . . . .	14
		Zephyra . . . . .	15



# ÆLIN ROCK-TALKER

## 249-Point Dwarven Druid

Elves claim they founded druidism millennia before other races marred the landscape with mines and buildings. Dwarven priests like Ælin Rock-Talker beg to differ, pointing out that most of Nature lies *underground*. Ælin likes the outdoors but is happy to explore dungeons with fellow delvers, using magic to cleanse natural caverns of Evil and rescue beautiful gems. Uncomfortable in teeming settlements, he waits out sojourns in town in the nearest cave.

Ælin's rune-covered silver shield is his power item. It holds 5 FP.

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

Damage 1d-1/1d+1; BL 34 lbs.; HP 11 [0]; Will 14 [0]; Per 14 [0]; FP 17 [9].

Basic Speed 6.25 [-5]; Basic Move 5 [-5]; Move 3.

Dodge 7; Parry 11 (Sickle); Block 10 (Shield).

### Advantages

Dwarven Gear [1]	Pickaxe Pendant 2 [10]
Green Thumb 1 [5]	Power Investiture 4
Lifting ST 2 [6]	(Druidic) [40]
Nature's Shield 1 [7]	Resistant to Poison 6 [6]
Night Vision 5 [5]	Tough Skin 1 [3]

### Disadvantages and Quirks

Greed (12) [-15]	Sense of Duty (Nature) [-15]
Phobia (Crowds) (12) [-15]	Stubbornness (12) [-5]
Sense of Duty (Adventuring Companions) [-5]	Vow (Always sleep under earth or stone) [-10]

All his "herbal" preparations involve fungi. [-1]  
Believes gems have spirits. [-1]  
Calls his sickle a "druid's axe." [-1]  
Desperately wants to learn Earthquake and Entombment. [-1]  
Not anti-mining, but claims only dwarves "mine with respect." [-1]

### Skills

Animal Handling (Equines)-13 [1]	Herb Lore-14† [4]	Poisons-12 [1]
Axe/Mace-16* [8]	Hidden Lore (Elementals)-13 [1]	Prospecting-15* [1]
Camouflage-14 [1]	Hidden Lore (Lost Civilizations)-13 [1]	Religious Ritual (Druidic)-12 [1]
Climbing-12 [2]	Hiking-13 [1]	Shield-14 [4]
Diagnosis-12 [1]	Innate Attack (Projectile)-14 [4]	Stealth-12 [2]
Disguise (Animals)-13 [1]	Mimicry (Animal Sounds)-12 [1]	Survival (Mountain)-13 [1]
Esoteric Medicine (Druidic)-14 [4]	Naturalist-14† [2]	Theology (Druidic)-12 [1]
Forced Entry-14* [1]	Pharmacy-13† [1]	Veterinary-12 [1]
		Weather Sense-13 [1]

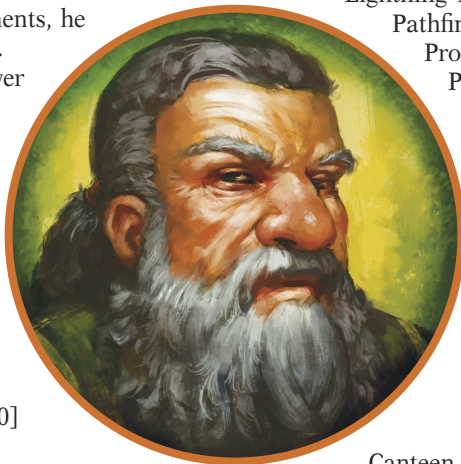
### Spells‡

Detect Magic-16 [1]	Recover Energy-16 [1]
Dispel Magic-16 [1]	Remember Path-16 [1]
Earth Vision-16 [1]	Resist Cold-16 [1]
Frostbite-16 [1]	Resist Lightning-16 [1]
Instant Neutralize Poison-15 [1]	Sandstorm-16 [1]
Know Location-16 [1]	Seek Earth-16 [1]
Light Tread-16 [1]	Sense Evil-16 [1]
Lightning-16 [1]	Shape Earth-16 [1]
Pathfinder-16 [1]	
Protection from Evil-16 [1]	
Purify Air-16 [1]	
Purify Earth-16 [1]	

\* Includes +2 for Pickaxe Pendant.

† Includes +1 for Green Thumb.

‡ Includes +4 for Power Investiture.



### Equipment

**\$1,500, 84.32 lbs.**  
(Medium encumbrance)

Canteen, Full. 1 quart water. \$10, 3 lbs.	Personal Basics. \$5, 1 lb.
Clothing. \$0, 2 lbs.	Rations, 6 meals. \$12, 3 lbs.
Coins. 1 silver, 15 copper. \$35, 0.32 lb.	Sickle, Dwarven, Silver-Coated. 1d+1 cut (reach 1) or 1d+1 imp (reach 1); Parry 0, not 0U. \$252*, 2 lbs.
Crowbar. \$20, 3 lbs.	Small Backpack. Holds coins, crowbar, healer's kit, oil, personal basics, rations. \$60, 3 lbs.
Healer's Kit. \$200, 10 lbs.	Small Shield, Dwarven, Mir- rored. DB 1; 1d cr (bash). \$252* + \$75 in etchings, 16 lbs.
Heavy Cloth Armor, Suit. DR 2 (total DR 3, 5 vs. ele- mental). \$450, 36 lbs.	
Helmet Lamp. \$100, 2 lbs.	
Hobnails. On boots. \$25, 1 lb.	
Oil. 2 pints. \$4, 2 lbs.	

\* -10% for Dwarven Gear.

### Design Notes: Ælin Rock-Talker

Ælin's BL accounts for Lifting ST. He improved Power Investiture one level to counter the -1 to druidic spells in dungeons; it also allows 4d with Frostbite, 12d-12 with Lightning. As disadvantages aren't set in stone, Ælin altered the druidic Vow about sleeping indoors: when camping, he finds a cave or digs in using magic. Two quirk points bought Forced Entry and Prospecting. Two more plus three advantage points raised Pickaxe Pendant a level to get +2 to those skills and to rolls to avoid rocky disasters. The last point was converted to \$500.

# ARGUA

## 250-Point Half-Ogre Barbarian

Argua is one-half ogre ("On my dear mama's side."), one-quarter human, one-quarter unknown, and 100% barbarian. She lives by a simple philosophy: "No problem too tough for muscles!" She applies this credo evenly to fighting, doors (locked or not), card games (friendly or otherwise), cramming herself into leopard-print clothing, potential romantic partners . . . *everything*. Her allies tolerate her lack of sophistication because enemies she hits die, doors she hits break, she can schlep everyone else's spare gear, and she's easily diverted from polite social situations by offering a mountain of food (or just hinting that there's something good to eat "over there").

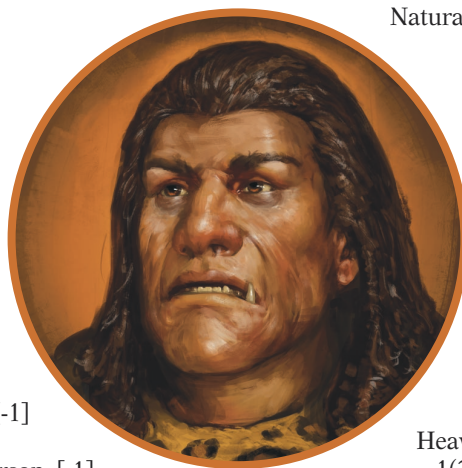
**ST** 21 [110]; **DX** 13 [60]; **IQ** 9 [-20]; **HT** 14 [40].  
Damage 2d/4d-1; BL 97 lbs.; HP 26 [10]; Will 9 [0]; Per 12 [15];  
FP 14 [0].  
Basic Speed 6.25 [-10]; Basic Move 6 [0]; Move 6.  
Dodge 9; Parry 12 (Axe), 10 (Wrestling); Block N/A.

### Advantages

Fearlessness 2 [4]	Outdoorsman 2 [20]
High Pain Threshold [10]	Tough Skin 4 [12]
Lifting ST 1 [3]	Weapon Bond
Night Vision 3 [3]	("Mr. Hacksy") [1]

### Disadvantages and Quirks

Appearance (Ugly) [-8]  
Gluttony (12) [-5]  
Gullibility (9) [-15]  
Overconfidence (12) [-5]  
Sense of Duty (Adventuring Companions) [-5]  
Social Stigma (Savage) [-10]  
Wealth (Struggling) [-10]  
  
Everything must be leopard-print. *Everything*. [-1]  
Flirts shamelessly – and scarily. [-1]  
"No problem too tough for muscles!" [-1]  
Proud of her mother, the ogress. [-1]  
Speaks of her axe, Mr. Hacksy, as a person. [-1]



### Design Notes: Argua

Argua's BL reflects Lifting ST. She boasts the maximum three levels of Tough Skin for a barbarian plus another level as a half-ogre – her *skin* has DR 4! Half-ogres get Social Stigma (Savage); although most barbarians get Social Stigma (Minority Group), you can't have both Stigmas, so Argua took -10 points of other barbarian disadvantages instead. Quirk points bought higher Forced Entry (high enough to get +2 damage *per die* when bashing objects and +2 to ST rolls, total +3 with Lifting ST, when forcing things) and Wrestling (for +1 to ST, total +2 with Lifting ST, when grappling). Argua's great axe *doesn't* become unready after attacking, because she has more than 1.5 times its required ST 12!



*Pick Argua! Argua great at nature stuff! Argua bash doors, stomp monsters, an' haul loots! Argua look good, too! All that for food an' a fair share of the shiny.*  
– Argua the Barbarian

### Skills

Brawling-13 [1]	Navigation-11* [2]
Camouflage-11* [1]	Observation-11 [1]
Climbing-12 [1]	Running-13 [1]
Disguise (Animals)-11* [2]	Sling-13 [4]
Fishing-14* [1]	Stealth-13 [2]
Forced Entry-15 [4]	Survival (Jungle)-13* [1]
Hiking-13 [1]	Swimming-14 [1]
Intimidation-9 [2]	Tracking-13* [1]
Lifting-13 [1]	Two-Handed
Mimicry (Animal Sounds)-9* [1]	Axe/Mace-18/19† [20]
Naturalist-9* [1]	Weather Sense-11* [2]
	Wrestling-14 [4]

\* Includes +2 for Outdoorsman.

† Use higher skill for Mr. Hacksy (+1 for Weapon Bond).

### Equipment

**\$500, 49.91 lbs. (No encumbrance)**

Bandoleer. Holds shaped rocks. \$60, 1 lb.

Clothing.\* \$0, 2 lbs.

Coins. 1 silver, 7 copper. \$27, 0.16 lb.

Fishhooks and Line. \$50, 0.1 lb.

Great Axe ("Mr. Hacksy"). 4d+3 cut (reach 1, 2\*). \$100, 8 lbs.

Heavy Sling. 4d+1 cr, Acc 1, Range 63/126, Shots 1(2), Bulk -5. \$20, 1 lb.

Light Leather Armor, Suit.\* DR 1 (total DR 5). \$150, 18 lbs.

Miniature Sundial. Allows Navigation at -1. \$40, 1 lb.

Personal Basics. \$5, 1 lb.

Pouch.\* Holds coins, survival gear. \$10, 0.2 lb.

Pouch.\* Holds rations. \$10, 0.2 lb.

Rations, 6 meals. \$12, 3 lbs.

Shaped Rocks x6. \$6, 6 lbs.

Wineskin, Full.\* 1 gallon water. \$10, 8.25 lbs.

\* Leopard-print or leopard-skin!



# HARRISON "HAPPY" BADAPPLE

## 249-Point Halfling Thief

Harrison – or “Happy,” or just “Hap” if you prefer – is a proud professional. When Evil puts deadly traps, fiendish locks, and the like in the path of good people on noble quests, he helps out. In return he expects only his fair share of any treasure – his tools are costly, after all. If asked whether he belongs to the Badapple clan that was implicated in the “Second Sling-Man” assassination some years ago, he’ll make it *very clear* that was a frame job.

**ST** 8 [-20]; **DX** 16 [120]; **IQ** 13 [60]; **HT** 12 [20].  
Damage 1d-3/1d-2; BL 13 lbs.; HP 10 [4]; Will 13 [0]; Per 14 [5]; FP 12 [0].

Basic Speed 7.00 [0]; Basic Move 7 [0]; Move 5.  
Dodge 9; Parry 11 (Katar), 10 (Knife); Block N/A.

### Advantages

Expert Backstabbing 6 [12]  
Flexibility [5]  
Halfling Marksmanship 2 [10]  
High Manual Dexterity 1 [5]  
Honest Face [1]  
Night Vision 2 [2]  
Perfect Balance [15]  
Silence 4 [20]

### Disadvantages and Quirks

Bloodlust (12) [-10]  
Callous [-5]  
Code of Honor (Outlaw's) [-5]  
Gluttony (12) [-5]  
Greed (12) [-15]  
Kleptomania (12) [-15]  
Sense of Duty (Adventuring Companions) [-5]  
Believes deeds that help good people are perform good acts. [-1]  
Meticulous about distinguishing Assassins' and Thieves' Guilds. [-1]  
“Plan for hours, kill in seconds; don't attack in seconds, bleed for hours.” [-1]  
Proud Badapple lad – *will* repay insults! [-1]  
Won't think twice about killing sentries while scouting. [-1]



### Design Notes: Hap Badapple

Happy has exploited professional and racial limits to acquire Silence 4. He traded one quirk point for \$500 (for quality thieving tools). Remaining quirk points increased Expert Backstabbing, letting him use melee weapons from surprise as if with ST 14 – the large katar does 2d-1 cut/1d+2 imp, the long knife does 2d-1 cut/1d imp. Given his Stealth skill, surprise is likely! His katar targets chinks in armor more easily (remove -2) and works with his superior Brawling parry. Happy risks fighting unarmored, avoiding harm by backstabbing and then fleeing to sling range.

### Skills

Acrobatics-15\* [1]  
Brawling-16 [1]  
Carousing-12 [1]  
Climbing-19†\* [1]  
Escape-17† [1]  
Fast-Draw (Knife)-16 [1]  
Fast-Draw (Sword)-16 [1]  
Fast-Talk-12 [1]  
Filch-16 [2]  
Forced Entry-16 [1]  
Gambling-12 [1]  
Gesture-13 [1]  
Hiking-11 [1]  
Holdout-13 [2]  
Lip Reading-13 [1]  
Lockpicking-18‡ [4]  
Main-Gauche-15 [1]  
Observation-13 [1]  
Pickpocket-16‡ [2]  
Poisons-11 [1]  
Search-14 [2]  
Shadowing-13 [2]  
Shortsword-15 [1]  
Sleight of Hand-15‡ [1]  
Sling-16§ [1]  
Smuggling-13 [2]  
Stealth-19/23/27¶ [12]  
Streetwise-13 [2]  
Traps-14 [4]  
Urban Survival-14 [2]

\* Includes +1 for Perfect Balance.

† Includes +3 for Flexibility.

‡ Includes +1 for High Manual Dexterity.

§ Includes +2 for Halfling Marksmanship.

¶ Silence gives +4 vs. Hearing if moving, +8 if still.

### Equipment

\$1,500, 21.41 lbs.  
(Light encumbrance)\*

Clothing. \$0, 2 lbs.  
Coins. 1 silver, 12 copper. \$32, 0.26 lb.  
Cord, 10 yards. \$1, 0.5 lb.  
Elven Rations, 12 meals. \$60, 2 lbs.  
File. \$40, 1 lb.  
Large Katar. 1d-3 cut (reach 1) or 1d-1 imp (reach 1); DR 4 on hand. \$400, 2 lbs.  
Lead Bullets x20. Damage becomes 1d pi; Range 160/240. \$2, 1.2 lbs.  
Lockpicks, Good. +1 to skill. \$250, 0.5 lb.  
Long Knife. 1d-3 cut (reach C, 1) or 1d-3 imp (reach C, 1). \$120, 1.5 lbs.  
Personal Basics. \$5, 1 lb.  
Pouch. Holds lead bullets. \$10, 0.2 lb.  
Quick-Release Backpack. Holds cord, personal basics, rations, tools, wineskin. \$300, 3 lbs.  
Staff Sling. 1d-1 pi, Acc 1, Range 80/120, Shots 1(2), Bulk -6. \$20, 2 lbs.  
Trap-Finder's Kit, Good. +1 to skill. \$250, 2 lbs.  
Wineskin. 1 quart water. \$10, 2.25 lbs.

\* Drops to 9.16 lbs. (No encumbrance; Move 7, Dodge 10) after releasing backpack for combat.

# JAG FAIRCHILD

## 247-Point Human Bard

According to gossip, leaflets, and posters around town, Jag is *the* man of the hour – a rising star with a silky voice nobody can resist, one who needn't resort to magic to make ladies swoon and lords pay him handsomely for daring state missions (or swoon as well . . . it's all good!). Of course, Jag knows magic, along with espionage and – to hear *him* tell it – a thousand other things. Whatever the truth, he'd be an asset to any adventuring party that needs someone to wheel and deal. And yes, that sword is as sharp as it is shiny.

Jag uses his flashy shortsword – supposedly a reward from the King (it's engraved with "For Services Rendered") – as his power item. It holds 11 FP.

**ST** 11 [10]; **DX** 12 [40]; **IQ** 14 [80]; **HT** 11 [10].  
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]; Move 4.  
Dodge 8; Parry 10 (Sword); Block 10 (Buckler).

### Advantages

Bardic Talent 3 [30]  
Charisma 2 [10]  
Signature Gear (Shortsword) [1]  
Song of Command [35]  
Voice [10]  
Wealth (Comfortable) [10]

### Disadvantages and Quirks

Chummy [-5]  
Compulsive Carousing (12) [-5]  
Greed (12) [-15]  
Lecherousness (12) [-15]  
Overconfidence (12) [-5]  
Sense of Duty (Adventuring Companions) [-5]  
Equal-opportunity lecher. [-1]  
Lies for innocent fun – not compulsively. [-1]  
Loves to spread rumors of his awesomeness. [-1]  
Prefers spells for stealth and observation, Song of Command to affect minds. [-1]  
Sneaks whether it's necessary or not. [-1]



### Design Notes: Jag Fairchild

Jag is all about getting paid in order to buy the gear he needs to be a spy, so he's exercised his option to stray off the bard's disadvantage list and take Greed. Three quirk points netted \$1,500 of extra money, on top of \$2,000 from Wealth; one bought Fast-Draw (Knife) for throwing knives; and the last insured his fancy sword as Signature Gear. Jag is a townie, and never lugs rations, water, torches, etc. – he'll try to convince allies to carry such provisions.

### Skills

Acting-14 [2]  
Carousing-12 [2]  
Connoisseur  
(Luxuries)-13 [1]  
Current Affairs-14 [1]  
Detect Lies-12 [1]  
Diplomacy-14\* [1]  
Disguise-13 [1]  
Fast-Draw (Knife)-12 [1]  
Fast-Draw (Sword)-12 [1]  
Fast-Talk-15\* [1]  
Gesture-14 [1]  
Heraldry-13 [1]  
Interrogation-13 [1]  
Intimidation-13 [1]  
Merchant-13 [1]  
Mimicry (Speech)-14\* [1]  
Musical Composition-15† [1]  
Musical Instrument  
(Tin Whistle)-16‡ [2]  
Observation-13 [1]  
Performance-15\* [1]  
Poetry-13 [1]  
Propaganda-13 [1]  
Public Speaking-17\*‡ [1]  
Savoir-Faire-14 [1]  
Sex Appeal-12\* [1]  
Shield (Buckler)-14 [4]  
Shortsword-14 [8]  
Singing-16\*† [1]  
Stealth-12 [2]  
Streetwise-13 [1]  
Thrown Weapon  
(Knife)-13 [2]

### Spells†

Alertness-14 [1]  
Analyze Magic-15 [1]  
Detect Magic-15 [1]  
Far-Hearing-15 [1]  
Glass Wall-15 [1]  
Hush-15 [1]  
Identify Spell-15 [1]  
Keen Hearing-15 [1]  
Keen Vision-15 [1]  
Mage Sight-15 [1]  
Mage-Stealth-15 [1]  
Sense Foes-15 [1]  
Silence-15 [1]  
Sound-15 [1]  
Wall of  
Silence-15 [1]

\* Includes +2 for Voice.

† Includes +3 for Bardic Talent.

‡ Includes +2 for Charisma.

### Equipment

**\$3,500, 43.54 lbs. (Light encumbrance)**

Bandoleer. Holds caltrops, nageteppe, throwing knives.  
\$60, 1 lb.  
Caltrops x2. \$10, 1 lb.  
Clothing. \$0, 2 lbs.  
Coins. 2 silver, 5 copper. \$45, 0.14 lbs.  
Flash Nageteppe. \$40, 0.2 lb.  
Large Throwing Knives x2. 1d-1 imp, Acc 1, Range 11/22,  
Shots T(1), Bulk -1. \$80, 2 lbs.  
Light Leather Armor, Suit, w. Fortify +1.  
DR 2. \$1,150, 18 lbs.  
Medium Shield, Buckler. DB 2; 1d-1 cr  
(bash). \$60, 15 lbs.  
Personal Basics. \$5, 1 lb.  
Pouch. Holds coins, personal basics. \$10,  
0.2 lb.  
Shortsword, Fine, Ornate (+1 reactions).  
1d+2 cut (reach 1) or 1d+1 imp (reach  
1). \$2,000, 2 lbs.  
Tin Whistle. \$40, 1 lb.



# LLANDOR THE GRAY

## 247-Point Elven Scout

Llandor (you couldn't pronounce his full name) is the stereotypical elven ranger. He keeps the wilderness safe for lions, tigers, and bears by using a high-powered bow to shoot firebugs and litterbugs from concealment. Like many hunters, he keeps trophies – specifically, *ears*. His willingness to slay has earned him some enemies, so he's presently hiring out to adventuring parties as an archer . . . as long as they follow his lead on treks to and from dungeons. He doesn't care what they do in town; he can't stand crowds and won't go there anyway.

**ST** 11 [10]; **DX** 15 [100]; **IQ** 11 [20]; **HT** 12 [20].

Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 14 [15]; FP 12 [0].

Basic Speed 7.25 [10]; Basic Move 9 [10]; Move 7.

Dodge 9; Parry 14 (Staff); Block N/A.

### Advantages

Acute Vision 1 [2]

Appearance (Attractive) [4]

Elven Gear [1]

Forest Guardian 2 [10]

Heroic Archer [20]

Magery 0 [5]

Outdoorsman 2 [20]

Signature Gear (Bow) [1]

Strongbow [1]

Weapon Bond (Bow) [1]

### Disadvantages and Quirks

Bloodlust (12) [-10]

Callous [-5]

Loner (12) [-5]

Phobia (Crowds) (12) [-15]

Sense of Duty (Adventuring Companions) [-5]

Sense of Duty (Nature) [-15]

Vow (Own no more than what can be carried) [-10]

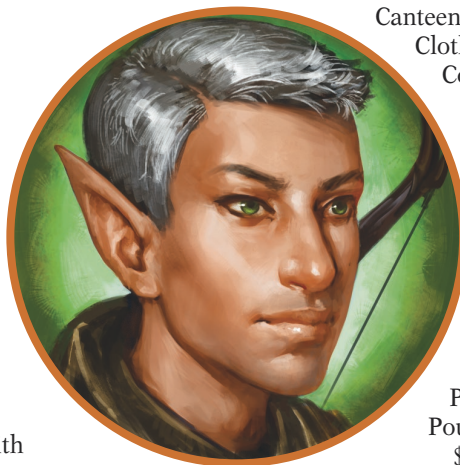
Collects an ear from each slain foe. [-1]

Exploits his speed to run around shooting arrows in melees. [-1]

Respects druids – even dodgy ones with iffy advice. [-1]

Uses racial Magery to check *every* bow and arrow for magic. [-1]

"You couldn't pronounce my full name." [-1]



### Skills

Armory (Missile

Weapons)-10 [1]

Bow-21/22\*† [16]

Camouflage-16\*‡ [2]

Cartography-12 [4]

Climbing-14 [1]

Fast-Draw (Arrow)-17\* [1]

Gesture-12 [2]

Hiking-12 [2]

Jumping-15 [1]

Knot-Tying-15 [1]

Mimicry (Bird Calls)-12‡ [2]

Navigation-12‡ [1]

Observation-14 [2]

Running-11 [1]

Search-13 [1]

Shadowing-12 [4]

Staff-18 [12]

Stealth-16\* [1]

Survival

(Woodlands)-17\*‡ [1]

Tracking-16‡ [2]

Traps-13 [8]

Weather Sense-12‡ [1]

\* Includes +2 for Forest Guardian.

† Use higher skill for Signature Gear bow (+1 for Weapon Bond).

‡ Includes +2 for Outdoorsman.

### Equipment

**\$2,500, 41.56 lbs. (Light encumbrance)**

Arrows, Bodkin Point, Fine x25. Damage becomes 1d+4(2) pi. \$150, 2.5 lbs.

Arrows, Cutting Point, Fine x25. Damage becomes 1d+4 cut. \$150, 2.5 lbs.

Canteen, Full. 1 quart water. \$10, 3 lbs.

Clothing. \$0, 2 lbs.

Coins. 18 copper. \$18, 0.36 lb.

Composite Bow (ST 13). 1d+3 imp, Acc 3, Range 260/325, Shots 1(2), Bulk -7. \$900, 4 lbs.

Elven Rations, 6 meals. \$27\*, 1 lb.

Hip Quiver, Large. Holds arrows. \$30, 2 lbs.

Light Cloth Armor, Suit, w. Fortify +1. DR 2. \$1,150, 18 lbs.

Miniature Sundial. Allows Navigation at -1. \$40, 1 lb.

Personal Basics. \$5, 1 lb.

Pouch. Holds personal basics, rations, sundial. \$10, 0.2 lb.

Quarterstaff. 1d+3 cr (reach 1, 2) or 1d+1 cr (reach 1, 2). \$10, 4 lbs.

\* -10% for Elven Gear.

### Design Notes: Llandor the Gray

Llandor's shtick is riddling things with arrows. Elven DX and Forest Guardian give skill 21, Weapon Bond with his favorite bow yields 22, and Heroic Archer adds Acc 3 for 25 without Aim – or ignores Bulk -7 for 22 when running around! The -3 for rapid shooting is thus easily absorbed, and Forest Guardian also gives high Fast-Draw

(Arrow). Thanks to Strongbow, Llandor uses a ST 13 composite bow, which with fine arrows inflicts 1d+4 damage. Llandor has traded three quirk points for \$1,500 so he can have the fancy bow and arrows, and magic clothes. The other two bought more skills, letting him raise Traps (for the dungeon) and have outdoor abilities.

# MASHA DEATHFOOT

## 250-Point Human Martial Artist

Masha is a human girl who was raised by a reclusive orc tribe whose members – for headache-inducing historical reasons – deem themselves the rightful heirs to the fighting arts of the Mysterious East. Her specialty is kicking: while running, standing, turning cartwheels . . . you name it. She has taken vows to use no weapons until she has kicked 1,000 enemies to death. She's already up to 97. She also enjoys peaceful meditation and romantic walks on the beach.

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

Damage 1d/2d-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]; Move 8.

Dodge 10; Parry 11 (Judo, Karate, Parry Missile Weapons); Block N/A.

### Advantages

Chi Talent 2 [30]

Dragon Skin [5]

Mantis Strike [9]

Seven Secret Kicks [7]

Trained by a Master [30]

Unarmed Master [25]

### Disadvantages and Quirks

Disciplines of Faith (Chi Rituals) [-10]

Sense of Duty (Adventuring Companions) [-5]

Social Stigma (Minority Group) [-10]

Vow (Always fight unarmed) [-15]

Wealth (Struggling) [-10]

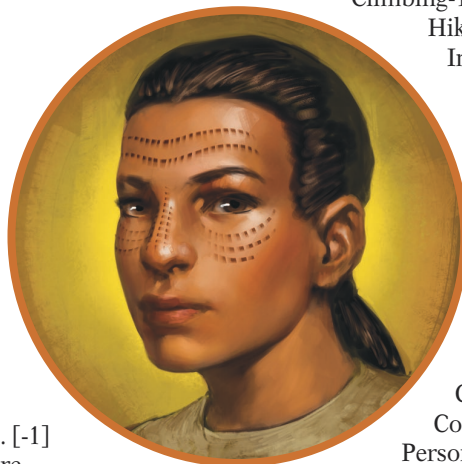
Adds a small tattoo or scar for each opponent kicked to death. [-1]

Kicks enemies whenever feasible. [-1]

Likes orcs – doesn't assume they're hostile. [-1]

Loves to dance (has no clue how). [-1]

Takes offense at being called "angry," "murderous," etc. [-1]



*It's complicated. I'm not part orc; I was raised by orcs. You're thinking orcs must have killed my parents, but no – famine did. My orcish brothers and sisters are civilized, masters of kung fu. Yes, I guess "fancy fisticuffs" would be one way to describe it. Anyway: Are you hiring?*

*– Masha Deathfoot,  
Martial Artist*

### Skills

Acrobatics-15 [2]

Body Control-12\* [2]

Breaking Blow-11\* [2]

Climbing-15 [1]

Hiking-11 [1]

Immovable

Stance-17\* [2]

Judo-16 [4]

Jumping-16 [1]

Karate-17 [8]

Light Walk-17\* [2]

Meditation-10 [2]

Mental Strength-14\* [2]

Parry Missile

Weapons-17\* [2]

Power Blow-12\* [2]

Running-11 [1]

Stealth-15 [1]

Tactics-10 [4]

\* Includes +2 for Chi Talent.

### Equipment

**\$500, 23.44 lbs. (No encumbrance)**

Canteen, Full. 1 quart water. \$10, 3 lbs.

Clothing. \$0, 2 lbs.

Coins. 12 copper. \$12, 0.24 lb.

Personal Basics. \$5, 1 lb.

Pouches x2. Hold special rations. \$20, 0.4 lb.

Segmented Plate Armor, Hands and Feet. DR 4 (total DR 6). \$405, 10.8 lbs.

Special Rations, 12 meals. \$48, 6 lbs.

### Design Notes: Masha Deathfoot

Masha is Trained by a Master, meaning she can Rapid Strike at -3 and make repeated parries at a cumulative -2. Due to her Vow never to use weapons, she hasn't taken a ranged skill, instead putting that point and quirk points toward Chi abilities. These include Mantis Strike (included in damage stats), Seven Secret Kicks (+1 damage per die with kicks), and Unarmed Master (+1 damage per die with unarmed strikes), which with bonuses for Karate (+2 damage per die) and DR 4 gloves and boots

(+1 damage) let her punch at skill 17 for 1d+3 cr or kick at skill 17 for 1d+5 cr – all as if armed, avoiding falls on missed kicks on 19 or less (Karate + Chi Talent), and resisting crippled limbs on 14 or less (HT + Chi Talent). If she can double her ST to 22 with Power Blow, Mantis Strike makes it 24, the armor still gives +1 damage, and per-die bonuses result in 2d+7 damage when punching, 2d+10 when kicking! Dragon Skin gives DR 2, cumulative with what little armor she wears.



# MIAO MIAO

## 249-Point Cat-Folk Swashbuckler

Miao Miao is a blue-eyed cat-girl with predominantly white fur but black ears, face, paws, and tail tip. Of high birth, she had the means to learn swordsmanship on a whim, and continued with it because it was *exciting*. Most other things . . . wait, what were we talking about? Probably nothing exciting. Anyway, her exceptional reflexes make her a natural deliver. That's also exciting, especially when she gets to taunt dragons – "Miao Miao approve!"

**ST** 10 [0]; **DX** 16 [120]; **IQ** 10 [0]; **HT** 13 [30].

Damage 1d2d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 13 [0].

Basic Speed 8.00 [15]; Basic Move 8 [0]; Move 6.

Dodge 11\*; Parry 15\*† (Rapier), 12\* (Unarmed); Block 12\* (Cloak).

### Advantages

Armor Familiarity 1

(Rapier) [1]

Catfall [10]

Combat Reflexes [15]

Enhanced Parry 1

(Rapier) [5]

Luck [15]

Night Vision 5 [5]

Sharp Claws [5]

Sharp Teeth [1]

Signature Gear (Rapier) [1]

Springing Attack [10]

Striking ST 4 [20]

Temperature Tolerance 1 (Cold) [1]

Weapon Bond (Rapier) [1]

Weapon Master

(Rapier) [20]

### Disadvantages and Quirks

Chummy [-5]

Code of Honor (Gentlecat's) [-10]

Impulsiveness (12) [-10]

Laziness [-10]

Phobia (Entering Water) (15) [-2]

Sense of Duty (Adventuring Companions) [-5]

Short Attention Span (12) [-10]

Trickster (12) [-15]

Vow (Use only rapiers) [-5]

Nicknames members of other races "Furless," "Bobtail," etc. [-1]

Pounces around thrusting and stabbing at air when bored. [-1]

Takes a nap when *really* bored (e.g., during planning). [-1]

Typical planning contribution: "Miao Miao approve!" [-1]

Wants to trick a bona fide dragon! [-1]

### Skills

Acrobatics-16 [4]

Brawling-17 [2]

Carousing-13 [1]

Climbing-16 [2]

Cloak-17 [4]

Fast-Draw (Knife)-17\* [1]

Fast-Draw (Sword)-18\* [2]

Fast-Talk-9 [1]

Gambling-9 [1]

Hiking-12 [1]

Jumping-16 [1]

Rapier-20/21‡ [16]

Savoir-Faire-11 [2]

Scrounging-11 [1]

Search-10 [1]

Stealth-16 [2]

Thrown Weapon (Knife)-17 [2]

Wrestling-16 [2]

\* Includes +1 for Combat Reflexes.

† Includes +1 for Enhanced Parry.

‡ Use higher skill for Signature Gear rapier (+1 for Weapon Bond).



### Fighting monsters?

*Miao Miao approve! Contract?*

*Lots of big words – must be good. Monster time, now?*

– Miao Miao, Swashbuckler



### Equipment

**\$1,500, 39.26 lbs. (Light encumbrance)**

Bandoleer. Holds throwing knives. \$60, 1 lb.

Canteen, Full. 1 quart water. \$10, 3 lbs.

Coins. 3 copper. \$3, 0.06 lb.

Edged Rapier. 2d+4 cut (reach 1, 2) or 1d+3 imp (reach 1, 2). \$1,000, 3 lbs.

Furs, Suit. DR 1. \$150, 18 lbs.

Heavy Cloak. DB 2. \$50, 5 lbs.

Large Throwing Knives x5. 1d imp, Acc 1, Range 14/28, Shots T(1), Bulk -1. \$200, 5 lbs.

Personal Basics. \$5, 1 lb.

Pouch. Holds rations. \$10, 0.2 lb.

Rations, 6 meals. \$12, 3 lbs.

### Design Notes: Miao Miao

Miao Miao's professional *and* racial templates included Combat Reflexes, so she took it once and put 15 points in other advantages. These include Striking ST 4 (factored into damage stats), as professional and racial limits are additive! This and the Weapon Master damage bonus account for her high damage at ST 10 – and Springing Attack can make rapier damage 2d+6 cut/1d+4 imp. Weapon Master also lets her try a Rapid Strike at -3 and, with her fencing weapon, parry repeatedly at a cumulative -1. Miao traded a quirk point for \$500 to afford *other* gear after spending \$1,000 on that nice rapier; the rest bought Signature Gear (to protect her investment) and Armor Familiarity (to avoid Light encumbrance penalties when using it), and improved Climbing and Stealth (as befits a feline). Miao doesn't bother with clothing – that's what fur is for, though it's hard to tell her fur from the furs she wears as "armor."

# PUDDIN' NODDINGTON

## 246-Point Gnome Thief

Puddin' is the daughter of a craftswoman who holds office in the greatest of gnomish institutions: the Gadgeteer's Guild. Unlike her hardworking mother, she's lazy, and finds it deadly boring to fix gear for adventurers and smith locks for rich townies. She wants to *have* adventures and *get* rich! Fortunately, her talents are perfect for this – she has yet to encounter the lock or trap she cannot defeat. Unfortunately, she cannot make similar boasts regarding foes.

**ST** 11 [10]; **DX** 15 [100]; **IQ** 13 [60]; **HT** 11 [10].  
Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 14 [9].

Basic Speed 6.00 [-10]; Basic Move 6 [0]; Move 4.  
Dodge 8; Parry 10 (Falchion), 10 (Sai); Block N/A.

### Advantages

Flexibility [5] Night Vision 5 [5]  
Gizmos 1 [5] Perfect Balance [15]  
High Manual Dexterity 2 [10] Widget-Worker 2 [10]  
Honest Face [1]  
Resistant to Poison 5 [5]

### Disadvantages and Quirks

Chummy [-5]  
Curious (9) [-7]  
Greed (12) [-15]  
Laziness [-10]  
Overweight [-1]  
Post-Combat Shakes (15) [-2]  
Sense of Duty (Adventuring Companions) [-5]  
Always trying to talk friends into lugging her gear. [-1]  
Don't call her "thief" – she's a "master locksmith." [-1]  
Keeps her bourgeois origins a secret. [-1]  
"Plump? I eat well because I'm good at my job. Unlike, uh, you." [-1]  
Tries to hide her shakiness after combat. [-1]

### Skills

Acrobatics-14\* [1]  
Brawling-15 [1]  
Carousing-11 [1]  
Climbing-18\*† [1]  
Connoisseur (Luxuries)-12 [1]  
Counterfeiting-11 [1]  
Crossbow-16 [2]  
Escape-16† [1]  
Fast-Draw (Knife)-15 [1]  
Fast-Draw (Sword)-15 [1]  
Filch-15 [2]  
Forced Entry-17‡ [1]  
Gambling-12 [1]  
Gesture-13 [1]  
Holdout-13 [2]  
Knot-Tying-17§ [1]  
Lockpicking-20‡§ [4]  
Main-Gauche-14 [1]  
Merchant-12 [1]  
Pickpocket-16§ [2]  
Scrounging-16‡ [1]  
Search-14 [2]  
Shadowing-12¶ [2]  
Shortsword-14 [1]  
Sleight of Hand-15§ [1]  
Smuggling-13 [2]  
Stealth-18 [12]  
Streetwise-13 [2]  
Traps-16‡ [4]  
Urban Survival-14 [2]

\* Includes +1 for Perfect Balance.  
† Includes +3 for Flexibility.  
‡ Includes +2 for Widget-Worker.  
§ Includes +2 for High Manual Dexterity.  
¶ Includes -1 for Overweight.



### Equipment

**\$3,000, 47.37 lbs.**  
**(Light encumbrance)**

Bolts, Fine x15. Damage becomes 1d+4 imp. \$90, 0.9 lb.  
Clothing. \$0, 2 lbs.  
Coins. 1 gold, 5 silver. \$300, 0.12 lb.  
Crossbow Slings x2. Tote loaded pistol crossbows. \$400, 4 lbs.  
Crowbar. \$20, 3 lbs.  
Delver's Webbing. Holds bolts, goat's foot, personal basics, rations, tools. \$160, 3 lbs.

Elven Rations, 6 meals. \$30, 1 lb.

Falchion. 1d+2 cut (reach 1) or 1d-3 imp (reach 1). \$400, 3 lbs.

Goat's Foot. \$50, 2 lbs.

Light Mail Armor, Body. DR 3/1. \$525, 12.6 lbs.

Lockpicks, Good. +1 to skill. \$250, 0.5 lb.

Personal Basics. \$5, 1 lb.

Pistol Crossbows (ST 15) x2. 1d+3 imp, Acc 1, Range 225/300, Shots 1(20), Bulk -4. \$300, 8 lbs.

Sai. 1d+1 cr (reach 1) or 1d-1 imp (reach 1). \$60, 1.5 lbs.

Tinted Goggles. Only worn in combat. \$150, 0.5 lb.

Trap-Finder's Kit, Good. +1 to skill. \$250, 2 lbs.

Wineskin. 1 quart water. \$10, 2.25 lbs.

### Design Notes: Puddin' Noddington

Puddin' isn't an antisocial thief who skulks alone; she works best when friends have her back, and has Chummy instead of some standard thief disadvantages. She's also somewhat round (Overweight) due to Laziness. Widget-Worker and High Manual Dexterity make her DX-based Traps skill 20 – and when disarming fails, Widget-Worker gives +2 to avoid the consequences! Puddin' loads her pistol crossbows (*slowwwwly*) between battles and will shoot both before even considering melee combat, which she avoids if only because her sole armor is a concealed light mail vest. She has exchanged all but one quirk point for \$2,000, much of it in gnomish gadgetry; the last point raised her Crossbow skill.



# SAMAR ALQATIL

## 245-Point Human Holy Warrior

Samar isn't merely a holy warrior but a *demon-slayer*. She accepts any quest that even hints at a chance to destroy demons, whether that means a lowly hellhound or The Devil; taking on the latter would be fatal, but she wouldn't hesitate to try. She is generous and loyal, and believes that people are worth saving – in her view, mortal peccadilloes are among life's charms, and demonizing wine, gold, and dalliances is a wasteful distraction when Hell's denizens walk the Earth! This makes her more accessible than others in her line of work, who tend toward a "holier than thou" attitude in every sense.

**ST** 13 [30]; **DX** 13 [60]; **IQ** 12 [40]; **HT** 13 [30].  
Damage 1d+1/2d+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]; Move 3.  
Dodge 8\*; Parry 12\* (Sword), 11\* (Unarmed); Block 13\*† (Shield).

### Advantages

Born War-Leader 1 [5]	Holiness 2 [10]
Combat Reflexes [15]	Resist Evil 1 [1]
Enhanced Block 1 [5]	Rest in Pieces [1]
Heroic Might +1d [9]	Striking ST 2 [10]
Higher Purpose 3	
(Slay Demons) [15]	

### Disadvantages and Quirks

Compulsive Generosity (12) [-5]  
Fanaticism [-15]  
Overconfidence (12) [-5]  
Sense of Duty (Adventuring Companions) [-5]  
Sense of Duty (Good Entities) [-10]  
Especially fond of nice shields – hopes to find a blessed one. [-1]  
Gleeful fanatic ("Ha! Demons to kill!"), not a morbid one ("I die for Good."). [-1]  
Likes children and fills their heads with tales of heroism. [-1]  
Not a compulsive carouser, but loves a good time. [-1]  
Tells people she has angelic ancestry. [-1]

### Design Notes: Samar Alqatil

Samar's damage numbers already reflect Striking ST, and Heroic Might can (briefly) boost ST further! Higher Purpose 3 means +3 on all rolls to fight demons – including damage. Holiness gives a Per roll at +2 to spot blessed and cursed areas and items, and +2 to rolls to pray for divine assistance. In Samar's faith, Fanaticism takes the form of fighting all demons no matter the danger, refusing to deal with demons (even if the demon won't benefit), never rejecting quests that promise demon-slaying, etc. Samar has exchanged all five quirk points for another \$2,500 . . . mostly to afford good armor.

*I would be happy to join any undertaking that promises to put Evil to the sword.*

*Contrary to rumor, my order is not one to pass judgment on the acts of others. Do what ye will in return for one oath: Should we happen upon demons, we attack and offer no quarter.*

– Samar Alqatil, Holy Warrior



### Skills

Brawling-14 [2]  
Broadsword-16 [12]  
Esoteric Medicine (Holy)-10 [1]  
Exorcism-14 [4]  
Fast-Draw (Sword)-14\* [1]  
Hidden Lore (Demons)-12 [2]  
Hiking-12 [1]  
Intimidation-13 [1]  
Leadership-12‡ [1]  
Meditation-12 [1]  
Observation-11 [1]  
Physiology (Demons)-12 [4]  
Psychology (Demons)-12 [4]  
Religious Ritual-10 [1]  
Riding (Horse)-12 [1]  
Shield-16 [8]  
Stealth-12 [1]  
Strategy-12‡ [2]  
Tactics-12‡ [2]  
Theology-10 [1]  
Throwing-14 [4]  
Wrestling-14 [4]

\* Includes +1 for Combat Reflexes.

† Includes +1 for Enhanced Block.

‡ Includes +1 for Born War-Leader.



### Equipment

**\$3,500, 100.5 lbs. (Medium encumbrance)**  
Broadsword. 2d+2 cut (reach 1) or 1d+3 imp (reach 1). \$600, 3 lbs.  
Canteen, Full. 1 quart water. \$10, 3 lbs.  
Clothing. \$0, 2 lbs.  
Coins. 2 silver, 13 copper. \$53, 0.3 lb.  
Holy Symbol. \$50, 1 lb.  
Medium Shield. DB 2; 1d+1 cr (bash). \$60, 15 lbs.  
Personal Basics. \$5, 1 lb.  
Pouch. Holds rations. \$10, 0.2 lb.  
Rations, 6 meals. \$12, 3 lbs.  
Segmented Plate Armor, Suit. DR 4. \$2,700, 72 lbs.

# SIR YVOR GRYFFYN

## 245-Point Human Knight

Sir Yvor is a bona fide knight of the realm – a warrior from a long line of warriors, all sworn to fight the King’s wars. As there have been few wars of late, Yvor’s liege has set him to clearing monsters from the King’s roads and forests, ostensibly to make the land safer. Yvor’s lord secretly hopes his champion will strike it rich in some dungeon, bring home a storied artifact or two, and elevate his fortunes. Yvor, a man of honor, would pay his liege his due. Shorter term, Yvor’s honor compels him to defend allies and rally them to action when they falter.

**ST** 16 [60]; **DX** 14 [80]; **IQ** 10 [0]; **HT** 13 [30].  
Damage 1d+1/2d+2; BL 51 lbs.; HP 16 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0].  
Basic Speed 6.00 [-15]; Basic Move 6 [0]; Move 3.  
Dodge 8\*; Parry 14\* (Sword), 11\* (Unarmed); Block 12\* (Shield).

### Advantages

Armor Mastery [5]	Rallying Cry [5]
Born War-Leader 2 [10]	Sacrificial Block [1]
Combat Reflexes [15]	Sacrificial Parry [1]
Fearlessness 3 [6]	Shield-Wall Training [1]
High Pain Threshold [10]	Weapon Master
Penetrating Voice [1]	(Longsword) [20]

### Disadvantages and Quirks

Code of Honor (Chivalry) [-15]  
Obsession (Save a town by slaying a terrible monster) (12) [-5]  
Sense of Duty (Adventuring Companions) [-5]  
Sense of Duty (Nation) [-10]

Always roaring *some* kind of battle cry in action. [-1]  
Believes honor is wisdom – much to the chagrin of high-IQ friends. [-1]  
Loves armor and overspends on it. [-1]  
Misuses adjectives (“Fetch my vorpal helmet!”). [-1]  
Won’t stand for insults to the King. [-1]



### Skills

Armory (Body Armor)-11 [4]  
Boxing-14 [2]  
Broadsword-20 [24]  
Connoisseur (Weapons)-12† [2]  
Crossbow-16 [4]  
Fast-Draw (Sword)-15\* [1]  
Fast-Draw (Two-Handed Sword)-15\* [1]  
Heraldry-9 [1]  
Intimidation-9 [1]  
Knife-14 [1]  
Leadership-12† [2]  
Riding (Horse)-13 [1]  
Savoir-Faire-12† [1]  
Shield-16 [4]  
Strategy-11† [2]  
Tactics-11† [2]  
Two-Handed Sword-16 [0]  
Wrestling-14 [2]  
  
\* Includes +1 for Combat Reflexes.  
† Includes +2 for Born War-Leader.

### Equipment

**\$3,500, 124.46 lbs. (Medium encumbrance)**

Bolts x20. \$40, 1.2 lbs.  
Clothing. \$0, 2 lbs.  
Coins. 1 gold, 2 silver. \$240, 0.06 lb.  
Crossbow (ST 16). 1d+5 imp, Acc 4, Range 320/400, Shots 1(4), Bulk -6. \$150, 6 lbs.  
Heavy Cloth Armor, Suit. +2 DR as inner layer. \$450, 36 lbs.  
Hip Quiver. Holds bolts. \$15, 1 lb.  
Large Shield. DB 3; 1d+1 cr (bash). \$90, 25 lbs.  
Light Segmented Plate Armor, Suit. DR 3 (total DR 6). \$1,800, 48 lbs.  
Longsword. 2d+7 cut (reach 1) or 1d+5 imp (reach 1, 2) one-handed, 2d+7 cut (reach 1) or 1d+6 imp (reach 1, 2) two-handed. \$700, 4 lbs.  
Personal Basics. \$5, 1 lb.  
Pouch. Holds personal basics. \$10, 0.2 lb.

### Design Notes: Sir Yvor Gryffyn

Weapon Master boosts Yvor’s longsword damage, and lets him attempt Rapid Strike at -3 and multiple parries at a cumulative -2. He parries if possible, saving blocks for allies beside him (Shield-Wall Training, which *also* means his large shield inflicts no -2 to attack) or behind him (Sacrificial Block) – but a longsword’s reach *does* let him invoke Sacrificial Parry for friends two yards distant. Yvor occasionally wields his longsword two-handed at its

default from Broadsword (a respectable 16, or DX+2, with Parry 12\*), and can Fast-Draw it that way. Yvor has sacrificed five quirk points for \$2,500, mostly spent on armor, which gets +1 DR and ignores -1 to DX for layering thanks to Armor Mastery. The common knightly monster-slaying Obsession has been modified to fit Yvor’s backstory. As a knight, Yvor doesn’t carry provisions but has ample funds to *pay* for them.



# SISTER MIRIAM SUNTEMPLE

## 246-Point Human Cleric

Sister Miriam is a no-nonsense cleric devoted to the task of destroying Evil in all its forms. She's conservative in her tactics, preferring to support a well-led team rather than charge into harm's way like some idealistic young holy warrior. She doesn't shrink from confrontation, though, and will use magic (especially Sunbolt) if she can and her sword (enhanced with Flaming Weapon) if she must.

Miriam uses her temple-issue armor as her power item. It holds 11 FP.

**ST** 13 [30]; **DX** 12 [40]; **IQ** 14 [80]; **HT** 12 [20].

Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 14 [0]; Per 14 [0]; FP 12 [0].

Basic Speed 6.00 [0]; Basic Move 6 [0]; Move 3. Dodge 7; Parry 10 (Sword); Block 10 (Shield).

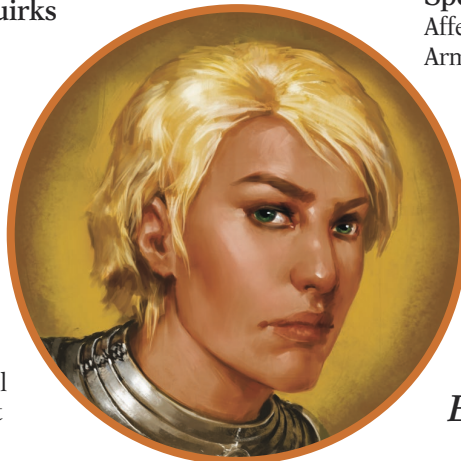
### Advantages

Clerical Investment [5] Resist Evil 2 [2]  
Energy Reserve 3 (Holy) [9] Turning [24]  
Power Investiture 3 [30]

### Disadvantages and Quirks

Honesty (12) [-10]  
Intolerance ("Evil" Religions) [-5]  
No Sense of Humor [-10]  
Selfless (12) [-5]  
Sense of Duty (Adventuring Companions) [-5]  
Sense of Duty (Coreligionists) [-10]  
Stubbornness (12) [-5]

Annoyed by claims that all clerics are chaste, can't wield swords, etc. [-1]  
Maintains Flaming Weapon on her sword for light. [-1]  
Prioritizes aiding beleaguered allies over attacking. [-1]  
Thinks most holy warriors are fools, if *useful* fools. [-1]  
Wants Evil *dead*, but doesn't quite have Bloodlust. [-1]



### Design Notes: Sister Miriam Suntemple

Miriam has no time for pleasantries – she's a dour, 24/7 foe of evil, not some peace-and-love idealist, so she has invoked her option to choose disadvantages to get No Sense of Humor. Fortunately, the +2 to reactions from Sense of Duty offsets the resulting -2 much of the time. Miriam used four quirk points to obtain another \$2,000 in starting money for superior armor and a healer's kit. Her holy water was half-price (because she's a cleric). Her remaining quirk point bought an extra Hidden Lore specialty.



*You seem a ragtag band, sinners all. No matter. I shall see that the flame of Heaven forges you into a weapon of Good.*

– Sister Miriam Suntemple, Cleric

### Skills

Broadsword-14 [8]	Observation-13 [1]
Climbing-11 [1]	Occultism-13 [1]
Diagnosis-12 [1]	Public Speaking-13 [1]
Esoteric Medicine (Holy)-14 [4]	Religious Ritual-12 [1]
Exorcism-14 [4]	Search-13 [1]
First Aid-14 [1]	Shield-14 [4]
Hidden Lore (Demons)-13 [1]	Stealth-11 [1]
Hidden Lore (Undead)-13 [1]	Surgery-12 [2]
Hiking-11 [1]	Teaching-13 [1]
Innate Attack (Projectile)-14 [4]	Theology-12 [1]
Meditation-12 [1]	

### Spells\*

Affect Spirits-15 [1]	Neutralize Poison-15 [1]
Armor-15 [1]	Protection from Evil-15 [1]
Cure Disease-15 [1]	Recover Energy-15 [1]
Final Rest-15 [1]	Resist Fire-15 [1]
Flaming Weapon-15 [1]	Sense Evil-15 [1]
Great Healing-14 [1]	Shield-15 [1]
Magic Resistance-15 [1]	Stop Bleeding-15 [1]
Major Healing-14 [1]	Sunbolt-15 [1]
Might-15 [1]	Sunlight-15 [1]
Minor Healing-15 [1]	Vigor-15 [1]

\* Includes +3 for Power Investiture.

### Equipment

**\$3,000, 94.36 lbs. (Medium encumbrance)**

Broadsword. 2d cut (reach 1) or 1d+2 imp (reach 1). \$600, 3 lbs.

Canteen, Full. 1 quart water. \$10, 3 lbs.

Clothing. \$0, 2 lbs.

Coins. 5 silver, 13 copper. \$113, 0.36 lb.

Healer's Kit. \$200, 10 lbs.

Holy Symbol. \$50, 1 lb.

Holy Water x4. \$30, 4 lbs.

Light Segmented Plate Armor, Suit. DR 3. \$1,800, 48 lbs.

Medium Shield. DB 2; 1d cr (bash). \$60, 15 lbs.

Personal Basics. \$5, 1 lb.

Potion Belt. Holds holy water. \$60, 1 lb.

Rations, 6 meals. \$12, 3 lbs.

Small Backpack. Holds coins, healer's kit, personal basics, rations. \$60, 3 lbs.

# UNCLE SEAMUS

## 248-Point Human Wizard

Nobody's sure if Seamus is *really* anybody's uncle, but he insists on that informality from those younger than him – that is, most people. The sorts of wizards who insist on more formal titles shun him because a lifetime of thaumatological misfortunes has led to strange things (and often Things) seeking him out. So Seamus keeps on delving, using his arcane wisdom to help his allies solve mysteries (with Analyze Magic, History, Seek Gate, Seeker, etc.) and win fights (Great Haste is truly *great*, a big Mass Sleep cast from behind a door can end the battle before it begins, and a large Stone Missile is lethal).

Seamus uses a gnarled staff topped with a crystal sphere as his power item. It holds 6 FP.

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

Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 12 [-15]; FP 11 [0].

Basic Speed 6.00 [5]; Basic Move 6 [0]; Move 4.

Dodge 8, Blink 16; Parry 12 (Staff); Block N/A.

### Advantages

Energy Reserve 3 (Magical) [9]

Intuition [15]

Language: Ancient (Written) [3]

Luck [15]

Magery 3 [35]

### Disadvantages and Quirks

Absent-Mindedness [-15]

Sense of Duty (Adventuring

Companions) [-5]

Weirdness Magnet [-15]

Attributes Luck and guesswork (Intuition) to wisdom. [-1]

Insists on being addressed as “uncle.” [-1]

Law-abiding, but overlooks “unwise laws.” [-1]

Not hard of hearing, but pretends not to hear annoying people. [-1]

Pokes youngsters with his staff when lecturing them. [-1]

### Skills

Alchemy-15 [8]

Body Sense-10 [1]

Cartography-14 [1]

Diplomacy-13 [1]

First Aid-15 [1]

Hazardous Materials-14 [1]

Hidden Lore (Faeries)-14 [1]

Hidden Lore

(Magic Items)-15 [2]

Hiking-10 [1]

Innate Attack (Projectile)-14 [4]

Meditation-14 [2]

Occultism-15 [2]

Research-14 [1]

Savoir-Faire-15 [1]

Scrounging-12 [1]

Speed-Reading-14 [1]

Staff-14 [8]

Stealth-11 [1]

Teaching-14 [1]

Thaumatology-15† [1]

Writing-14 [1]

### Spells\*

Analyze Magic-16 [1]

Blink-16 [1]

Complex Illusion-16 [1]

Counterspell-16 [1]

Create Earth-16 [1]

Daze-16 [1]

Detect Magic-16 [1]

Dispel Magic-16 [1]

Earth to Stone-16 [1]

Foolishness-16 [1]

Great Haste-15 [1]

Haste-16 [1]

History-16 [1]

Identify Spell-16 [1]

Lend Energy-16 [1]

Light-16 [1]

Magelock-16 [1]

Mass Daze-16 [1]

Mass Sleep-16 [1]

Recover Energy-16 [1]

Seek Earth-16 [1]

Seek Gate-16 [1]

Seek Magic-16 [1]

Seeker-16 [1]

Shape Earth-16 [1]

Simple Illusion-16 [1]

Sleep-16 [1]

Sound-16 [1]

Stone Missile-16 [1]

Trace-16 [1]

\* Includes +3 for Magery.

### Equipment

**\$2,000, 38.63 lbs.**  
(Light encumbrance)

Beeswax Candle. \$5, 1 lb.

Canteen, Full. 1 quart water. \$10, 3 lbs.

Chalk. \$1, 0.25 lb.

Clothing. \$0, 2 lbs.

Coins. 14 copper. \$14, 0.28 lb.

Elven Rations, 6 meals. \$30, 1 lb.

First Aid Kit. +1 to First Aid. \$50, 2 lbs.

Garlic. \$5, 0.25 lb.

Hand Mirror. \$15, 1 lb.

Light Cloth Armor, Suit, w. Fortify +1. DR 2.  
\$1,150, 18 lbs.

Mapping Kit. +1 to Cartography \$50, 2 lbs.

Paper, 20 sheets. \$20, 1 lb.

Personal Basics. \$5, 1 lb.

Pouch. Holds candle, chalk, garlic, hand mirror, wolfsbane.  
\$10, 0.2 lb.

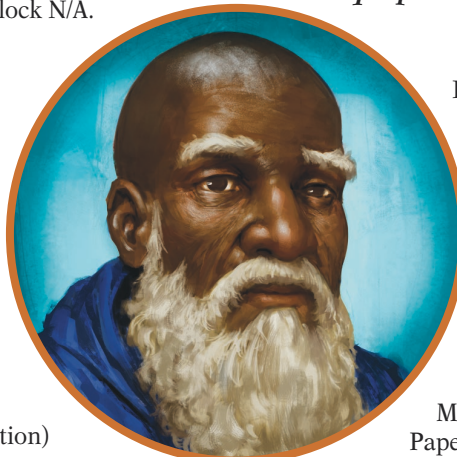
Pouch. Holds first aid kit, rations. \$10, 0.2 lb.

Pouch. Holds mapping kit, paper. \$10, 0.2 lb.

Quarterstaff, Fine, Magic Staff. 1d+2 cr (reach 1, 2) or 1d cr  
(reach 1, 2). \$60 + \$475 crystal ball, 4 lbs.

Scroll Case. \$75, 1 lb.

Wolfsbane. \$5, 0.25 lb.



### Design Notes: Uncle Seamus

Seamus has invested three quirk points to learn the Ancient language – many of the grimoires he learned from were written in it. The other two points gave him \$1,000 so he could afford magic armor (heavy quilted robes with Fortify), a fancy staff to use as a power item, and an impressive range of “occult supplies.”



# ZEPHYRA

## 249-Point Half-Elven Wizard

As much as she hates to admit it, Zephyra fits the half-elf stereotype, boasting an elf's magical talent balanced against a half-breed's social isolation, in an impossibly willowy body topped with improbably flame-colored hair. She prefers to avoid human and elven civilization, devoting her energies to learning about . . . *older* cultures. She's willing to aid any group that offers protection in return for her magic – provided that they don't mind her fits of pique, or ask why most of her spells seem to involve fire and brimstone, pain and withering, burying people alive, and other nastiness.

Zephyra's carved, bejeweled wand is her power item. It holds 4 FP.

**ST** 10 [0]; **DX** 13 [60]; **IQ** 15 [100]; **HT** 11 [10].  
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 12 [-15]; FP 11 [0].  
Basic Speed 6.25 [5]; Basic Move 6 [0]; Move 6.  
Dodge 9; Parry 10 (Wand); Block 10 (Buckler).

### Advantages

Energy Reserve 5 (Magical) [15]  
Language: Elvish (Written) [3]  
Magery 4 [45]

### Disadvantages and Quirks

Bad Temper (9) [-15]  
Obsession (Become immortal, preferably undead) (12) [-10]  
Sense of Duty (Adventuring Companions) [-5]  
Skinny [-5]  
Social Stigma (Half-Breed) [-5]

Alloof during downtime – sits alone and reads. [-1]  
Detests comments about her appearance. [-1]  
Lashes out with magic when angered. [-1]  
Uses a free-to-maintain (1d) Flame Jet as a torch. [-1]  
When dividing treasure, will trade mundane shares for magical at 2:1. [-1]



### Design Notes: Zephyra

As Zephyra's racial template includes Magery 0, she paid 5 fewer points for her Magery – those went toward other advantages. Magery 4 enables her to exploit *Talent and Effect* (**Spells**, p. 11) for 4d Deathtouch and Flame Jet spells, among other things. Zephyra has invested all but one quirk point in more Energy Reserve. That last point fetched \$500, allowing her to have regular gear *and* define her clothing as magical "wizard's robes" bearing a Fortify spell.

### Skills

Alchemy-15 [8]  
Cartography-14 [1]  
Climbing-12 [1]  
Fast-Draw (Potion)-13 [1]  
Fast-Draw (Scroll)-13 [1]  
Hazardous Materials-14 [1]  
Hidden Lore  
(Elder Things)-14 [1]  
Hidden Lore (Lost Civilizations)-15 [2]  
Hidden Lore (Magic Items)-14 [1]  
Hidden Lore (Magical Writings)-14 [1]  
Hidden Lore (Undead)-14 [1]  
Innate Attack (Beam)-15 [4]  
Meditation-14 [2]  
Occultism-15 [2]  
Research-14 [1]  
Shield (Buckler)-15 [4]  
Smallsword-14 [4]  
Speed-Reading-14 [1]  
Stealth-12 [1]  
Teaching-14 [1]  
Thaumatology-16† [1]  
Writing-14 [1]

### Spells†

Agonize-17 [1]  
Clumsiness-17 [1]  
Counterspell-17 [1]  
Create Fire-17 [1]  
Death Vision-17 [1]  
Deathtouch-17 [1]  
Dispel Magic-17 [1]  
Earth to Stone-17 [1]  
Entombment-17 [1]  
Extinguish Fire-17 [1]  
Flame Jet-17 [1]  
Flesh to Stone-17 [1]  
Ignite Fire-17 [1]  
Itch-17 [1]  
Lend Energy-17 [1]  
Pain-17 [1]  
Paralyze Limb-17 [1]  
Purify Air-17 [1]  
Recover Energy-17 [1]  
Seek Earth-17 [1]  
Sensitize-17 [1]  
Shape Earth-17 [1]  
Shape Fire-17 [1]  
Smoke-17 [1]  
Spasm-17 [1]  
Stench-17 [1]  
Stun-17 [1]  
Summon Spirit-17 [1]  
Walk Through Earth-17 [1]  
Wither Limb-17 [1]

† Includes +4 for Magery.

### Equipment

**\$1,500, 19.79 lbs. (No encumbrance)**

Alchemist's Matches. \$15, 0.25 lb.  
Canteen, Full. 1 quart water. \$10, 3 lbs.  
Clothing w. Fortify +1. DR 1. \$1,000, 2 lbs.  
Coins. 2 silver, 5 copper. \$45, 0.14 lb.  
Elven Rations, 6 meals. \$30, 1 lb.  
Paper, 20 sheets. \$20, 1 lb.  
Personal Basics. \$5, 1 lb.

Pouch. Holds coins, matches, rations. \$10, 0.2 lb.  
Pouch. Holds paper, scribe's kit. \$10, 0.2 lb.  
Scribe's Kit. \$50, 2 lbs.  
Short Staff, Fine, Magic Staff. 1d cr (reach 1) or 1d-2 cr (reach 1). \$90 + \$175 in gems, 1 lb.  
Small Shield, Buckler. DB 1; 1d-2 cr (bash). \$40, 8 lb.

# GURPS

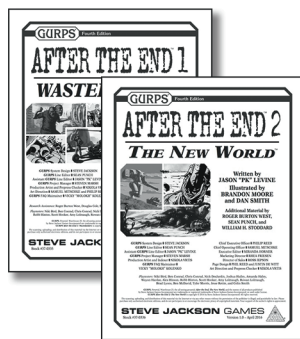
## Themed Adventure Is Easier Than Ever

Just add any one of these quick-start worldbook series to your two-volume *GURPS Basic Set*, and you're ready to play!



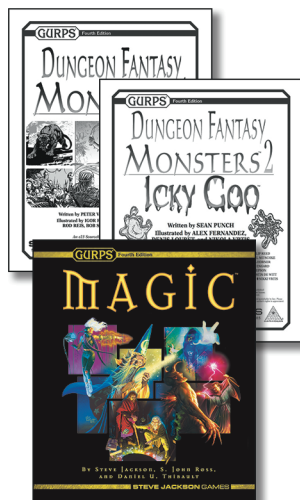
### *GURPS Action*

Modern-day cinematic adventures crash into your gaming table. There's never a dull moment with car chases, heists, explosions, and shootouts!



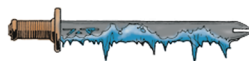
### *GURPS After the End*

Fight to survive in a world arising from the ashes. Explore the wastelands, battle mutants, cobble together gadgets, and build a better tomorrow!



### *GURPS Dungeon Fantasy*

Hack-and-slash gaming as you remember it! Play barbarians, knights, and thieves as they battle monsters, explore crypts, and discover loot.



Add *GURPS Magic* for wizards, clerics, and bards!



🐦 Share your campaign ideas with #GURPShook!

[gurps.sjgames.com](http://gurps.sjgames.com)

STEVE JACKSON GAMES