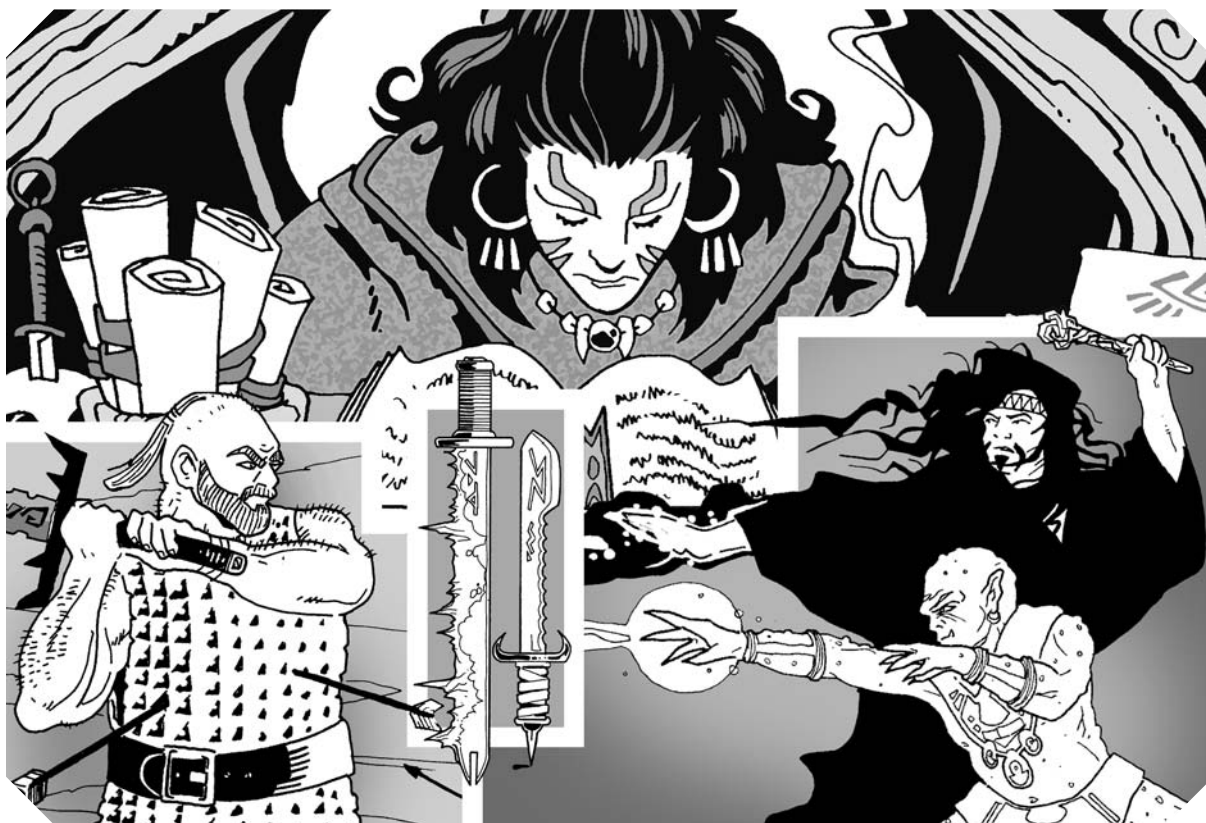


GURPS®

Fourth Edition

DUNGEON FANTASY™ ADVENTURERS



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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-0303

Version 1.0 – December 20, 2007



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INTRODUCTION

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

– *GURPS Basic Set*

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

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

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

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



ABOUT THE AUTHOR

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

Dungeon Fantasy Glossary

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

delver: See *adventurer*.

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

dungeon crawl: An adventure in a *dungeon*.

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

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

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

CHAPTER ONE

DUNGEON FANTASY

TEMPLATES

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

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

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

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

BARBARIAN

250 points

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

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

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

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

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

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

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

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

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

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

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

‡ Includes +4 for Outdoorsman.

Customization Notes

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

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

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

Since *any* weapon is deadly at ST 17, you don’t need a pricy sword; axes, sticks, and clubs will do. Unlike other warriors, then, consider using the 5 points that quirks give you to strengthen your archetype instead of sacrificing them for money. For example, a jungle warrior might buy two more levels of Camouflage and another level of Stealth – strong *and* sneaky is a deadly mix!

BARD

250 points

You’re a magical minstrel who dabbles in a little of everything: the roguish pursuits of the thief (p. 12), the swordplay of the swashbuckler (p. 11), and the spellcraft of the wizard (p. 13). You rarely need to be so crudely direct, though – the power of Bard-Song (p. 21) lets you neutralize many opponents without resorting to violence or tiring spells. Exceptional social gifts round out your repertoire, helping the party score superior deals when buying or selling in town.

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

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

Advantages: Bardic Talent 2 [16]; Charisma 1 [5]; Musical Ability 2 [10]; *and* Voice [10]. • 25 points in Bard-Song abilities (p. 21); put leftovers into special skills and spells. • A further 25 points chosen from among additional Bard-Song abilities or DX +1 [20], IQ +1 [20], FP +1 to +8 [3/level], Basic Speed +1 [20], Acute Hearing [2/level], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Bardic Talent 3 or 4 [8 or 16], Charisma 2-6 [5/level],

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

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



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

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

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

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

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

† Includes +2 for Voice.

‡ Includes +2 for Musical Ability.

§ Includes +1 for Charisma.

Customization Notes

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

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

CLERIC

250 points

You're the mortal representative of the Powers of Good. You might not be the *physical* foe of Evil that is the holy warrior (p. 7), but you're no cloistered idealist – when Evil need whacking, you go out in the world and whack it. To complement your mundane weapons, your god grants you healing and protection spells (p. 19), and also the spark of Holy Might (p. 22), which never fails you even when you're too exhausted to fight or cast.

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

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

Advantages: Clerical Investment [5] *and* Power Investiture 3 [30]. • 25 points in Holy abilities (p. 22); put leftovers into spells. • A further 20 points chosen from among additional Holy abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], FP +1 to +6 [3/level], Fearlessness [2/level] *or* Unfazeable [15], Healer 1 or 2 [10 or 20], Languages (any) [2-6/language], Luck [15], Mind Shield [4/level], Power Investiture 4 or 5 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], or Signature Gear [Varies].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10]. • Another -15 points chosen from among those traits or Disciplines of Faith (Ritualism or Mysticism) [-5 or -10],

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

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

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

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

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

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

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

Customization Notes

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

After that, the most important thing to decide for a cleric is starting spells. Common areas of concentration include spells that boost resistance and combat effectiveness, known as "buffs"; healing spells; and spells for combating supernatural foes (evil wizards, undead, etc.). For example:

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

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

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

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

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

DRUID

250 points

Your friends call you a "nature priest." That's half true: you do worship Nature, and Nature has powerful allies, but you're dedicated to Life above all, and your powers are a divine reward for your fervor. Like the cleric (p. 6), you cast supportive spells (p. 19). You're also an initiate of the Druidic Arts (p. 22). These gifts don't work perfectly down in the dungeon, but they *do* work – and without you, the party often wouldn't reach the dungeon!

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

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

Advantages: Green Thumb 1 [5] *and* Power Investiture 3 (Druidic) [30]. • 20 points in Druidic abilities (p. 22); put leftovers into spells. • A further 20 points chosen from among additional Druidic abilities or IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Animal Friend 1-4 [5/level], Green Thumb 2-4 [5/level], Healer 1 or 2 [10 or 20], Intuition [15], Luck [15], Mind Shield [4/level], Outdoorsman 1 or 2 [10 or 20], Power Investiture (Druidic) 4 or 5 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], Signature Gear [Varies], or Spirit Empathy [10].

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

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

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

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

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

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

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

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

† Includes +1 for Green Thumb.

Customization Notes

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

Elementalists favor spells of elemental fury. A typical starting list would be Clouds, Fog, Freeze, Frost, Mystic Mist, Rain, Recover Energy, Shape Air, Shape Earth, Shape Water, Snow, Summon Air Elemental, Summon Earth Elemental, Summon Fire Elemental, Summon Water Elemental, Wall of Wind, Waves, Whirlpool, Wind, and Windstorm.

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

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

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

HOLY WARRIOR

250 points

You fight for what's right – and the gods have your back. You're on a quest to bury Evil six feet deep and make sure it *stays* there. Like the cleric (p. 6), you carry the flame of Holy Might (p. 22), but where the cleric wields spells, you prefer the sword, much like the knight (p. 8). While people who don't know you sometimes think that makes you a generalist, you're a true specialist when it comes to destroying Evil.

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

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

Advantages: Born War Leader 1 [5]; Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 2 [10]; and Shtick (Foes slain personally can't rise as undead) [1]. • 25 points in Holy abilities (p. 22); put leftovers into more advantages. • A further 25 points chosen from among additional Holy abilities or ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], HP +1 to +3 [2/level], Will +1 to +5 [5/level], Born War Leader 2-4 [5/level], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level] or Unfazeable [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Higher Purpose (different from first) [5], Holiness 3 or 4 [5 or 10], Luck [15], Magic Resistance [2/level], Rapid Healing [5], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], or Weapon Bond [1].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10]. • Another -15 points chosen from among those traits or Charitable [-15*], Compulsive Generosity [-5*], Compulsive Vowing [-5*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Intolerance ("Evil" religions) or (All other religions) [-5 or -10], Selfless [-5*], Truthfulness [-5*], or Vow (Chastity) [-5]. • A further -15 points chosen from either of the two previous lists or Bloodlust [-10*], Code of Honor (Chivalry) [-15], Easy to Read [-10], No Sense of Humor [-10], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

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

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

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

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

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

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

Customization Notes

The whole point of playing a holy warrior is to have Holy abilities, so it makes sense to favor these when choosing advantages. Holy warriors get especially good use out of

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

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

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

KNIGHT

250 points

Officially, you might not be a knight, but you're more dedicated than some fop living in a castle. Anyway, "knight" sounds better than "fighter" (dull!) or "thug" (offensive!). Like the barbarian (p. 4), you favor heavy weapons, and like the swashbuckler (p. 11), you're very skilled. Unlike both, though, you have the good sense to wear proper armor. You're into dungeon delving to prove your mettle – although the loot doesn't hurt, given the high price of decent weapons and armor.

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

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

Advantages: Born War Leader 2 [10]; Combat Reflexes [15]; and High Pain Threshold [10]. • Another 60 points chosen from among ST +1 to +6 [10/level], DX +1 to +3 [20/level], HT +1 to +6 [10/level], HP +1 to +4 [2/level], Basic Speed +1 or +2 [20 or 40], Alcohol Tolerance [1], Born War Leader 3 or 4 [5 or 10], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Luck [15] or Extraordinary Luck [30], Penetrating Voice [1], Rapid Healing [5], Recovery [10], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Weapon Bond [1], or Weapon Master [20 to 45].

Disadvantages: -20 points chosen from among Bad Temper [-10*], Bloodlust [-10*], Code of Honor (Pirate's, Soldier's, or Chivalry) [-5, -10, or -15], Obsession (Slay some specific type of monster) [-5*], One Eye [-15], Sense of Duty (Nation) [-10], Vow (Never refuse a challenge to combat) [-10], or Wounded [-5]. • Another -15 points chosen from among those traits or Bully [-10*], Compulsive Carousing [-5*], Greed [-15*], Honesty [-10*], Lecherousness [-15*], Overconfidence [-5*], or Sense of Duty (Adventuring companions) [-5].

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



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

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

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

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

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

† Includes +1 for Combat Reflexes.

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

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

Customization Notes

With 60 points in advantages, any “heavy fighter” archetype fits. Examples include the chivalrous knight (more Born War Leader, Weapon Master with knightly weapons, Code of Honor (Chivalry), Honesty, Sense of Duty, and the Broadsword, Heraldry, Lance, Riding, and Savoir-Faire skills), the lithe Amazon (high DX and Basic Speed, Sense of Duty to her sisters, skill with Shortsword and Spear, and a soldier’s knowledge of First Aid, Hiking, and Scrounging), the thug (piles of ST, Bad Temper, Bloodlust, the Flail skill because it’s menacing, and Forced Entry and Intimidation), and the crusty mercenary (extra HT and HP, Hard to Kill, Rapid Healing, Code of Honor (Soldier’s), Greed, the Polearm skill for the battlefield, and Carousing and Gambling for downtime).

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

Most knights trade the 5 points from quirks for cash for arms and armor.

MARTIAL ARTIST

250 points

You’re a true master of barehanded combat and exotic weapons, from a faraway land – probably the Mysterious East. While the knight (p. 8) and swashbuckler (p. 11) claim to be trained in “martial arts,” their *kung fu* is weak. Years as a monastic ascetic have awakened your gift for Chi Mastery (p. 21) and taught you disciplines that channel your inner strength. Now you’ve left the monastery for the dungeon to perfect your art against even the strangest of foes.

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

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

Advantages: Chi Talent 2 [30] *and* Trained by a Master [30]. • 20 points in Chi abilities (p. 21); put leftovers into special skills. • A further 20 points chosen from among additional Chi abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Basic Speed +1 [20], Basic Move +1 or +2 [5 or 10], Ambidexterity [5], Chi Talent 3 [15], Combat Reflexes [15], Enhanced Dodge 1 [15], Enhanced Parry 1 or 2 (Unarmed) [5 or 10], Fit [5] or Very Fit [15], Flexibility [5] or Double-Jointed [15], High Pain Threshold [10], Luck [15], Magic Resistance [2/level], Mind Shield [4/level], Signature Gear [Varies], Unfazeable [15], Weapon Bond [1], Weapon Master (One exotic weapon) [20], or Wild Talent 1 [20].

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

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

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

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

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

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

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

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

Customization Notes

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

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

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

SCOUT

250 points

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

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

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 11 [0]; Per 14 [15]; FP 12 [0]; Basic Speed 7.00 [10]; Basic Move 7 [0].

Advantages: Heroic Archer [20] *and* Outdoorsman 2 [20]. • 20 points chosen from among ST +1 or +2 [10 or 20], DX +1

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

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

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



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

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

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

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

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

† Includes +2 for Outdoorsman.

Customization Notes

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

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

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

Sharpshooter: You're a dedicated bow sniper – basically, an assassin. You'll almost certainly want Weapon Master (Bow) for the damage bonus. Disadvantages ought to include a heavy dose of “negative” traits like Bloodlust, Callous, Intolerance, and No Sense of Humor. Since you use your bow whenever possible, you'll probably want only a sword skill for backup (no Shield). Background skill points might raise Bow *another* level, buy other assassination skills such as Garrote and Knife, and add Fast-Draw for your blades.

SWASHBUCKLER

250 points

You're living proof that the sword is mightier, speedier, and more stylish than, well, just about *everything*. In the time it takes the plodding knight (p. 8) to strike his first blow, you've struck two, and with more flair – and although you respect the precision of the martial artist (p. 9), you would never bring fists to a swordfight. You like nothing better than to leap and tumble through battle, blade a blur, deftly covering the party's flanks and rear.

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

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

Advantages: Combat Reflexes [15]; Enhanced Parry 1 (Weapon of choice) [5]; Luck [15]; Weapon Bond (Any starting

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

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

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

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

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

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

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

† Includes +1 for Combat Reflexes.

Customization Notes

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

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

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

Most swashbucklers would benefit from sacrificing the 5 points they get from quirks to acquire the money for a nice sword. Those with Signature Gear won't need this, though, and may prefer to buy higher weapon skills or a few skills borrowed from the thief.

THIEF

250 points

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

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

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

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

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

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

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

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

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

† Includes +3 for Flexibility.

‡ Includes +1 for Perfect Balance.

§ Includes +1 for High Manual Dexterity.

Customization Notes

Thieves aren't combatants built around toughness and combat skills, nor do they have access to powers, spells, and special skills. They're broad-based experts at *mundane* skills. Thus, they're best-suited to players who prefer a supporting role in pre-combat scouting and post-combat looting. A party won't live long without one thief, and may consist *entirely* of thieves.

The *burglar* specializes in getting in and stealing things. He might choose Catfall, Double-Jointed, and more High Manual



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

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

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

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

WIZARD

250 points

You’re the only truly *learned* delver. Your knowledge of magic is deeper than that of the cleric (p. 6) or druid (p. 7), and your spells don’t merely borrow the power of mercurial supernatural beings (demons are *quite* controllable). The party needs your mighty wizardry, knowledge of all manner of strange creatures, and raw intellect. Not that you don’t need the party – the greatest magical secrets are buried in the darkest pits, and you’re smart enough to travel with bodyguards.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 12 [-15]; FP 14 [9]; Basic Speed 6.00 [5]; Basic Move 6 [0].

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

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

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

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

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

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

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

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

‡ Includes +3 for Magery.

Customization Notes

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

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

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

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

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

CHAPTER TWO

DUNGEON DELVERS'

CHEAT SHEET

New Advantage: Heroic Archer

20 points

You can draw and shoot a bow *quickly*. To do so, take a Ready maneuver to get an arrow. On your next turn, make a Bow roll at -3 to ready your bow in no time. Failure means you can *only* ready, but success lets you attack at -3 on the same turn! Both penalties are only -1 if you have Weapon Master (Bow). This trick shaves a second off the usual two-second ready time, letting you shoot every other turn. By making a Fast-Draw (Arrow) roll to ready an arrow instantly before either roll above, you can shoot *every* turn!

You're also a "natural" with the bow in general. Whenever you Attack or All-Out Attack, add your bow's Accuracy bonus *without* taking an Aim maneuver (if you Aim, add another +1 after one second, or +2 after two). When you Move and Attack or are in close combat, ignore your bow's Bulk penalty *instead* of adding Acc. Finally, ignore penalties for crazy positions or acrobatics while shooting, and *halve* similar penalties to Fast-Draw (Arrow).

New Talent: Born War Leader

5 points/level

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

New Perk: Weapon Bond

1 point

You own a weapon that's uniquely suited to you, and get +1 to effective skill when using it. This has nothing to do with magic or quality – you're just *used* to your weapon. If you lose the weapon, you lose this perk! You may start play with a bond to any kind of weapon you've bought with cash or as Signature Gear.

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

SUITABLE ADVANTAGES

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

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

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Suitable Advantages (Continued)

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

SUITABLE DISADVANTAGES

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

Disadvantage Limit

In dungeon fantasy games, disadvantages serve two real purposes:

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

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

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

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

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

Continued on next page . . .

Suitable Disadvantages (Continued)

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

Continued . . .

Suitable Disadvantages (Continued)

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

Everyman Skills

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

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

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

SUITABLE SKILLS

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

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

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

Continued on next page . . .

Suitable Skills (Continued)

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

Continued . . .

Suitable Skills (Continued)

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

Continued on next page . . .

Suitable Skills (Continued)

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

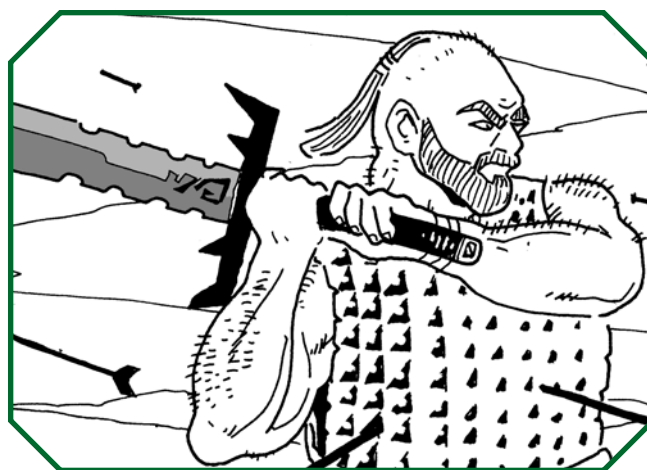
Wildcard Skills

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

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

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

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



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

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

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

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

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

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

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

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

CHAPTER THREE

SPELLS

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

CLERICAL SPELLS

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

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

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

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

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

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

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

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

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

DRUIDIC SPELLS

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

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

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

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

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

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

Spell vs. Spell

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

Spell vs. Power

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

Magic Resistance

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

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

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

WIZARDLY SPELLS

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

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

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

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

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

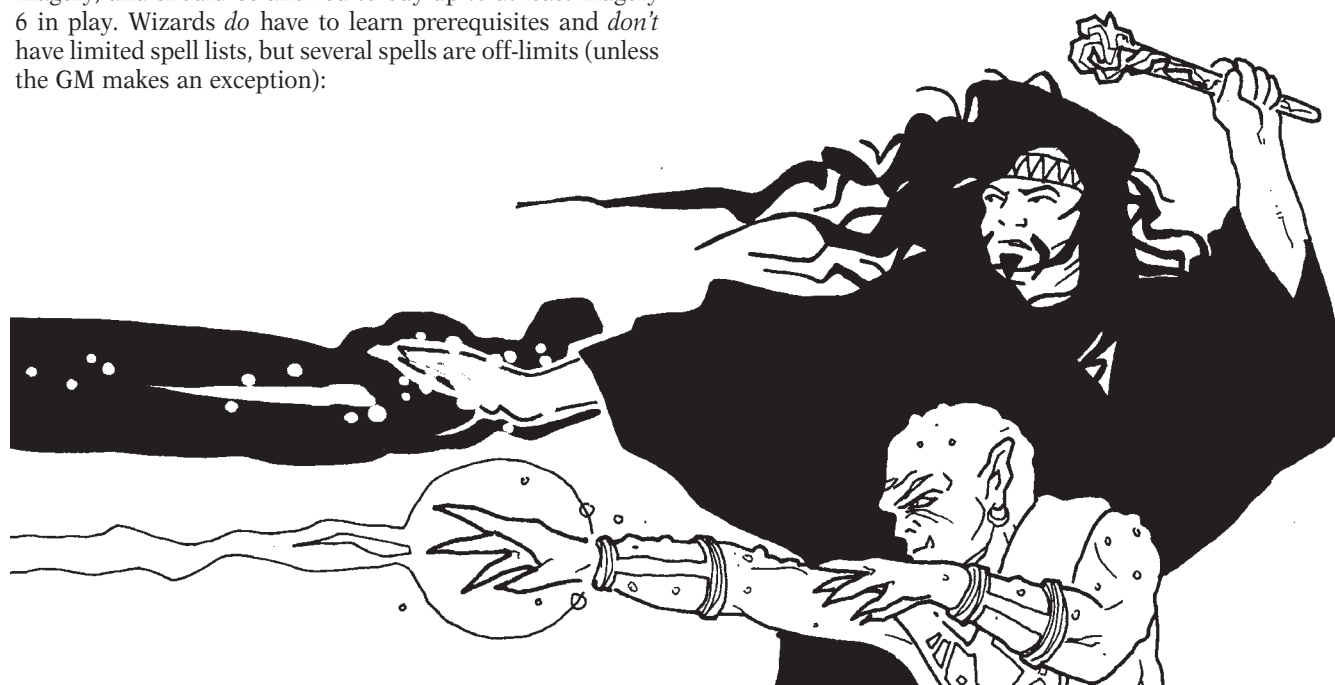
- Radiation spells don't suit dungeon fantasy, so they don't exist for *anyone*.

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

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

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

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



CHAPTER FOUR

POWERS

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

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

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

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

BARD-SONG

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

Power Modifier: Bard-Song

-30%

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

Bard-Song Abilities

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

Bardic Talent

8 points/level

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



Bardic Skills

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

CHI MASTERY

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

Power Modifier: Chi

-10%

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

Chi Abilities

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

Chi Talent

15 points/level

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

Chi Skills

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

DRUIDIC ARTS

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

Power Modifier: Druidic

-10%

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

Druidic Abilities

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

Druidic Talent

5 points/level

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

Druidic Skills

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

HOLY MIGHT

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

Power Modifier: Holy

-10%

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

Holy Abilities

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

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

Holiness

5 points/level

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

Holy Skills

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

CHAPTER FIVE

GEAR

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

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

BASICS

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

Camping and Survival Gear

Backpack, Frame. Holds 100 lbs. of gear. \$100, 10 lbs.

Backpack, Small. Holds 40 lbs. of gear. \$60, 3 lbs.

Blanket. A warm bedroll. \$20, 4 lbs.

Canteen. Miniature wooden barrel on a strap. Won't shatter in combat! Holds 1 quart of liquid (2 lbs. if water). \$10, 3 lbs.

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

Group Basics. Basic equipment for Cooking and Survival skill for a group – cook pots, rope, hatchet, etc., for 3-8 campers. \$50, 20 lbs.

Personal Basics. Minimum gear for camping; -2 to Survival rolls without it. Includes utensils, tinderbox, and flint and steel. \$5, 1 lb.

Pouch or Purse. Holds 3 lbs. of *small* items (coins, personal basics, etc.). \$10, 0.2 lb.

Rations. One meal of dried meat, cheese, etc. \$2, 0.5 lb.

Sleeping Fur. A *winter* bedroll, suitable for ice caves, arctic adventures, etc. \$50, 8 lbs.

Sundial, Miniature. On a neck chain. Tells time, and allows Navigation at only -1 for equipment – but only in sunlight. \$40, 1 lb.

Tent, 1-Man. Includes ropes; no poles needed. \$50, 5 lbs.

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

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

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

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

Buying (and Selling) Gear

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

Starting Money

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

Signature Gear

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

Extra Money

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

Wealth in Play

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

Combat Accessories

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

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

Lanyard, Chain. Lets you retrieve dropped weapon on a DX roll. Each attempt requires a Ready maneuver. Can be cut: -6 to hit, DR 4, HP 6. \$15, 0.5 lb.

Lanyard, Leather. As chain lanyard, but only DR 2, HP 2. \$1, 0.1 lb.

Shoulder Quiver. Holds 12 arrows or bolts. \$10, 0.5 lb.

Whetstone. For sharpening weapons. \$5, 1 lb.

Containers

Barrel. Holds 5 gallons of liquid (40 lbs. if water). DR 1, HP 11. \$65, 20 lbs.

Bottle. Holds 1 quart of liquid (2 lbs. if water). DR 1, HP 4. \$3, 1 lb.

Bottle, Small. Holds 1 pint of liquid (1 lb. if water). DR 1, HP 2. \$2, 0.5 lb.

Bucket. With rope handle. Holds 1 gallon of liquid (8 lbs. if water). DR 1, HP 6. \$15, 4 lbs.

Chest, Wooden. Holds 400 lbs. or 5 cubic feet of loot. Has brackets for two poles; add Basic Lift of carriers to assess encumbrance. DR 2, HP 14. \$200, 40 lbs.

Sack. Holds 40 lbs. of loot. Requires two hands or a pole. DR 1, HP 5. \$30, 3 lbs.

Strongbox, Iron. Holds 40 lbs. of coins or other *small* items. DR 12, HP 10. \$250, 15 lbs.

Vial, Crystal. Holds half a pint of liquid (0.5 lb. if water). Thick, with stopper – good for collecting corrosive blood, etc. DR 1, HP 1. \$5, 0.25 lb.

Light Sources

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

Candle, Tallow. Smell may attract monsters! Lasts 12 hrs. \$0.50, 1 lb.

Lantern. Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 24 hours on 1 pint of oil. \$20, 2 lbs.

Oil. For lanterns. *Not* useful as a flaming weapon. Per pint: \$2, 1 lb.

Torch. Eliminates darkness penalties in a two-yard radius. Requires a hand. Burns for 1 hr. \$3, 1 lb.

Medical Gear

Bandages. Cloth bandages for a half-dozen wounds. *Basic* equipment for First Aid skill. \$10, 1 lb.

First Aid Kit. Complete kit for treating wounds. +1 to First Aid skill. \$50, 2 lbs.

Litter. For carrying wounded allies (or loot!) weighing up to 200 lbs. Requires two bearers; add their Basic Lift to assess encumbrance. \$50, 25 lbs.

Surgical Instruments. Basic equipment for Surgery skill. Also useful for removing mana organs, eyeballs, etc., from dead monsters without ruining them. \$300, 15 lbs.

Miscellaneous Hardware

Cord, 3/16". Mainly for pull-ropes and trip-ropes. Supports 90 lbs. Per 10 yards: \$1, 0.5 lb.

Iron Spike. For spiking doors, anchoring traps, etc. \$1, 0.5 lb.

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

Pole, 6'. For lifting chests, pitching tents, prodding traps, etc. \$5, 3 lbs.

Pole, 10'. For things you wouldn't touch with a 6' pole. \$8, 5 lbs.

Rope, 3/8". Supports 300 lbs. Per 10 yards: \$5, 1.5 lbs.

Rope, 3/4". Supports 1,100 lbs. Per 10 yards: \$25, 5 lbs.

Musical Instruments

These items are used mainly by bards. Everything but the whistle is suitable for Bard-Song (p. 21). No special ability is needed simply to *make noise*!

Drum. Audible for miles! Two-handed. \$40, 2 lbs.

Harp or Zither. Can play softly enough not to be heard through a door. Two-handed. \$250, 3 lbs.

Horn. Audible for miles! Two-handed; speech is impossible. \$100, 2 lbs.

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

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

Woodwind. Bamboo flute, tin whistle, or similar. Two-handed; speech is impossible. \$40, 1 lb.

Tools

Balance and Weights. Can precisely weigh up to 2 lbs. of gold, magic herbs, etc. \$35, 3 lbs.

Crowbar, 3'. For Forced Entry. Treat as a small mace in combat, at -1 to skill. \$20, 3 lbs.

File. Can saw through hinge, padlock, etc., in (DR + HP) minutes. \$40, 1 lb.

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

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

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

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

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

Tool Kit, Backpack. Basic equipment for *one* of Armoury, Smith, etc. Other skills can use it, but at -2. \$600, 20 lbs.

Wheelbarrow. Holds 350 lbs. Can be pushed, or harnessed behind someone. Divide effective weight of load by 5. \$60, 18 lbs.

Writing Equipment

Paper, 20 Sheets. Heavy papyrus or similar, suitable for maps or magical writings. \$20, 1 lb.

Scribe's Kit. Quills, inkbottles, and penknife. \$50, 2 lbs.

SPECIAL ORDERS

These items are available only from regional suppliers, the black market, alchemists, particular races, etc. Delvers may start out with them – but to obtain them in play, they'll have to visit a metropolis, shop at a traveling bazaar (and doubtless pay *criminal* prices), or find them as treasure.

Adventure-Wear

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

Delver's Webbing. Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Reaching a carried item takes just *one* Ready maneuver – and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies! \$160, 3 lbs.

Helmet Lamp. Shuttered, *hands-free* lantern that throws a five-yard beam. Attaches to all popular helmet patterns. Burns for 12 hours on 1 pint of oil. \$100, 2 lbs.

Potion Belt. Belt with four slots, each of which can carry one “grenade” bottle or *two* potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks. \$60, 1 lb.

Quick-Release Backpack. Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure). \$300, 3 lbs.

Camping and Survival Gear

Alchemist's Matches. Start fires in just one second! Waterproof tin of 50. May set fire to a *pack* if dropped (1 on 1d). \$15, 0.25 lb.

Compass. Allows Navigation rolls at no penalty for equipment. \$50, 5 lbs.

Dwarven Rations. One meal of nasty, hard bread. A steady diet (a month or more) gives Resistant to Poison (+3) while continued. \$5, 1 lb.

Elven Rations. Tasty wafers of Essential Food. *Three* meals: \$15, 0.5 lb.

Timed Candle. Alchemist's mixture burns at a precise rate for 12 hours. Marked in hours and minutes. Handy for timing spell durations – especially underground! \$5, 1 lb.

Combat Accessories

Bandoleer. Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw. \$60, 1 lb.

Crossbow Rest. Lets a *standing* crossbowman brace while aiming. Takes a Ready to set up. \$40, 2 lbs.

Crossbow Sight. +1 Acc for aimed shots. Iron, not fragile glass. \$100, 1 lb.

Crossbow Sling. Totes a *loaded* crossbow “hands free,” a Ready maneuver away from

shooting. Weapon safely re-slings itself when dropped (a free action). \$200, 2 lbs.

Dwarven Whetstone. Gives edged weapons +1 damage for sharpness with first blow that connects after sharpening (1 minute/weapon). \$500, 1 lb.

Covert Ops and Security Gear

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

Caltrops. Take a Ready maneuver to deploy. Victims who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thr-3 imp – based on *his* ST – to the foot. Caltrops that penetrate DR continue to do damage each turn until removed (two Ready maneuvers). Enough for one hex: \$5, 0.5 lb.

Climbing Spikes. Strap-on spikes for both hands and feet allow scaling of vertical surfaces at no penalty. \$400, 4 lbs.

Disguise Kit. +1 to Disguise skill. \$800, 10 lbs.

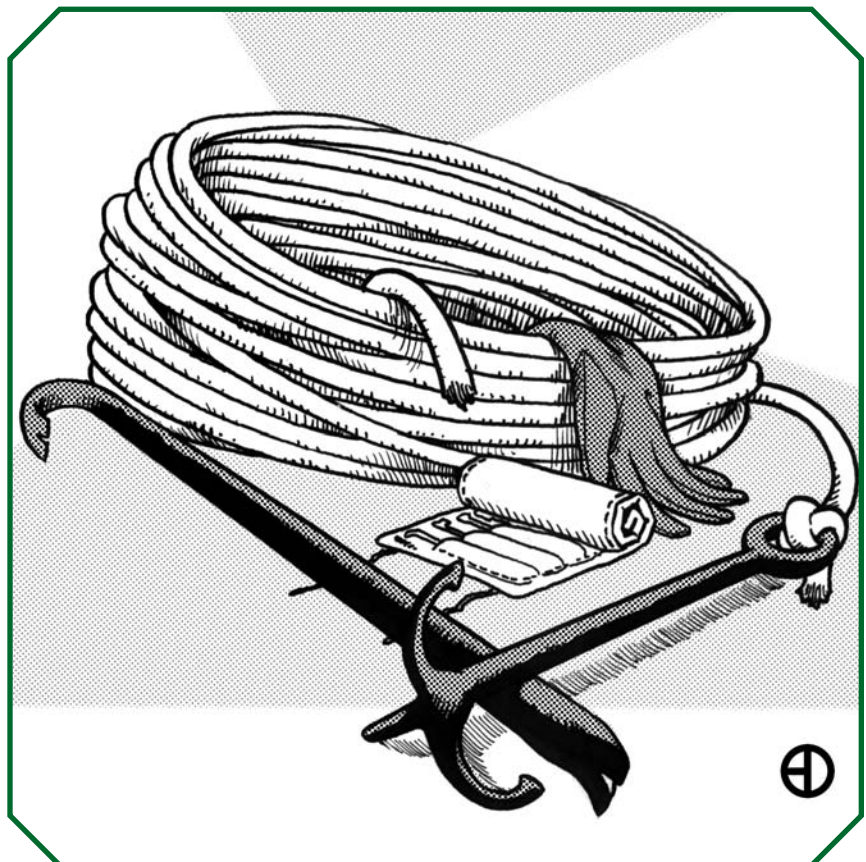
Giant Spider Silk Cord. Supports 360 lbs. Per 10 yards: \$100, 0.5 lb.

Grapnel. Throw to ST×2 yards. Supports 300 lbs. \$80, 2 lbs.

Lockpicks. Basic equipment for Lockpicking skill. \$50, 0.1 lb. Better kits are *heavier* because they include more tools. Good quality: +1 to skill; \$250, 0.5 lb. Fine quality: +2 to skill; \$1,000, 2 lbs.

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

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



Padlocks. For chests, strongboxes, etc. Cheap ones have DR 3, HP 4, and give +5 to Lockpicking; \$20, 1 lb. Good ones have DR 6, HP 5, and give no Lockpicking modifier; \$400, 2 lbs. Fine ones have DR 12, HP 5, and give -5 to Lockpicking; \$8,000, 2 lbs.

Portable Ladder, 30'. Wooden slats attached to two hooked ropes. No Climbing roll required, once attached. Fits in a pack. \$200, 10 lbs.

Portable Ram. Miniature, steel-capped ram with handles requires two to four users. Does sw+3d+1 cr every three seconds. Use *highest* ST plus 1/5 the total of all other ST scores. \$150, 35 lbs.

Shackles. DR 4, HP 10. \$200, 2 lbs.

Snorkel, 6'. Airtight bamboo tube with mouthpiece. \$30, 1 lb.

Spy's Horn. Carefully shaped hollow horn, open at both ends, allows a Hearing roll to listen through doors, shutters, etc., at a penalty equal to barrier's (DR + HP)/5. \$100, 2 lbs.

Traps. Spring-loaded leg-hold traps. Roll vs. Traps to set. If chained or staked down, victim must break free from trap's ST to move away. Mini-trap: 1d-1 cr, ST 8; \$80, 2.5 lbs. Man trap: 1d+1 cr, ST 12; \$180, 6 lbs. Monster trap: 1d+3 cr, ST 16; \$320, 11 lbs.

Esoteric Supplies

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

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

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

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

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

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

Information

Manual. Allows default rolls for one "information" skill that normally has *no* default – Alchemy, Hidden Lore, etc. Roll at IQ-4 if Easy, IQ-5 if Average, IQ-6 if Hard, or IQ-7 if Very Hard. \$100, 6 lbs.

Map. Rugged, foldable, and *reliable* map of explored dungeon, city, forest, etc. *Unreliable* maps are cheaper. \$100+, 0.1 lb.

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

Optics

Bull's-Eye Lantern. Shuttered lantern with lens throws a 10-yard beam. Requires a hand. Burns for 6 hours on 1 pint of oil. \$100, 2 lbs.

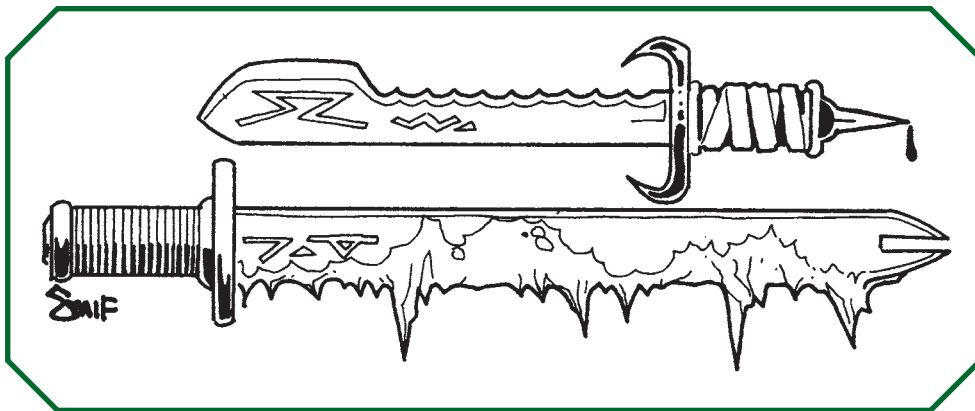
Burning Glass. Sets fires – but only in sunlight. \$40, 0.25 lb.

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

Mirrors. Glass-covered bronze or lead. Hand mirror, useful for peering around corners: \$15, 1 lb. Tall mirror, large enough to reflect Medusa's gaze or fool stupid goblins: \$125, 10 lbs.

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

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



WEAPONS

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

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

Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt etc.), or +1 Acc with a blowpipe, bow, or crossbow. All weapons except sticks and improvised weapons: +4 CF.

Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming *unready* after attacking (≠ on ST). Any unbalanced weapon: +4 CF.

Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.

Fine*: -1 to odds of breakage, *and* +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing- or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/thrown weapons: +9 CF.

Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF.

Orichalcum†: Orichalcum weapons *won't* break. Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.

Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

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

Very Fine*: -2 to odds of breakage *and* +2 to damage. Fencing weapons and swords only: +19 CF.

* Fine, very fine, and solid silver are mutually exclusive.

† Meteoric, orichalcum, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.

Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by $(1 + 17) = 18$. An axe is \$50, so *this* axe costs \$900. It gets -1 to break, +1 to damage and skill, and Parry 0 instead of 0U.

Weapons for Giants

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

SHIELDS

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

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

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

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

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

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

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

Ornate: Impresses plebes exactly as for the weapon modifier (p. 26): +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

* Dwarven, meteoric, and orichalcum are mutually exclusive.

† Weight effects multiply together. A fine dwarven or fine meteoric shield has 1.5 times usual weight; a fine orichalcum one is *half* usual weight.

ARMOR

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

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

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

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

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

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

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

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

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

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

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

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

† Meteoric and orichalcum are mutually exclusive.

‡ Thieves' mail cannot be ornate.

Armor for Giants

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

CONCOCTIONS

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

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

Power Items

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

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

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

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

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

Drinkable: A vial holding one dose of medicine or potion. Carried for combat and not packed, it can be targeted at -7 and breaks on 1-4 on 1d on a fall. Once in hand, it takes a Ready maneuver to open, another to drink. Draining it leaves a crystal vial (p. 24). 0.5 lb.

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

Utility: A vial of something useful – but *not* for drinking. Treat as a drinkable in most respects, but using it requires a long action. 0.5 lb.

Chemicals

These substances, while sold by alchemists, are anachronistic science – *not* magic.

Acid (Grenade). Ordinary acid inflicts 1d-3 corrosion damage; DR protects normally. Can instead be used to burn through a *mundane* lock in 3d minutes. \$10, 1 lb.

Alchemist's Fire (Grenade). Self-igniting sticky oil! A direct hit causes 1d burning damage/second for 30 seconds or until the target rolls on ground; armor DR protects at 1/5 normal. Tossed at the ground, it creates a two-yard-radius fire (1d-1 burn/second) for 30 seconds. \$100, 1 lb.

Glow Vial (Utility). Once separate pill is dropped into vial, glows brightly enough to eliminate darkness penalties in a two-yard radius for 12 hours. Includes cord for wearing around neck, light shows, etc. Liquid can instead be used to mark a glowing path through one typical dungeon level. \$30, 0.5 lb.

Natural Preparations

Most natural preparations are the work of druids. They're plant and animal products with nonmagical effects useful to delvers.

Anti-Toxin (Drinkable). Herbal antidote for one *specific* non-alchemical poison or venom. Completely halts effects of that toxin after 1d minutes. \$20, 0.5 lb.

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

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

Poisons

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

Bladeblack (Utility). Deadliest manmade blade venom, from the legendary Assassins' Guild. A living victim must make an *immediate* HT-5 roll or suffer 6d injury. \$1,000, 0.5 lb.

Demon's Brew (Grenade). Respiratory agent made from demon ichor. Fumes affect a two-yard radius. Anything that breathes takes 2d injury, or only 1d with a HT roll. \$500, 1 lb.

Monster Drool (Utility). Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's *cheap*. A living victim must make an *immediate* HT roll or suffer 2 points of injury. \$20, 0.5 lb.

Oozing Doom (Grenade). Contact agent made from slimes. Soaks clothing – or enters cracks in manmade or natural armor – in DR seconds. Living victims then take 2d injury, or only 1d with a HT roll. \$100, 1 lb.

Potions

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

Drinkables take effect a turn after being guzzled; grenades work on impact. Targets with Magic Resistance must *fail* a HT + MR roll for drinkables or fumes to affect them. Only one dose of a given potion can affect someone at a time, except as noted.

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

Agility Potion (Drinkable). +1d DX for 1 hour. \$700, 0.5 lb.

Alchemical Antidote (Drinkable). Instantly negates all potions currently affecting the drinker. \$400, 0.5 lb.

Alkahest (Grenade). “Universal solvent” inflicts 1d corrosion injury on *any* tangible foe, bypassing DR. Alternatively, dissolves a lock made from *any* metal in 1d minutes. \$1,650, 1 lb.

Balm of Regeneration (Drinkable). Salve, not a potion. Heals user 2 HP at the cost of 1 FP, once per second, until he reaches either full HP or 0 FP. \$900, 0.5 lb.

Death Potion (Grenade). Fumes affect a two-yard radius. Targets that breathe take 4d injury, or only 2d with a HT roll. \$1,000, 1 lb.

Fire Resistance Potion (Drinkable). Immunity to fire damage for 1d hours. \$500, 0.5 lb.

Flight Potion (Drinkable). Flight at Move 10 for 1 hour. \$3,000, 0.5 lb.

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

Invisibility Potion (Drinkable). Grants invisibility for 1d×10 minutes or until user attacks, casts a spell, etc. \$2,250, 0.5 lb.

Invulnerability Potion (Drinkable). +3 DR, cumulative with other DR, for 1d+1 hours. \$2,100, 0.5 lb.

Liquid Ice (Grenade). Target takes 2d burning damage on contact due to extreme cold – not fire. Armor DR protects at 1/5 normal. \$250, 1 lb.

Magebane (Grenade). Fumes affect a two-yard radius. Wizards who breathe them can't cast spells for 1 hour. \$1,400, 1 lb.

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

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

Minor Healing Potion (Drinkable). Heals 1d HP. \$120, 0.5 lb.

Paut (Drinkable). Restores 4 FP depleted for *magic*. \$135, 0.5 lb.

Perception Potion (Drinkable). +6 to Sense rolls for 3d×5 minutes. \$700, 0.5 lb.

Sleep Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them must roll HT-4 or sleep for 16-HT hours. \$500, 1 lb.

Speed Potion (Drinkable). +1 Basic Speed and Move per dose (up to +3), for 3d×4 minutes. \$550, 0.5 lb.

Strength Potion (Drinkable). +1d ST (but no extra HP!) for 1 hour. \$250, 0.5 lb.

Thieves' Oil (Utility). Rubbed on the body, gives +5 to all rolls to escape bonds, squeeze through openings, and break free for 1d hours. \$700, 0.5 lb.

True Water (Utility). Purifies up to 100 gallons of water in a manmade container. \$750, 0.5 lb.

Universal Antidote (Drinkable). Instantly cures all poisons affecting the drinker. \$750, 0.5 lb.

Weakness Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them have -3 ST/dose (up to -12 ST) for 1d minutes. \$800, 1 lb.

Wisdom Potion (Drinkable). +1 IQ for 1 hour. \$1,500, 0.5 lb.



MAGIC ITEMS

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

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

Magic Weapons and Armor

The table below provides the following information:

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

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

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

Cost: The enchantment's cost. Remember to add *item* cost!

Prefix/Suffix: A suggested name for the item; e.g., "fine *icy* broadsword of *seeking*."

Other Items

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

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

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

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

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

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

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

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

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

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

Siege Stone (Rive, Spell Stone). Struck by a hammer, ram, etc., this flint stone adds 5d damage to that one blow vs. an *inanimate* object. One use. \$550, neg.

Wizard's Staff (Staff). Quarterstaff. Extends the wizard's reach. \$40, 4 lbs.

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

Magic Weapons and Armor Table

Spell	Effects	Base Item	Cost	Prefix	Suffix
Accuracy	+1 to hit	Weapon	\$5,000	Accurate	of Seeking
Accuracy	+1 to hit	Projectile	\$25	True	of True Flight
Continual Light	light equal to torch	Any	\$8,000	Glowing	of Light
Defending Weapon/Shield	+1 to Parry/Block	Melee Weapon/Shield	\$10,000	Defending	of Defense
Deflect	+1 DB	Armor/Shield	\$2,000	Warding	of Warding
Deflect	+2 DB	Armor/Shield	\$10,000	Deflecting	of Deflection
Flaming Weapon	+2 fire*	Melee Weapon	\$15,400	Flaming	of Flame
Flaming Weapon	+2 fire*	Projectile	\$75	Fire	of Burning
Fortify	+1 DR	Armor	\$50	Unyielding	of Solidity
Fortify	+2 DR	Armor	\$4,000	Impenetrable	of Invulnerability
Icy Weapon	+2 cold*	Melee Weapon	\$17,000	Icy	of Ice
Icy Weapon	+2 cold*	Projectile	\$75	Cold	of Freezing
Lighten	-25% from weight	Armor/Shield	\$100	Light	of Lightness
Lighten	-50% from weight	Armor/Shield	\$10,000	Weightless	of Weightlessness
Lightning Weapon	+2 electrical*	Melee Weapon	\$15,300	Crackling	of Shocking
Lightning Weapon	+2 electrical*	Projectile	\$75	Lightning	of Lightning
Penetrating Weapon	armor divisor (2)	Melee Weapon	\$5,000	Penetrating	of Penetration
Penetrating Weapon	armor divisor (2)	Missile Weapon	\$10,000	Penetrating	of Penetration
Penetrating Weapon	armor divisor (2)	Projectile	\$25	Burrowing	of Piercing
Puissance	+1 damage	Melee Weapon	\$5,000	Mighty	of Smiting
Puissance	+1 damage	Missile Weapon	\$10,000	Strongarm	of Striking
Puissance	+1 damage	Projectile	\$25	Swift	of Impact
Shatterproof	unbreakable	Weapon	\$8,000	Eternal	of Durability

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

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