

GURPS®

Fourth Edition

DUNGEON FANTASY CAREER GUIDE™

2020 EDITION



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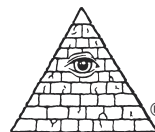
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INTRODUCTION

Dungeon fantasy works best if every PC fills a distinct niche.
– **GURPS Dungeon Fantasy 1: Adventurers**

When **GURPS Dungeon Fantasy** launched in late 2007, it featured 11 professions in one short work: **GURPS Dungeon Fantasy 1: Adventurers**. Dungeon fantasy being *hack 'n' slash* fantasy, though, “more stuff” was essential. Beginning with **GURPS Dungeon Fantasy 3: The Next Level**, power-ups, lenses, and other add-ons followed faster than a scout can ridle an orc with arrows.

Dungeon fantasy is also *kitchen-sink* fantasy; it borrows from every source that could conceivably fit. Adventurers might represent archetypes found in any flavor of fantasy – epic fantasy, historical fantasy, horror fantasy, steam-punk fantasy, even science fantasy. Thus, many templates for entirely new professions appeared, with power-ups and lenses of their own.

As of this writing, over a dozen years later, there are nearly 50 professional templates, with a huge variety of variants and add-ons. This content is strewn across 36 dedicated supplements (again, *as of this writing*), as well as many of the 122 issues of Volume 3 of *Pyramid* magazine. That makes it challenging to create characters, plan campaigns, and follow discussions.

A complete collection of this material would fill an encyclopedia we’re unlikely ever to have the means to compile. **GURPS Dungeon Fantasy Career Guide** offers the next-best thing: an index to it all. Look up a profession to learn where to find its template and other goodies. Information is confined largely to page references – although we couldn’t resist the *occasional* note.

A parting thought: Even if you don’t normally print PDFs, consider printing *this* one. As a GM, you can highlight templates and add-ons permitted in your campaign. As a player, you can annotate roles you’ve played, how you customized them, what you’d do differently, and whether your hero retired in peace – or in pieces!

RECOMMENDED BOOKS

See **GURPS Dungeon Fantasy 1: Adventurers** for the ground rules for professional templates in **GURPS Dungeon Fantasy**, **GURPS Dungeon Fantasy 3: The Next Level** for an intro to lenses, and **GURPS Dungeon Fantasy 11: Power-Ups** to learn all about power-ups.

Generally, the more **Dungeon Fantasy** supplements and *Pyramid* issues you have on hand, the more valuable **GURPS Dungeon Fantasy Career Guide** will be. It’s intended for those with a good-sized library. That said, we wouldn’t be unhappy if you used it as a shopping list for your next campaign or character!

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that

capacity, he has written, edited, or contributed to some 150 **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the **GURPS Dungeon Fantasy** series, which led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec with *son amour*, Geneviève.

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at gurps.sjgames.com.

Warehouse 23. Our online store offers **GURPS** print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and more. The entire 122-issue library is available at Warehouse 23!

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The **GURPS Dungeon Fantasy Career Guide** web page is gurps.sjgames.com/dungeonfantasy/careerguide.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

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

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

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

WHAT DO YOU WANT TO DO WITH YOUR LIFE?

Here are a whole lot of answers to that question, in alphabetical order. Each entry provides these details:

Name: The profession's name. A dagger (†) warns that the occupation might be too lighthearted (innkeeper), technological (demolisher and musketeer), or unorthodox (blob, carnie, dragon, imitator, and Unknowable Thing) for "traditional" dungeon crawls.

General Type: **Cunning** means somebody adept at many mundane *noncombat* skills – say, a craftsperson, talker, or woodsman. **Mystical** denotes an adventurer whose shtick is casting spells or wielding powers; [F] indicates they can possess a familiar (see *GURPS Dungeon Fantasy 5: Allies*), while [P] means they may designate a power item (for the deluxe treatment, see *GURPS Dungeon Fantasy 18: Power Items*). **Warrior** refers to a delver whose primary purpose is fighting. Professions that straddle a line get two labels.

Preferred Environment: **Dungeon** means somebody optimized for looting, combating Evil, or *serving* Evil in dark places that are neither civilized nor outdoors. **Town** labels adventurers who are most capable around settlements – be they social engineers, urban criminals, or users of extremely light arms and armor.

Wilderness marks professionals whose noteworthy capabilities concern tracking, trekking, and dealing with Nature. A line of work that bridges two situations gets two labels. **No Preference** says the delver is a useful ally in *all* environments, though not necessarily an expert in *any* of them.

Description: Summary of the profession's role, strengths, and weaknesses.

Entries go on to list any of the following that apply:

Template: Location of the basic template. *All* professions have this!

Variants: Alternative templates that *replace* the basic one, listed by name. These rarely work exactly like the standard template – be sure to follow up page references.

Lenses: Location of lenses for just this template or for a small number of templates including it. For lenses almost *anybody* can have, see *General Lenses* (p. 16).

Special Abilities: Location of extraordinary innate capabilities *besides* spells, most often meaning powers.

Special Allies: Location of stats for familiars or summoned beings (*not* henchmen, which anybody can have; see *GURPS Dungeon Fantasy 15: Henchmen*).

Special Skills: Location of skills not widely available to other delvers.

Spells: Location of notes on magical spells – possibly including *finite*, *prescriptive* spell lists like those of clerics and druids.

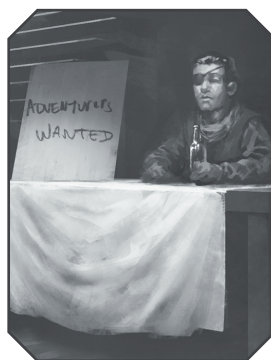
Power-Ups: Location of special character improvement options.

Special Gear: Location of paraphernalia exclusive or essential to the profession – or at least, rarely used by most other adventurers. Does *not* include universal gear (notably ordinary weapons and armor!), articles that such delvers merely favor (e.g., poison for assassins), or magic items (however specialized).

Loadouts: Location of preselected *packages* of starting equipment, which are useful reminders and checklists even when not buying every last item.

Social: Location of guidelines for social organizations (families, guilds, temples, etc.) that profession members routinely lead or belong to. For *general* social traits that suit most delvers, see *GURPS Dungeon Fantasy 17: Guilds*, pp. 4-7, and *Pyramid* #3/58, pp. 11-14.

Sample Characters: Location of pregenerated characters of this type.



KNOW YOUR STUFF

Career Guide includes *many* page references, so it saves space by abbreviating supplement titles. The following key covers the **GURPS Dungeon Fantasy** series and

related works, even ones not referred to here, allowing it to double as a collection checklist.

<i>Title</i>	<i>Abbreviation</i>
<i>Dungeon Fantasy 1: Adventurers</i>	DF 1
<i>Dungeon Fantasy 2: Dungeons</i>	DF 2
<i>Dungeon Fantasy 3: The Next Level</i>	DF 3
<i>Dungeon Fantasy 4: Sages</i>	DF 4
<i>Dungeon Fantasy 5: Allies</i>	DF 5
<i>Dungeon Fantasy 6: 40 Artifacts</i>	DF 6
<i>Dungeon Fantasy 7: Clerics</i>	DF 7
<i>Dungeon Fantasy 8: Treasure Tables</i>	DF 8
<i>Dungeon Fantasy 9: Summoners</i>	DF 9
<i>Dungeon Fantasy 10: Taverns</i>	DF 10
<i>Dungeon Fantasy 11: Power-Ups</i>	DF 11
<i>Dungeon Fantasy 12: Ninja</i>	DF 12
<i>Dungeon Fantasy 13: Loadouts</i>	DF 13
<i>Dungeon Fantasy 14: Psi</i>	DF 14
<i>Dungeon Fantasy 15: Henchmen</i>	DF 15
<i>Dungeon Fantasy 16: Wilderness Adventures</i>	DF 16
<i>Dungeon Fantasy 17: Guilds</i>	DF 17
<i>Dungeon Fantasy 18: Power Items</i>	DF 18
<i>Dungeon Fantasy 19: Incantation Magic</i>	DF 19
<i>Dungeon Fantasy 20: Slayers</i>	DF 20
<i>Dungeon Fantasy Adventure 1: Mirror of the Fire Demon</i>	DFA 1
<i>Dungeon Fantasy Adventure 2: Tomb of the Dragon King</i>	DFA 2
<i>Dungeon Fantasy Denizens: Barbarians</i>	DFD Barbarians
<i>Dungeon Fantasy Denizens: Swashbucklers</i>	DFD Swashbucklers
<i>Dungeon Fantasy Encounters 1: The Pagoda of Worlds</i>	DFE 1
<i>Dungeon Fantasy Monsters 1</i>	DFM 1
<i>Dungeon Fantasy Monsters 2: Icky Goo</i>	DFM 2
<i>Dungeon Fantasy Monsters 3: Born of Myth & Magic</i>	DFM 3
<i>Dungeon Fantasy Monsters 4: Dragons</i>	DFM 4
<i>Dungeon Fantasy Setting: Caverntown</i>	DFS Caverntown
<i>Dungeon Fantasy Setting: Cold Shard Mountains</i>	DFS CSM
<i>Dungeon Fantasy Treasures 1: Glittering Prizes</i>	DFT 1
<i>Dungeon Fantasy Treasures 2: Epic Treasures</i>	DFT 2
<i>Dungeon Fantasy Treasures 3: Artifacts of Felltower</i>	DFT 3
<i>Magical Styles: Dungeon Magic</i>	MSDM
<i>Pyramid Dungeon Collection</i>	PDC

Pyramid

Pyramid issues are given by number, omitting complete titles to save space. Gamers on a budget may find *Pyramid Dungeon Fantasy Collected* attractive: It includes the

justiciar, monster slaver, mystic knight, and sorcerer professions, plus *many* variants, lenses, and power-ups.

Diverse challenges bring the capabilities of different specialists into the spotlight, which lets everybody have fun.

– **GURPS Dungeon Fantasy 2: Dungeons**

Artificer

General Type: Cunning.

Preferred Environment: Dungeon, Town.

Clever expert at devices and mechanisms, capable of improvising technology in the field. Needs lots of tools and gadgets to be effective. *Not* a fighter by any stretch, but an excellent reserve thief when it comes to doors, locks, and traps.

Template: *DF 4*, p. 5.

Lenses: Alchemist (*Pyramid* #3/82, p. 6); Artificer-Barbarian (*DF 4*, p. 5); Artificer-Bard (*DF 4*, p. 6); Artificer-Cleric (*DF 4*, p. 6); Artificer-Druid (*DF 4*, p. 6); Artificer-Holy Warrior (*DF 4*, p. 6); Artificer Holy Warriors (*DF 7*, p. 10); Artificer-Knight (*DF 4*, p. 6); Artificer-Martial Artist (*DF 4*, p. 6); Artificer-Scout (*DF 4*, pp. 6-7); Artificer-Swashbuckler (*DF 4*, p. 7); Artificer-Thief (*DF 4*, p. 7); Artificer-Wizard (*DF 4*, p. 7).

Special Abilities: *DF 4*, pp. 4-5.

Power-Ups: *DF 11*, pp. 17-18 (alternatively, *Pyramid* #3/82, pp. 7-8).

Special Gear: *DF 4*, p. 12.

Loadouts: *DF 13*, p. 7 (artificer holy warriors see *DF 13*, p. 15).

Social: *DF 17*, pp. 12-13, 21-22, 27.

Sample Characters: *DFA 1*, pp. 39-40; *DFS Cavern-town*, p. 14.

Assassin

General Type: Cunning-Warrior.

Preferred Environment: Dungeon, Town.

Mainly a sneak, but with enough combat ability to be a decent light fighter (especially if they can attack from behind . . .). More than skilled enough to serve as one of a party's primary *ranged* combatants! At home on urban adventures, even if no killing is needed.

Template: *DF 12*, p. 9.

Power-Ups: *Pyramid* #3/50, pp. 33-34.

Loadouts: *DF 13*, p. 28.

Social: *DF 17*, pp. 16-17.

Barbarian

General Type: Warrior-Cunning.

Preferred Environment: Dungeon, Wilderness.

Oversized fighter who prefers dishing out and soaking up raw damage to targeting vital spots and evading blows. Can often get by with basic weapons and minimal armor. Also a skilled outdoorsman, valuable *out of* combat.

Template: *DF 1*, pp. 4-5; *DFD Barbarians*, pp. 4-6.

Variants: Rage Barbarian (*DFD Barbarians*, p. 6); Savage Warrior (*DFD Barbarians*, pp. 7-8); Survivor (*DFD Barbarians*, pp. 8-9).

Lenses: Barbarian-Artificer (*DFD Barbarians*, p. 12); Barbarian-Assassin (*DFD Barbarians*, p. 12); Barbarian-Bard (*DF 3*, p. 19; *DFD Barbarians*, pp. 12-13); Barbarian-Cleric (*DF 3*, p. 19; *DFD Barbarians*, p. 13); Barbarian-Druid (*DF 3*, p. 19; *DFD Barbarians*, p. 13); Barbarian-Holy Warrior (*DF 3*, p. 19; *DFD Barbarians*, p. 13); Barbarian-Knight (*DF 3*, p. 19; *DFD Barbarians*,

pp. 13-14); Barbarian-Martial Artist (*DF 3*, p. 19; *DFD Barbarians*, p. 14); Barbarian-Ninja (*DFD Barbarians*, pp. 14-15); Barbarian-Scout (*DF 3*, pp. 19-20; *DFD Barbarians*, p. 15); Barbarian-Shaman (*DFD Barbarians*, p. 15); Barbarian-Swashbuckler (*DF 3*, p. 20; *DFD Barbarians*, p. 15); Barbarian-Thief (*DF 3*, p. 20; *DFD Barbarians*, p. 15); Barbarian-Wizard (*DF 3*, p. 20; *DFD Barbarians*, p. 15); Berserker (*DFD Barbarians*, pp. 9-10); Refined Savage (*DFD Barbarians*, p. 10); Sea Raider (*DFD Barbarians*, pp. 10-11); Shirtless Savage (*DFD Barbarians*, p. 11); Short Barbarian (*DFD Barbarians*, p. 11-12).

Special Allies: *DF 5*, pp. 6-11 and *DFD Barbarians*, p. 19.

Power-Ups: *DF 3*, p. 38; *DF 11*, pp. 18-19; *DFD Barbarians*, pp. 16-24; *Pyramid* #3/61, pp. 8-9.

Special Gear: *DFD Barbarians*, pp. 25-29.

Loadouts: *DF 13*, pp. 8-9.

Social: *DF 17*, pp. 19-20, 23-24, 26-27.

Sample Characters: *DFA 1*, p. 37.



Bard

General Type: Mystical [F, P]-Cunning.

Preferred Environment: Town.

Charismatic troubadour with innate abilities, special skills, and mana-based spells for influencing minds with music. Also a top-notch *mundane* social engineer, indispensable on urban adventures. Such breadth means a slow start but boundless potential for growth.

Template: *DF 1*, pp. 5-6.

Lenses: Bard-Barbarian (*DF 3*, p. 20); Bard-Cleric (*DF 3*, pp. 20-21); Bard-Druid (*DF 3*, p. 21); Bard-Holy Warrior (*DF 3*, p. 21); Bard-Knight (*DF 3*, p. 21); Bard-Martial Artist (*DF 3*, p. 21); Bard-Scout (*DF 3*, p. 21); Bard-Swashbuckler (*DF 3*, p. 21); Bard-Thief (*DF 3*, pp. 21-22); Bard-Wizard (*DF 3*, p. 22); Songshaper (*Pyramid* #3/109, p. 33).

Special Abilities: *DF 1*, p. 21 (alternatively, see *Pyramid* #3/109, p. 33).

Special Allies: *DF 5*, pp. 20-29.
Special Skills: *DF 1*, p. 21.
Spells: *DF 1*, p. 20 (or for a complete overhaul, *Pyramid #3/60*, pp. 4-14).
Power-Ups: *DF 3*, p. 38; *DF 11*, pp. 14-16, 19-21 (alternatively, see *Pyramid #3/109*, p. 33); *DF 18*, p. 12; *Pyramid #3/36*, pp. 25-26.
Special Gear: *DF 1*, p. 24; *DF 8*, p. 22 (musical instruments).
Loadouts: *DF 13*, pp. 9-10.
Social: *DF 17*, pp. 16-19, 21-22, 26-27.
Sample Characters: *DFS Caverntown*, p. 22.

*You might be able to speak
with beasts, command them,
conjure them, cast spells
on them, or even transform
into them.*

– “Beastmaster,”
Pyramid #3/60

Beastmaster

General Type: Mystical [F, P]-Cunning.
Preferred Environment: Wilderness.

Specialist in supernatural animal-control abilities and spells – and a capable hunter-tracker. “Breaks the rules” by taking normally druidic Animal spells and making them mana-based. Powerful on outdoor adventures, but marginal almost everywhere else.

Template: *Pyramid #3/60*, pp. 35-36.
Special Abilities: *Pyramid #3/60*, p. 35.
Special Allies: *DF 5*, pp. 5-11, 20-29.
Spells: *Pyramid #3/60*, p. 35.

Blob†

General Type: Warrior.
Preferred Environment: Dungeon.

Combined professional/racial template for gamers interested in playing a monster. “Warrior” less because they excel at fighting, and more because they’re strong, *absurdly* tough, and skilled at little else. *Not* suitable for town gaming! At all.

Template: *Pyramid #3/72*, p. 22.
Power-Ups: *Pyramid #3/72*, p. 22.

Carnie†

General Type: Mystical-Cunning.
Preferred Environment: Town.

Twisted circus entertainer (sinister clown) who wields *insanity* as a power in itself. Making this work in wilderness or dungeon play requires careful character design and

a complicit GM. Wide range of skills are useful almost anywhere, though.

Template: *Pyramid #3/114*, pp. 28-30.
Special Abilities: *Pyramid #3/114*, pp. 29-31.
Special Skills: *Pyramid #3/114*, p. 31.
Power-Ups: *Pyramid #3/114*, p. 31.

Chevalier

General Type: Warrior.
Preferred Environment: Wilderness.

Mounted warrior. Not *useless* in town or the dungeon, but perhaps unsatisfying to play there – because then they’re just a knight with many points tied up in irrelevant abilities. That said, they add *massive* combat clout to a party adventuring outdoors!

Template: *Pyramid #3/122*, pp. 14-15.
Special Allies: *DF 5*, p. 11 (stallion).
Power-Ups: *Pyramid #3/122*, pp. 16-17.
Special Gear: *DF 16*, p. 19 (riding gear).

Cleric

General Type: Mystical [F, P].
Preferred Environment: No Preference.

Holy person with innate abilities *and* sanctity-based spells for opposing supernatural entities and healing allies. Essential to *any* party in the healer role! Can also cast combat “buffs” and hold their own in a fight, despite not being a dedicated warrior.

Template: *DF 1*, pp. 6-7.
Lenses: Beatiſed (*Pyramid #3/36*, p. 10); Cleric-Barbarian (*DF 3*, p. 22); Cleric-Bard (*DF 3*, p. 22); Cleric-Druid (*DF 3*, p. 22); Cleric-Holy Warrior (*DF 3*, p. 22); Cleric-Knight (*DF 3*, pp. 22-23); Cleric-Martial Artist (*DF 3*, p. 23); Cleric-Scout (*DF 3*, p. 23); Cleric-Swashbuckler (*DF 3*, p. 23); Cleric-Thief (*DF 3*, p. 24); Cleric-Wizard (*DF 3*, p. 24); cult-specific lenses (*DF 7*, pp. 8, 10, 12, 13, 15-17, 19, 21, 22, 24, 26, 28-31; *Pyramid #3/78*, p. 14; *Pyramid #3/100*, p. 30); Elder Cleric (*Pyramid #3/43*, p. 11); Saint (*Pyramid #3/36*, pp. 8-9).
Special Abilities: *DF 1*, p. 22 (alternatively, see *DF 7*, pp. 8, 9, 11, 13, 15-17, 19, 21, 22, 24-27, 29, 30; *Pyramid #3/78*, p. 12; *Pyramid #3/100*, pp. 28-29); *Pyramid #3/19*, pp. 4-11.
Special Allies: *DF 5*, pp. 12-19, 20-29; *Pyramid #3/43*, p. 10; *Pyramid #3/78*, p. 13.
Special Skills: *DF 1*, p. 22.
Spells: *DF 1*, p. 19 (alternatively, see *DF 7*, pp. 9, 10, 12, 14-18, 20-25, 27-29, 31; *Pyramid #3/43*, pp. 11-12; *Pyramid #3/78*, p. 14; *Pyramid #3/89*, p. 17; *Pyramid #3/100*, pp. 30-31; even *DFM 1*, p. 9).
Power-Ups: *DF 3*, p. 38; *DF 11*, pp. 13-16, 21-24 (alternatively, see *Pyramid #3/50*, pp. 16-17); *DF 18*, p. 12; *Pyramid #3/36*, pp. 25-26.
Special Gear: *DF 1*, p. 26 (holy symbols); *DF 7*, pp. 33-35.
Loadouts: *DF 13*, pp. 10-13.
Social: *DF 17*, pp. 10-11, 20, 27; *PDC*, pp. 88-95.
Sample Characters: *DFA 1*, pp. 35-36; *DFS Caverntown*, p. 16; *Pyramid #3/100*, p. 31.

Commander

General Type: Warrior-Cunning.

Preferred Environment: No Preference.

Fighter who improves the *entire party's* combat strength. Excellent addition to any group anywhere fighting might happen – including in town, where brains and leadership ability can make a real difference even when violence is off the table.

Template: Pyramid #3/122, pp. 17-18.

Special Abilities: Pyramid #3/122, pp. 18-19.

Special Skills: Pyramid #3/122, pp. 19-20.

Power-Ups: Pyramid #3/122, pp. 20-22.

*Blow stuff up without spells or
in places where magic doesn't work.
Ka-boom!*

– “The Demolisher,”
Pyramid #3/36

Demolisher†

General Type: Warrior.

Preferred Environment: Dungeon.

Dwarven fighter who kills enemies with things that go “boom.” Relies on specialized, pricey explosives – make sure they're available! Can potentially do *major* damage to not only foes, but also doors, veins of ore, inconvenient walls and terrain features, and allies.

Template: Pyramid #3/36, pp. 4-5.

Power-Ups: Pyramid #3/36, p. 7.

Special Gear: Pyramid #3/36, pp. 5-7 (explosives and firearms).

Loadouts: Pyramid #3/50, pp. 28-29.

Demon-Slayer

General Type: Warrior-Mystical [P].

Preferred Environment: Dungeon.

Warrior specialized in battling demons. Trades a little pure combat ability for demon-slaying capabilities that flow from within. Unlike the holy warrior, *doesn't* need sanctity and *isn't* obliged to follow some externally imposed moral code.

Template: DF 20, pp. 6-8.

Special Abilities: DF 20, pp. 4-6.

Special Skills: DF 20, p. 6.

Power-Ups: DF 11, p. 22 (borrowed from clerics); DF 20, p. 8.

Special Gear: DF 20, pp. 19, 20, 21-22.

Demonologist

General Type: Mystical [F, P].

Preferred Environment: Dungeon.

Magic-user with innate abilities *and* spells for interacting with demons; these require dark forces, not strictly mana

or sanctity. Specialized, and mostly useful when there are demons around – their powers are otherwise extremely limited. Risks being deemed “evil” and run out of town.

Template: DF 9, pp. 6-7.

Lenses: Infernal Diabolist (Pyramid #3/50, pp. 11-12).

Special Abilities: DF 9, pp. 7-8.

Special Allies: DF 5, pp. 20-29; DF 9, pp. 32-35.

Spells: DF 9, p. 8 (alternatively, see Pyramid #3/50, p. 12).

Power-Ups: DF 11, pp. 13-16, 23, 24; DF 18, p. 12; Pyramid #3/36, pp. 25, 27; Pyramid #3/50, p. 13.

Loadouts: DF 13, p. 25.

Social: DF 17, pp. 15-16, 21-23, 27.

Sample Characters: DFA 1, p. 34.

Dragon†

General Type: Warrior-Cunning.

Preferred Environment: Dungeon, Wilderness.

Combined professional/racial template for gamers interested in playing a monster. Surprisingly versatile – deadly, smart, broadly skilled, *and* able to acquire Magery – but a marginal choice for town. Can fly, which only truly comes into its own outdoors.

Template: Pyramid #3/72, p. 23.

Power-Ups: Pyramid #3/72, p. 23.

Druid

General Type: Mystical [F, P]-Cunning.

Preferred Environment: Wilderness.

Nature priest whose innate abilities and spells (which depend on Nature's purity) – and outdoor skills – make them *vital* on wilderness adventures. Brings control over animals, plants, and weather to the table. Limited in dungeons; downright *weak* in town.

Template: DF 1, p. 7.

Lenses: Beatified (Pyramid #3/36, p. 10); cult-specific lenses (DF 7, pp. 8, 15, 17, 26, 28; Pyramid #3/78, pp. 16-17); Druid-Barbarian (DF 3, p. 24); Druid-Bard (DF 3, p. 24); Druid-Cleric (DF 3, pp. 24-25); Druid-Holy Warrior (DF 3, p. 25); Druid-Knight (DF 3, p. 25); Druid-Martial Artist (DF 3, p. 25); Druid-Scout (DF 3, p. 25); Druid-Swashbuckler (DF 3, p. 25); Druid-Thief (DF 3, p. 25); Druid-Wizard (DF 3, p. 25); Elemental Druid Lens (Pyramid #3/68, p. 30); High Druid Lens (Pyramid #3/68, p. 31).

Special Abilities: DF 1, p. 22 (alternatively, see DF 7, pp. 8, 15, 25-27; Pyramid #3/68, pp. 30, 32; Pyramid #3/78, p. 16).

Special Allies: DF 5, pp. 5-11, 20-29; Pyramid #3/78, p. 13.

Special Skills: DF 1, p. 22.

Spells: DF 1, pp. 19-20 (alternatively, see DF 7, pp. 9, 15, 18, 27, 28; Pyramid #3/68, pp. 30, 32; Pyramid #3/78, p. 17; Pyramid #3/89, p. 17).

Power-Ups: DF 3, p. 38; DF 11, pp. 13-16, 23, 24-25; DF 18, p. 12; Pyramid #3/36, pp. 25-26. Alternatively, see Pyramid #3/68, pp. 30, 32.

Loadouts: DF 13, pp. 13-14.

Social: DF 17, pp. 10-11, 21-22, 26-27.

Sample Characters: DF 10, pp. 25-26; DFA 1, pp. 38-39; DFS Caverntown, p. 18.

Dwarf

General Type: Warrior-Cunning.
Preferred Environment: Dungeon.

A “dwarf’s dwarf,” specializing in deep places rather than hanging around town with humans, never mind outdoors with – ugh – *elves*. A solid fighter, a crafter, *and* a pro at dungeon tasks (looting, locks, looting, traps, and looting). Dwarves only, though!

Template: *Pyramid* #3/50, pp. 4-5 (which absolutely requires **DF 3**, p. 6).

Power-Ups: **DF 11**, p. 40; *Pyramid* #3/50, p. 6.

Elementalist

General Type: Mystical [F, P].
Preferred Environment: No Preference.

Specialist wizard with innate abilities *and* mana-based spells for manipulating the elements and associated spirits. Supports combat with direct-damage spells and anti-elemental “buffs.” This narrow focus can lead to strength or weakness – chose traits wisely!

Template: **DF 9**, pp. 9-10.

Special Abilities: **DF 9**, p. 10-12.

Special Allies: **DF 5**, pp. 20-29; **DF 9**, pp. 26-32; **DFM 1**, p. 15.

Spells: **DF 9**, p. 11-12.

Power-Ups: **DF 11**, pp. 13-16, 23, 25-27; **DF 18**, p. 12; *Pyramid* #3/36, pp. 25, 27.

Loadouts: **DF 13**, p. 25.

Social: **DF 17**, pp. 21-23, 27.

Elf

General Type: Cunning-Mystical [F, P].
Preferred Environment: Wilderness.

An “elf’s elf,” at home in the wilderness and not fond of stinky human settlements or dingy dwarven dungeons. Broadly skilled at social and stealthy pursuits, ranged combat (though not a pure fighter), and even basic wizardly magic. Elves only, please!

Template: *Pyramid* #3/50, pp. 6-8 (which absolutely requires **DF 3**, p. 8).

Special Allies: **DF 5**, pp. 20-29.

Spells: **DF 1**, p. 20 (or for a complete overhaul, *Pyramid* #3/60, pp. 4-14).

Power-Ups: **DF 11**, pp. 13-16, 41; **DF 18**, p. 12; *Pyramid* #3/50, p. 8.

Evil Cleric

General Type: Mystical [F, P].
Preferred Environment: Dungeon.

Sinister priest whose innate abilities *and* sanctity-based spells enable them to inflict harm, and call up and make pacts with demons and undead. Good at offensive combat support; not so hot at “buffing” or defense.

Template: **DF 1**, pp. 6-7 *plus* **DF 3**, p. 23.*

Lenses: Beatified (*Pyramid* #3/36, p. 10); Cleric-Barbarian (**DF 3**, p. 22); Cleric-Bard (**DF 3**, p. 22); Cleric-Druid (**DF**

3, p. 22); Cleric-Knight (**DF 3**, pp. 22-23); Cleric-Martial Artist (**DF 3**, p. 23); Cleric-Scout (**DF 3**, p. 23); Cleric-Swashbuckler (**DF 3**, p. 23); Cleric-Thief (**DF 3**, p. 24); Cleric-Wizard (**DF 3**, p. 24); cult-specific lenses (**DF 7**, pp. 12, 13, 15-17, 19, 22, 24, 26, 28, 30-31; *Pyramid* #3/78, p. 14; *Pyramid* #3/100, p. 30); Lich (*Pyramid* #3/72, p. 24); Saint (*Pyramid* #3/36, pp. 8-9).

Special Abilities: **DF 3**, p. 41 (alternatively, see **DF 7**, pp. 11, 13, 15-17, 19, 22, 24-27, 30; *Pyramid* #3/78, p. 12; *Pyramid* #3/100, pp. 28-29); *Pyramid* #3/19, pp. 4-11.

Special Allies: **DF 5**, pp. 12-19, 20-29; *Pyramid* #3/43, p. 10; *Pyramid* #3/78, p. 13.

Special Skills: **DF 3**, p. 41.

Spells: **DF 3**, p. 24 (alternatively, see **DF 7**, pp. 12, 14-18, 20, 22-25, 27, 28, 31; *Pyramid* #3/78, p. 14; *Pyramid* #3/100, pp. 30-31).

Power-Ups: **DF 11**, pp. 13-16, 23, 27 (alternatively, see *Pyramid* #3/50, p. 16); **DF 18**, p. 12; *Pyramid* #3/36, pp. 25-26.

Special Gear: **DF 1**, p. 26 (holy symbols); **DF 7**, pp. 33-35.

Loadouts: **DF 13**, pp. 10-13 (and see **DF 13**, p. 13 for an *important* lens).

Social: **DF 17**, pp. 10-11, 20, 27; **PDC**, pp. 88-95.

* Lens for the standard cleric template in theory, but with unique abilities, spells, and power-ups that make it a template in practice.

*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.*

**– GURPS Dungeon Fantasy 3:
The Next Level**

Holy Warrior

General Type: Warrior-Mystical.
Preferred Environment: Dungeon.

Fighter who trades some basic martial ability for innate abilities (*not* spells) useful for healing associates and battling capital-E Evil supernatural entities. A potent ally against demons or undead. Less effective against purely mundane or natural malevolence.

Template: **DF 1**, pp. 7-8.

Lenses: Cult-specific lenses (**DF 7**, pp. 8, 10, 12, 14-16, 18-21, 24, 26, 28, 29, 31; *Pyramid* #3/78, pp. 14-15, 17; *Pyramid* #3/100, p. 30); Elder Warrior (*Pyramid* #3/43, p. 12); Holy Warrior-Barbarian (**DF 3**, p. 26); Holy Warrior-Bard (**DF 3**, p. 26); Holy Warrior-Cleric (**DF 3**, p. 26); Holy Warrior-Druid (**DF 3**, p. 26); Holy Warrior-Knight (**DF 3**, p. 27); Holy Warrior-Martial Artist (**DF 3**, p. 27); Holy Warrior-Scout (**DF 3**, p. 27); Holy Warrior-Swashbuckler (**DF 3**, p. 27); Holy Warrior-Thief (**DF 3**, p. 28); Holy Warrior-Wizard (**DF 3**, p. 28); Warrior-Saint (*Pyramid* #3/36, p. 9); Warrior-Saint-Saint (*Pyramid* #3/50, p. 16).

*You're not limited to a few parlor tricks learned by rote!
You comprehend the structure of reality itself and derive your spells
from that knowledge.*

– GURPS Dungeon Fantasy 19: Incantation Magic

Special Abilities: *DF 1*, p. 22 (alternatively, see *DF 7*, pp. 8, 9, 11, 13, 15-17, 19, 21, 22, 24-27, 29, 30; *Pyramid* #3/78, pp. 12, 16; *Pyramid* #3/100, pp. 28-29); *Pyramid* #3/19, pp. 4-11.

Special Allies: *DF 5*, pp. 12-19, and note the box on p. 13; *Pyramid* #3/43, p. 10; *Pyramid* #3/78, p. 13.

Special Skills: *DF 1*, p. 22.

Power-Ups: *DF 3*, pp. 38-39; *DF 11*, p. 28 (alternatively, see *Pyramid* #3/50, p. 17); *Pyramid* #3/36, p. 26; *Pyramid* #3/61, p. 9.

Special Gear: *DF 1*, p. 26 (holy symbols); *DF 7*, pp. 33-35.

Loadouts: *DF 13*, pp. 14-18.

Social: *DF 17*, pp. 10-11, 19-20, 23-25; *PDC*, pp. 88-95.

Sample Characters: *DFA 1*, pp. 36-37; *DFS Caverntown*, p. 16.

Imitator†

General Type: Special.

Preferred Environment: Special.

Person (?) who can emulate *any profession*, within limits. The references below cover *native* capabilities. Read the entries for imitated templates, too – paying special attention to “General Type” and “Preferred Environment.”

Template: *Pyramid* #3/72, pp. 30-31.

Special Abilities: *Pyramid* #3/72, pp. 31-33.

Power-Ups: *Pyramid* #3/72, p. 33.

Special Gear: *Pyramid* #3/72, p. 33 (chimerical equipment).

Incanter

General Type: Mystical [F].

Preferred Environment: No Preference.

Mana-using caster who doesn't learn discrete spells, but *improvises* them to do almost anything but heal or control nature. Takes an experienced *player* (and GM) to shine – but given that, can contribute in every adventuring situation!

Template: *DF 19*, pp. 5-6.

Lenses: Incanter-Barbarian (*DF 19*, p. 7); Incanter-Bard (*DF 19*, pp. 7-8); Incanter-Cleric (*DF 19*, p. 8); Incanter-Druid (*DF 19*, p. 8); Incanter-Holy Warrior (*DF 19*, p. 8); Incanter-Knight (*DF 19*, p. 8); Incanter-Martial Artist (*DF 19*, p. 9); Incanter-Scout (*DF 19*, p. 9); Incanter-Swashbuckler (*DF 19*, p. 9); Incanter-Thief (*DF 19*, p. 9); Incanter-Wizard (*DF 19*, p. 9).

Special Abilities: *DF 19*, pp. 4-5; *Pyramid* #3/114, p. 4.

Special Allies: *DF 5*, pp. 20-29.

Special Skills: *DF 19*, pp. 5, 10-14; *Pyramid* #3/109, p. 31.

Spells: *DF 19*, pp. 14-17, 19-22 (how-to) and pp. 23-30 (examples); *Pyramid* #3/114, pp. 4-11 (more examples).

Power-Ups: *DF 11*, pp. 14-15, 36-37 (borrowed from wizards); *DF 19*, pp. 6-7; *Pyramid* #3/109, pp. 31-32.

Special Gear: *DF 19*, pp. 18, 19-20 (components, grimoires, scripts, etc.).

Innkeeper†

General Type: Cunning.

Preferred Environment: Town.

Bard or thief's equal on urban adventures, despite being a “joke” profession on some level. Has a broad skill selection, and could even start with solid combat abilities. Factor in the ability to use *any* skill occasionally, and they can stand in for any non-spellcaster.

Template: *DF 10*, p. 8.

Power-Ups: *DF 11*, p. 28.

Loadouts: *DF 13*, p. 19.

Social: *DF 17*, pp. 16-19.

Justiciar

General Type: Cunning-Warrior.

Preferred Environment: No Preference.

Law-enforcer who's as good at bringing 'em back alive as at killin'. At home kicking down doors in the dungeon, tracking bad guys across the wilderness, and making arrests in town. Both a solid fighter *and* a cunning sneak – a sort of “assassin for Good.”

Template: *Pyramid* #3/10, pp. 4-5.

Power-Ups: *Pyramid* #3/10, p. 5.

Loadouts: *Pyramid* #3/50, pp. 29-30.

Knight

General Type: Warrior.

Preferred Environment: No Preference.

Pure fighter who balances raw damage-dealing and toughness with finesse. Useful wherever and whenever there's fighting, but has a very limited role outside of combat. Relies on having *good* armor and weapons – though these needn't be fancy.

Template: *DF 1*, pp. 8-9.

Lenses: Knight-Barbarian (*DF 3*, p. 28); Knight-Bard (*DF 3*, p. 28); Knight-Cleric (*DF 3*, p. 28); Knight-Druid (*DF 3*, p. 28); Knight-Holy Warrior (*DF 3*, pp. 28-29); Knight-Martial Artist (*DF 3*, p. 29); Knight-Scout (*DF 3*, p. 29); Knight-Swashbuckler (*DF 3*, p. 29); Knight-Thief (*DF 3*, p. 29); Knight-Wizard (*DF 3*, p. 29); Samurai (*Pyramid* #3/89, p. 19).

Power-Ups: *DF 3*, p. 39; *DF 11*, p. 11-12, 29; *Pyramid #3/61*, pp. 9-10.

Loadouts: *DF 13*, pp. 19-21.

Social: *DF 17*, pp. 19-21, 23-25.

Sample Characters: *DFA 1*, pp. 40-41; *DFS CSM*, p. 21.

Mage-Slayer

General Type: Warrior-Mystical [P].

Preferred Environment: Dungeon, Town.

Hunter of villainous spellcasters, monstrous *and* “civilized” (well, urban). The ability to strike faster than a foe can speak or gesture makes for a capable finesse-based warrior, but one who trades some martial effectiveness for potent anti-magic.

Template: *DF 20*, pp. 11-12.

Special Abilities: *DF 20*, pp. 9-10.

Special Skills: *DF 20*, p. 11.

Power-Ups: *DF 20*, p. 13.

Special Gear: *DF 20*, pp. 19, 21-22.

Sample Characters: *Pyramid #3/109*, p. 15 (as “mage-hunter”).

Martial Artist

General Type: Warrior-Cunning.

Preferred Environment: No Preference.

Fighter who trades power and toughness for finesse (unarmed or with light weapons), innate body-control abilities (not truly “mystical”), and *many* cinematic skills. Moves and sneaks well in dungeons, up trees, *and* across rooftops. Spread challengingly thin initially, though.

Template: *DF 1*, pp. 9-10.

Lenses: Martial Artist-Barbarian (*DF 3*, p. 29); Martial Artist-Bard (*DF 3*, pp. 29-30); Martial Artist-Cleric (*DF 3*, p. 30); Martial Artist-Druid (*DF 3*, p. 30); Martial Artist-Holy Warrior (*DF 3*, p. 30); Martial Artist-Knight (*DF 3*, p. 30); Martial Artist-Scout (*DF 3*, pp. 30-31); Martial Artist-Swashbuckler (*DF 3*, p. 31); Martial Artist-Thief (*DF 3*, p. 31); Martial Artist-Wizard (*DF 3*, p. 31).

Special Abilities: *DF 1*, pp. 21-22.

Special Skills: *DF 1*, p. 22.

Power-Ups: *DF 3*, p. 39; *DF 11*, pp. 29-30; *Pyramid #3/36*, p. 27; *Pyramid #3/61*, pp. 10-13; *Pyramid #3/89*, pp. 22-23.

Loadouts: *DF 13*, p. 21.

Social: *DF 17*, pp. 11, 19-20, 22-25.

Sample Characters: *DFA 1*, p. 39.

Mentalist

General Type: Mystical [F, P]-Cunning.

Preferred Environment: No Preference.

Uses psionic powers to produce effects *similar* to magic. Though the options number fewer than spells, they encompass offense, defense, movement, and senses. Can explode heads, but more useful out of combat – reading minds and searching the area – than in it.

Template: *DF 14*, pp. 15-16.

Lenses: Mentalist-Barbarian (*DF 14*, p. 17); Mentalist-Bard (*DF 14*, p. 17); Mentalist-Cleric (*DF 14*, p. 17); Mentalist-Druid (*DF 14*, p. 17); Mentalist-Holy Warrior (*DF 14*, pp. 17-18); Mentalist-Knight (*DF 14*, p. 18);

Mentalist-Martial Artist (*DF 14*, p. 18); Mentalist-Scout (*DF 14*, p. 18); Mentalist-Swashbuckler (*DF 14*, p. 18); Mentalist-Thief (*DF 14*, p. 18); Mentalist-Wizard (*DF 14*, p. 18).

Special Abilities: *DF 14*, pp. 4-13.

Special Allies: *DF 5*, pp. 20-29.

Special Skills: *DF 14*, p. 15.

Power-Ups: *DF 14*, pp. 19-22.

Special Gear: *DF 14*, pp. 23-25.

Loadouts: *Pyramid #3/50*, pp. 30-31.

Social: *DF 17*, pp. 15-16, 21-22, 27.

You are a true master of the mind. Where other adventurers pull off stunts by using spells or otherworldly powers to channel external energies, you achieve results without outside help thanks to Psionics.

– **GURPS Dungeon Fantasy 14: Psi**

Monster Slayer

General Type: Cunning-Warrior.

Preferred Environment: Dungeon, Wilderness.

Fighter whose goal is to capture and *sell* monsters, not slaughter them. Willing and able to go where the monsters are – especially out into the wilderness or down into the dungeon. A rough-but-serviceable rogue in their way, if barely polite enough for town.

Template: *Pyramid #3/47*, pp. 20-21.

Special Gear: *Pyramid #3/47*, pp. 21-22 (restraints).

Loadouts: *Pyramid #3/50*, pp. 31.

Musketeer†

General Type: Warrior-Cunning.

Preferred Environment: No Preference.

Fighter who uses deadly, newfangled “guns.” Might snipe in the wilderness, shotgun monsters in the dungeon, or whip out pocket pistols in town – just make sure they have access to firearms and ammo! Has many noncombat skills, but isn’t a deep thinker.

Template: *Pyramid #3/36*, pp. 17-18.

Power-Ups: *Pyramid #3/36*, p. 19.

Special Gear: *Pyramid #3/36*, pp. 19-20 (guns and ammo).

Loadouts: *Pyramid #3/50*, pp. 31-32.

Mystic Knight

General Type: Warrior-Mystical [P].

Preferred Environment: No Preference.

Knight who sacrifices some mundane fighting ability for the innate capacity to focus special skills through weapons and armor to produce spell-like effects. Picture a holy warrior with wizardly magic instead of divine license. Needs gear to use their gifts fully!

Template: *Pyramid* #3/13, pp. 16-17.

Lenses: Holy Warrior-Knight (**DF** 3, p. 27, with notes from *Pyramid* #3/13, p. 18); Knight-Barbarian (**DF** 3, p. 28); Knight-Bard (**DF** 3, p. 28); Knight-Cleric (**DF** 3, p. 28); Knight-Druid (**DF** 3, p. 28); Knight-Holy Warrior (**DF** 3, pp. 28-29); Knight-Martial Artist (**DF** 3, p. 29); Knight-Scout (**DF** 3, p. 29); Knight-Swashbuckler (**DF** 3, p. 29); Knight-Thief (**DF** 3, p. 29); Knight-Wizard (**DF** 3, p. 29, with notes from *Pyramid* #3/13, p. 17).

Special Abilities: *Pyramid* #3/13, pp. 17, 19.

Special Skills: *GURPS Power-Ups 1: Imbuements* (absolutely essential!); *Pyramid* #3/4, pp. 10-14; *Pyramid* #3/13, pp. 18, 39; *Pyramid* #3/36, p. 25; *Pyramid* #3/60, p. 27.

Power-Ups: *Pyramid* #3/13, p. 17; *Pyramid* #3/60, pp. 26-32.

Special Gear: *Pyramid* #3/60, p. 30 (Imbuement-resonant gear).

Loadouts: **DF** 13, pp. 19-21, with notes from *Pyramid* #3/50, p. 32.

Necromancer

General Type: Mystical [F, P].

Preferred Environment: Dungeon.

Magic-worker with innate abilities *and* spells (which use unique energies) specialized in dealing with the realm of the dead. Of limited use without corpses or undead around, but *does* have a few potent offensive spells. Not very popular in town!

Template: **DF** 9, pp. 13-14.

Lenses: Gray Necromancer (*Pyramid* #3/50, p. 9); Lich (*Pyramid* #3/72, p. 24).

Special Abilities: **DF** 9, pp. 14-15.

Special Allies: **DF** 5, pp. 20-29; **DF** 9, pp. 22, 25-26.

Spells: **DF** 9, p. 15 (alternatively, see *Pyramid* #3/50, p. 10).

Power-Ups: **DF** 11, pp. 13-16, 23, 30-31; **DF** 18, p. 12; *Pyramid* #3/36, pp. 25, 27; *Pyramid* #3/50, pp. 10-11.

Loadouts: **DF** 13, pp. 25-26.

Social: **DF** 17, pp. 15-16, 21-23, 27.

Ninja

General Type: Cunning-Warrior.

Preferred Environment: No Preference.

Spy and killer who balances solid combat ability with roguish sneaking. Has special innate abilities *and* cinematic martial-arts skills to assist with this. Spread thin initially, but with time has the potential to be extremely lethal in any environment.

Template: **DF** 12, p. 8.

Lenses: Ninja-Barbarian (**DF** 12, p. 9); Ninja-Bard (**DF** 12, p. 10); Ninja-Cleric (**DF** 12, p. 10); Ninja-Druid (**DF** 12, p. 10); Ninja-Holy Warrior (**DF** 12, p. 10); Ninja-Knight (**DF** 12, p. 10); Ninja-Martial Artist (**DF** 12, p. 11); Ninja-Scout (**DF** 12, p. 11); Ninja-Swashbuckler (**DF** 12, p. 11); Ninja-Thief (**DF** 12, p. 11); Ninja-Wizard (**DF** 12, p. 11).

Special Abilities: **DF** 12, pp. 4-7.

Special Skills: **DF** 12, p. 7.

Special Gear: **DF** 12, pp. 12-17.

Loadouts: **DF** 13, pp. 22-23.

Social: **DF** 17, pp. 17, 22-23.

Psychic Slayer

General Type: Warrior-Mystical.

Preferred Environment: Dungeon.

Eldritch warrior seeks out psi-related threats and battles them – or *any* enemy! – using a blade of pure mental energy (saving the price of weapons). Wonderful in combat, but otherwise narrowly focused on hunting Elder Things, rogue mentalists, and psionic monsters.

Template: *Pyramid* #3/76, pp. 4-6 (which absolutely requires **DF** 14).

Special Abilities: *Pyramid* #3/76, pp. 6-8.

Power-Ups: *Pyramid* #3/76, p. 10.

Special Gear: **DF** 14, pp. 23-25.

Scholar

General Type: Cunning-Mystical [F, P].

Preferred Environment: No Preference.

Sage who may be skilled at nearly anything, including adventure-lore such as traps and monster weaknesses. Can memorize *any* skill and cast *any* spell (though not often), making them valuable backup for everyone! Near-useless in combat, unfortunately.

Template: **DF** 4, pp. 8-9.

Lenses: Scholar-Barbarian (**DF** 4, p. 9); Scholar-Bard (**DF** 4, pp. 9-10); Scholar-Cleric (**DF** 4, p. 10); Scholar-Druid (**DF** 4, p. 10); Scholar-Holy Warrior (**DF** 4, p. 10); Scholar-Knight (**DF** 4, p. 10); Scholar-Martial Artist (**DF** 4, p. 10); Scholar-Scout (**DF** 4, pp. 10-11); Scholar-Swashbuckler (**DF** 4, p. 11); Scholar-Thief (**DF** 4, p. 11); Scholar-Wizard (**DF** 4, p. 11).

Special Abilities: **DF** 4, p. 8.

Ninja. Black-clad, tabi-wearing, shuriken-throwing masters of ninjitsu.

– *GURPS Dungeon Fantasy 12: Ninja*

Special Allies: *DF 5*, pp. 20-29.
Power-Ups: *DF 11*, pp. 14, 31-32.
Special Gear: *DF 4*, pp. 13-14; *DF 8*, pp. 27-28 (manuals and maps). Power items work specially; see *DF 18*, p. 8.
Loadouts: *DF 13*, pp. 23-24.
Social: *DF 17*, pp. 15-16, 21-22, 24-25, 27.

Scout

General Type: Warrior-Cunning.
Preferred Environment: Dungeon, Wilderness.

Top-notch ranged fighter, lethal with a bow. Competent at melee combat, too, just not a specialist at it. Also a skilled outdoorsman – particularly when it comes to tracking! – making them valuable out of combat.

Template: *DF 1*, pp. 10-11.

Lenses: Holy Warrior of Messengers and Rogues (*DF 7*, p. 23); Mystic Archer (*Pyramid #3/36*, pp. 27-28); Scout-Barbarian (*DF 3*, p. 31); Scout-Bard (*DF 3*, p. 31); Scout-Cleric (*DF 3*, p. 31); Scout-Druid (*DF 3*, p. 32); Scout-Holy Warrior (*DF 3*, p. 32); Scout-Knight (*DF 3*, p. 32); Scout-Martial Artist (*DF 3*, p. 32); Scout-Swashbuckler (*DF 3*, p. 32); Scout-Thief (*DF 3*, p. 32); Scout-Wizard (*DF 3*, p. 32).

Power-Ups: *DF 3*, p. 39; *DF 11*, pp. 32-33; *Pyramid #3/61*, p. 13.
Loadouts: *DF 13*, pp. 24-25 (holy warriors of messengers and rogues see *DF 13*, p. 17).

Social: *DF 17*, pp. 19-20, 23-27.

Sample Characters: *DFA 1*, p. 41.

A shaman calls upon allied spirits to do whatever they are best at.

– GURPS Dungeon Fantasy 9: Summoners

Shaman

General Type: Mystical [F, P]-Cunning.
Preferred Environment: Wilderness.

“Priest” adept at *diplomatically* dealing with spirits: elementals, ghosts, nature spirits, the works. Depends heavily on these entities to tackle challenges – has few spells that affect the world *directly* (but where there are spirits, shamanic magic always works). Quite capable at wilderness tasks.

Template: *DF 9*, pp. 16-17.

Lenses: Beatified (*Pyramid #3/36*, p. 10).

Special Abilities: *DF 9*, pp. 18-19.

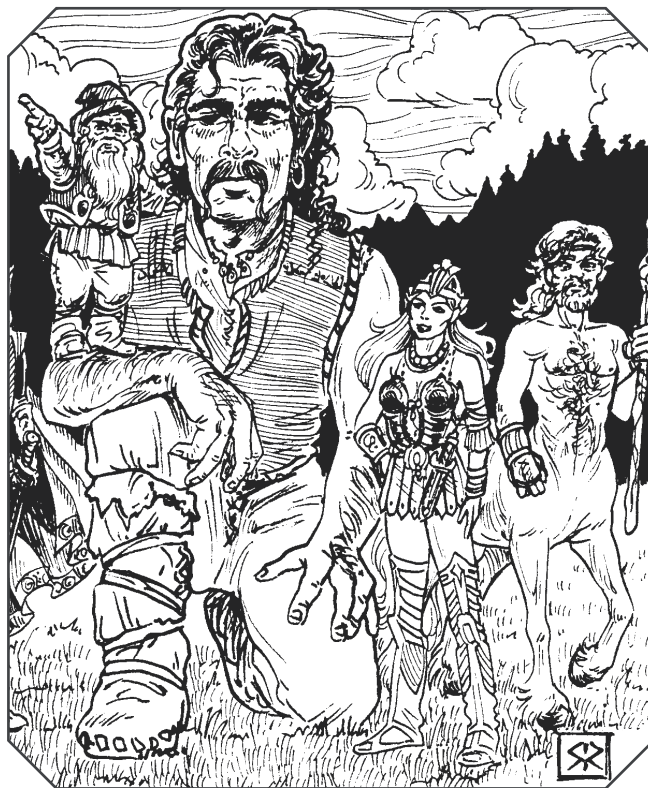
Special Allies: *DF 5*, pp. 20-29; *DF 9*, pp. 17, 21-22, 26-35.

Spells: *DF 9*, p. 19.

Power-Ups: *DF 11*, pp. 13-16, 23, 33-34; *DF 18*, p. 12; *Pyramid #3/36*, pp. 25, 27.

Loadouts: *DF 13*, p. 26.

Social: *DF 9*, p. 18; *DF 17*, pp. 21-23, 26-27.



Shield-Bearer

General Type: Warrior.
Preferred Environment: Dungeon.

Fighter who focuses on the shield not just for defense, but also for offense and to aid allies. Most useful with a heavy shield in a pitched battle – and lacks the knight’s knack for large-scale leadership and tactics. Team player, built for small-unit dungeon warfare.

Template: *Pyramid #3/118*, pp. 4-5.*

Special Skills: *Pyramid #3/118*, p. 6.

Power-Ups: *Pyramid #3/118*, pp. 5-6.

Special Gear: *Pyramid #3/118*, pp. 6-8 (enhanced shields).

Sample Characters: *Pyramid #3/118*, p. 9.

* *Dungeon Fantasy Roleplaying Game* template with conversion notes.

Sorcerer

General Type: Mystical [F].
Preferred Environment: No Preference.

Mana-based magic-worker who wields *innate* power, limited by point costs to buy abilities, not by energy costs to use them. Has fewer “spells” than true casters (especially wizards), but can *improvise*, making them versatile. Can produce powerful effects with little effort!

Template: *Pyramid #3/82*, pp. 9-10.

Special Abilities: *GURPS Thaumatology: Sorcery* (absolutely essential!); *GURPS Sorcery* series; *Pyramid #3/63*, pp. 6-10; *Pyramid #3/82*, pp. 11, 12-13.

Special Allies: *DF 5*, pp. 20-29.

Power-Ups: *Pyramid #3/82*, pp. 10-12.

Swashbuckler

General Type: Warrior-Cunning.

Preferred Environment: Dungeon, Town.

Extremely skilled melee fighter who prefers finesse and evasion while outfitted with a light blade and minimal armor. Absolutely dependent on having a good, preferably *fancy* sword! Acrobatic and sneaky in or out of combat, but don't expect *intellectual* brilliance.

Template: *DF 1*, pp. 11-12; *DFD Swashbucklers*, pp. 4-6.

Variants: Aristocrat (*DFD Swashbucklers*, pp. 6-7; *Pyramid* #3/64, pp. 4-5); Buccaneer (*DFD Swashbucklers*, pp. 8-9; *Pyramid* #3/64, pp. 5-8); Duelist (*DFD Swashbucklers*, pp. 10-11; *Pyramid* #3/64, pp. 8-9); Rogue (*DFD Swashbucklers*, pp. 11-13; *Pyramid* #3/64, pp. 9-10).

Lenses: Henchman adaptations (*DFD Swashbucklers*, pp. 6, 7, 9, 11, 13); Holy Warrior of Messengers and Rogues (*DF 7*, p. 23; *DFD Swashbucklers*, pp. 18-19); Mystic Swordsman (*Pyramid* #3/36, p. 28); Old 'n' Bold (*DFD Swashbucklers*, p. 13); Philosophical (*DFD Swashbucklers*, p. 13); Portly (*DFD Swashbucklers*, p. 14); Samurai (*Pyramid* #3/89, p. 19); Staff-Swinging (*DFD Swashbucklers*, pp. 14-15); Swashbuckler-Artificer (*DFD Swashbucklers*, p. 16); Swashbuckler-Assassin (*DFD Swashbucklers*, p. 16); Swashbuckler-Barbarian (*DF 3*, p. 33; *DFD Swashbucklers*, pp. 16-17); Swashbuckler-Bard (*DF 3*, p. 33; *DFD Swashbucklers*, p. 17); Swashbuckler-Cleric (*DF 3*, p. 33; *DFD Swashbucklers*, p. 17); Swashbuckler-Druid (*DF 3*, p. 33; *DFD Swashbucklers*, p. 17); Swashbuckler-Holy Warrior (*DF 3*, p. 33; *DFD Swashbucklers*, p. 17); Swashbuckler-Innkeeper (*DFD Swashbucklers*, p. 19); Swashbuckler-Knight (*DF 3*, p. 34; *DFD Swashbucklers*, p. 19); Swashbuckler-Martial Artist (*DF 3*, p. 34; *DFD Swashbucklers*, p. 19); Swashbuckler-Ninja (*DFD Swashbucklers*, pp. 19-20); Swashbuckler-Scholar (*DFD Swashbucklers*, p. 20); Swashbuckler-Scout (*DF 3*, p. 34; *DFD Swashbucklers*, p. 20); Swashbuckler-Thief (*DF 3*, p. 34; *DFD Swashbucklers*, p. 20); Swashbuckler-Wizard (*DF 3*, p. 34; *DFD Swashbucklers*, p. 20); Worldly (*DFD Swashbucklers*, p. 15).

Special Allies: *DF 5*, pp. 8-11, 22-25 and *DFD Swashbucklers*, p. 24.

Special Skills: *DFD Swashbucklers*, p. 14.

Power-Ups: *DF 3*, p. 39; *DF 11*, pp. 34-35; *DFD Swashbucklers*, pp. 21-29; *Pyramid* #3/61, pp. 13-14; *Pyramid* #3/64, p. 9.

Special Gear: *DFD Swashbucklers*, pp. 30-34.

Loadouts: *DF 13*, pp. 26-27 (holy warriors of messengers and rogues see *DF 13*, p. 17).

Social: *DF 17*, pp. 19-20, 22-25.

Sample Characters: *DFA 1*, pp. 33-34; *DFS CSM*, pp. 23-24.

Thief

General Type: Cunning.

Preferred Environment: Dungeon, Town.

Adept sneak with an impressive array of skills for coping with doors, locks, traps, and rival scalawags. Agile and cunning enough to be useful almost anywhere, but especially in manmade environments. Fair finesse-oriented combatant, but *not* a front-line fighter.

Template: *DF 1*, pp. 12-13.

Lenses: Thief-Barbarian (*DF 3*, pp. 34-35); Thief-Bard (*DF 3*, p. 35); Thief-Cleric (*DF 3*, p. 35); Thief-Druid (*DF 3*, p. 35); Thief-Holy Warrior (*DF 3*, p. 35); Thief-Knight (*DF 3*, p. 35); Thief-Martial Artist (*DF 3*, p. 35); Thief-Scout (*DF 3*, pp. 35-36); Thief-Swashbuckler (*DF 3*, p. 36); Thief-Wizard (*DF 3*, p. 36).

Power-Ups: *DF 3*, p. 39; *DF 11*, pp. 35-36.

Loadouts: *DF 13*, pp. 27-28.

Social: *DF 17*, pp. 16-17.

Sample Characters: *DFA 1*, pp. 34-35.

*Undead-slaying isn't
as narrow a profession as
the job title makes it sound.
"Baleful, supernaturally
powerful entities who lurk
in dark, dangerous places"
accurately describes not
just the undead but a good
percentage of all monsters.*

*– GURPS Dungeon
Fantasy 20: Slayers*

Undead-Slayer

General Type: Warrior-Mystical [P].

Preferred Environment: Dungeon.

Fighter with innate abilities for laying the undead to rest. These come at a cost in raw strength and skill. On the other hand, they *just work* – there's no reliance on sanctity or other external forces, nor a need to toady up to a temple or god.

Template: *DF 20*, pp. 16-18.

Special Abilities: *DF 20*, pp. 14-16.

Special Skills: *DF 20*, p. 16.

Power-Ups: *DF 11*, p. 22 (borrowed from clerics); *DF 20*, p. 18.

Special Gear: *DF 20*, pp. 19-20, 21-22.

Sample Characters: *Pyramid* #3/122, p. 13 (as "undead-hunter").

Unholy Warrior

General Type: Warrior-Mystical.

Preferred Environment: Dungeon.

Dishonorable fighter who sacrifices some basic combat ability for innate abilities (*not* spells) that inflict harm and allow deals with evil monsters. Suited to groups of poisoners and puppy-kickers.

Template: *DF 1*, pp. 7-8 plus *DF 3*, p. 27.*

Lenses: Cult-specific lenses (*DF 7*, pp. 12, 14-16, 18-20, 24, 26, 28, 31; *Pyramid #3/78*, p. 15, 17; *Pyramid #3/100*, p. 30); Elder Warrior (*Pyramid #3/43*, p. 12); Holy Warrior-Barbarian (*DF 3*, p. 26); Holy Warrior-Bard (*DF 3*, p. 26); Holy Warrior-Druid (*DF 3*, p. 26); Holy Warrior-Knight (*DF 3*, p. 27); Holy Warrior-Martial Artist (*DF 3*, p. 27); Holy Warrior-Scout (*DF 3*, p. 27); Holy Warrior-Swashbuckler (*DF 3*, p. 27); Holy Warrior-Thief (*DF 3*, p. 28); Holy Warrior-Wizard (*DF 3*, p. 28); Warrior-Saint (*Pyramid #3/36*, p. 9); Warrior-Saint-Saint (*Pyramid #3/50*, p. 16).

Special Abilities: *DF 3*, p. 41 (alternatively, see *DF 7*, pp. 11, 13, 15-17, 19, 22, 24-27, 30; *Pyramid #3/78*, pp. 12, 16; *Pyramid #3/100*, pp. 28-29); *Pyramid #3/19*, pp. 4-11.

Special Allies: *DF 5*, pp. 12-19, and note the box on p. 13; *Pyramid #3/43*, p. 10; *Pyramid #3/78*, p. 13.

Special Skills: *DF 3*, p. 41.

Power-Ups: *DF 11*, pp. 23, 36 (alternatively, see *Pyramid #3/50*, p. 16); *Pyramid #3/36*, p. 26; *Pyramid #3/61*, p. 9.

Special Gear: *DF 1*, p. 26 (holy symbols); *DF 7*, pp. 33-35.

Loadouts: *DF 13*, pp. 14-18 (pp. 15, 18 offer particularly fitting “generic” loadouts).

Social: *DF 17*, pp. 10-11, 19-20, 23-25; *PDC*, pp. 88-95.

* Lens for the standard holy warrior template in theory, but with unique abilities and power-ups that make it a template in practice.

Unknowable Thing†

General Type: Mystical-Cunning.

Preferred Environment: Dungeon.

Combined professional/racial template for gamers interested in playing a monster. An intelligent, er, *thing*, with some of the abilities of both mentalists and scholars. Versatile, but *really* needs to stay out of town. (Seriously.)

Template: *Pyramid #3/72*, p. 25.

Special Abilities: *DF 4*, p. 8; *DF 14*, pp. 4-13.

Power-Ups: *Pyramid #3/72*, p. 25.

Wizard

General Type: Mystical [F, P].

Preferred Environment: No Preference.

Pure mana-based caster who has magic for every task other than healing and directly controlling nature. Essential to any

party that hopes to confront magic! Not a fighter, but delivers massive combat *support* with “artillery,” “crowd-control,” and “buffing” spells.

Template: *DF 1*, p. 13.

Variants: Echoist (*MSDM*, pp. 38-40); Fluidist (*MSDM*, pp. 33-34); Iron Mage (*MSDM*, pp. 34-36); Mirror-Mage (*MSDM*, p. 41-42); Pentaclist (*MSDM*, pp. 40-41); Thaumaturgeticist (*MSDM*, pp. 37-38); Underworld Mage (*MSDM*, pp. 36-37).

Lenses: Lich (*Pyramid #3/72*, p. 24); Life-Force Wizard Lens (*Pyramid #3/68*, p. 33); Material Enchanter (*Pyramid #3/66*, p. 30); Wizard-Barbarian (*DF 3*, p. 36); Wizard-Bard (*DF 3*, p. 36); Wizard-Cleric (*DF 3*, p. 36); Wizard-Druid (*DF 3*, p. 36); Wizard-Holy Warrior (*DF 3*, p. 37); Wizard-Knight (*DF 3*, p. 37); Wizard-Martial Artist (*DF 3*, p. 37); Wizard-Scout (*DF 3*, p. 37); Wizard-Swashbuckler (*DF 3*, p. 37); Wizard-Thief (*DF 3*, p. 37).

Special Allies: *DF 5*, pp. 20-29.

Spells: *DF 1*, p. 20 (or for a complete overhaul, *Pyramid #3/60*, pp. 4-14). For variant templates, see *MSDM*, pp. 7-8, 11-12, 14-15, 18, 22, 26-27, 30-31.

Power-Ups: *DF 3*, p. 39; *DF 11*, pp. 13-16, 36-37 (alternatively, see *MSDM*, p. 42, or *Pyramid #3/68*, p. 33); *DF 18*, p. 12; *Pyramid #3/36*, pp. 25, 27; *Pyramid #3/50*, p. 15.

Loadouts: *DF 13*, p. 28.

Social: *DF 17*, pp. 12, 15-16, 21-23, 27; *Pyramid #3/86*, pp. 15-16.

Sample Characters: *DFA 1*, pp. 37-38; *DFS CSM*, p. 20.

Wrestler

General Type: Warrior.

Preferred Environment: Dungeon, Town.

Fighter who wrestles enemies into submission. Focusing on unarmed combat almost to the exclusion of all else makes for an ultra-narrow niche. Still, the wrestler is *powerful* in violent town adventures with “arms control,” and *can* take the fight to monsters.

Template: *Pyramid #3/111*, pp. 12-13.*

Special Skills: *Pyramid #3/111*, p. 13.

Power-Ups: *Pyramid #3/111*, p. 13.

Sample Characters: *Pyramid #3/111*, p. 14.

* *Dungeon Fantasy Roleplaying Game* template with conversion notes.

*The Fluidist is part Magery-based elemental, part thief; the Iron Mage is a magic-using artificer-knight; the Underworld Mage, Thaumaturgeticist, and Echoist offer Magery-based alternatives to the necromancer, elemental, and bard, respectively; the Pentaclist is a wizardly scholar; and the Mirror-Mage is a **second** bard alternative.*

– **GURPS Magical Styles: Dungeon Magic**

CHAPTER TWO

STILL NOT SURE?

These tips can help you to pick the right template and lens(es) for the campaign and your point budget.

GENERAL LENSES

The following lenses aren't specific to one profession – they work with *almost* any template.

<i>Lens</i>	<i>Point Cost</i>	<i>Location</i>	<i>Cannot Be Added To</i>
Alchemist Lens	50	<i>Pyramid</i> #3/82, p. 7	Artificer
Artificer Lens	70	DF 4 , p. 7	Artificer
Assassin Lens	50	DF 12 , p. 9	Assassin
Chevalier Lens	50	<i>Pyramid</i> #3/122, p. 15	Chevalier
Commander Lens	50	<i>Pyramid</i> #3/122, p. 18	Commander
Death Knight	50	<i>Pyramid</i> #3/50, pp. 13-14	Necromancer
Demon Knight	50	<i>Pyramid</i> #3/50, p. 14	Demonologist
Incanter Lens	50	DF 19 , p. 9	Incanter
Mentalist Lens*	50	DF 14 , p. 19	Mentalist
Mystic Knight Lens	50	<i>Pyramid</i> #3/13, p. 18	Mystic Knight
Ninja Lens	50	DF 12 , p. 11	Ninja
Regular Cleric	10	PDC , p. 89	–
Scholar Lens	50	DF 4 , p. 11	Scholar
Secular Cleric	15	PDC , p. 89	–
Servant of the Divine	50	<i>Pyramid</i> #3/36, p. 10	Cleric, Druid, Evil Cleric, Holy Warrior, Unholy Warrior
Sorcerer Lens	50	<i>Pyramid</i> #3/82, p. 10	Sorcerer
Wilderness Training	15	DF 16 , p. 5	–

* More simply, add Unusual Background (Psionic) [10] and psi-related traits; see **DF 3**, pp. 40-41.

WHO DO I SEND?

The campaign's typical adventure backdrop influences what professions are most useful. As well, the *best* adventuring parties are balanced between broad categories of ability. These lists should help players pick the right people when assembling a team.

Environment

"We're mostly in . . ."

Dungeons: Barbarian, blob, cleric, commander, demolisher, demon-slayer, demonologist, dragon, dwarf, elemental, evil cleric, holy warrior, incanter, knight, mage-slayer, mentalist, monster slaver, musketeer, mystic knight, necromancer, psychic slayer, shield-bearer, sorcerer, swashbuckler, thief, undead-slayer, unholy warrior, Unknowable

When assembling a team, consider adventure backdrop and a balance of abilities.

Thing, wizard. *For backup:* Artificer, assassin, imitator, justiciar, martial artist, ninja, scholar, scout, wrestler.

Town: Artificer, assassin, bard, carnie, innkeeper, justiciar, martial artist, mentalist, ninja, scholar, thief. *For backup:* Cleric, commander, elemental, imitator, incanter, knight, mage-slayer, musketeer, mystic knight, sorcerer, swashbuckler, wizard, wrestler.

Wilderness: Barbarian, beastmaster, chevalier, dragon, druid, elf, monster slaver, scout, shaman. *For backup:* Cleric, commander, elemental, imitator, incanter, justiciar, knight, martial artist, mentalist, musketeer, mystic knight, ninja, scholar, sorcerer, wizard.

Abilities

"We need . . ."

Cunning minds to solve problems using mundane skills: Artificer, assassin, bard, innkeeper, justiciar, monster slaver, ninja, scholar, thief. *For backup:* Barbarian, beastmaster, carnie, commander, dragon, druid, dwarf, elf, imitator, martial artist, mentalist, musketeer, scout, shaman, swashbuckler, Unknowable Thing.

Mystical gifts to solve supernatural problems or solve problems supernaturally: Bard, beastmaster, carnie, cleric, demonologist, druid, elemental, evil cleric, incanter, mentalist,

necromancer, shaman, sorcerer, Unknowable Thing, wizard. *For backup:* Demon-slayer, elf, holy warrior, imitator, mage-slayer, mystic knight, psychic slayer, scholar, undead-slayer, unholy warrior.

Warriors to murder the bloody heck out of our problems: Barbarian, blob, chevalier, commander, demolisher, demon-slayer, dragon, dwarf, holy warrior, knight, mage-slayer, martial artist, musketeer, mystic knight, psychic slayer, scout, shield-bearer, swashbuckler, undead-slayer, unholy warrior, wrestler. *For backup:* Assassin, imitator, justiciar, monster slaver, ninja.

ON A BUDGET?

Players with fewer than 250 points to spend can adapt a henchman or hireling template for use as a PC. These don't come with template-specific power-ups (for some general notes, see **DF 15**, pp. 11, 23, 41), loadouts, etc. so they're simply listed below.

Template	Point Cost	Location	Four-Word Summary
Agent	125	DF 15 , pp. 4-6	Roguish merchant. Likes town.
Apprentice	125	DF 15 , pp. 6-8; DF 19 , p. 9	Junior wizard or summoner.
Archer	125	DF 15 , pp. 8-9	Specialist in ranged combat.
Brute	125	DF 15 , pp. 9-10	Tough, strong melee thug.
Cultist	62	DF 15 , pp. 18-21	Spellcasters' gofer. Test subject.
Cutpurse	125	DF 15 , pp. 10-12	Lurker, mugger, and pickpocket.
Guard	62	DF 15 , pp. 21-22	Stops arrows for pay.
Initiate	125	DF 15 , pp. 12-14	Junior priest or shaman.
Killer	125	DF 15 , pp. 14-15	Sneaky and murderous thug.
Laborer	62	DF 15 , pp. 22-23	Hey, you! Carry this.
Sage	125	DF 15 , pp. 15-16	Specialist in obscure knowledge.
Servant	62	DF 15 , pp. 23-24	Cooks, cleans, tastes potions.
Skirmisher	125	DF 15 , pp. 16-17	Light, quick melee fighter.
Squire	125	DF 15 , pp. 17-18	Heavy, armored melee fighter.
Torch-Bearer	62	DF 15 , p. 25	Light the way, chump.
Wilderness Guide	62	DF 16 , pp. 11-12	Me know secret path.

Like to Customize?

It's possible to create a "custom profession" by adding one of the 125-point lenses below to any template above. With tweaking, these lenses can also snap onto standard 250-point

professions. (Conversely, you can add general lenses intended for 250-point heroes – like those on p. 16 – to 62- and 125-point templates. See **DF 15**, p. 36 for further thoughts.)

Lens	Location	Four-Word Summary
Adept	DF 15 , p. 34; DF 19 , p. 9	Spellcasting, no gods required.
Burglar	DF 15 , pp. 34-35	"Recovering" valuables my specialty.
Champion	DF 15 , pp. 35-36	Fight for the gods!
Eldritch Initiate	<i>Pyramid</i> #3/60, p. 39	Learn to imbue yourself.
Gadgeteer	DF 15 , pp. 36-37	Gizmos for all professions.
Genin	DF 15 , p. 37	Disappear, return a ninja.
Learned	DF 15 , p. 37	Get a proper education.
Monk	DF 15 , pp. 37-38	I know kung fu!
Priest	DF 15 , pp. 38-39	Spellcasting is simply divine.
Psi	DF 15 , p. 40	Beat the Randi challenge.
Scorpiman	<i>Pyramid</i> #3/72, p. 24	Stinging monster as profession.
Treasure-Hunter	DF 15 , p. 40	Universal upgrade for adventurers.
Troubadour	DF 15 , pp. 40-41	Sing songs, control minds.
Vampire	<i>Pyramid</i> #3/72, p. 25	Undead abomination as profession.
Veteran	DF 15 , p. 41	Bulk up and <i>fight</i> .

Add a lens to cover training and development.

– **GURPS Dungeon Fantasy 15: Henchmen**

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