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About GURPS

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

GURPS System Design STEVE JACKSON
GURPS Line Editor SEAN PUNCH
e23 Manager PAUL CHAPMAN
Page Design JUSTIN DE WITT

Managing Editor PHILIP REED
Art Director WILL SCHOONOVER
Production Artists ALEX FERNANDEZ and PHILIP REED
Indexer THOMAS WEIGEL
Prepress Checker WILL SCHOONOVER

Marketing Director PAUL CHAPMAN
Sales Manager ROSS JEPSON
Errata Coordinator FADE MANLEY
GURPS FAQ Maintainer STÉPHANE THÉRIAULT

Playtesters: Paul Chapman, Tobias Loehr, and Thomas Weigel

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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.

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

Dungeon Fantasy Glossary

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

INTRODUCTION

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.
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 pilage 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+1 [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 [1]-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; Connoiseur (any), Disguise, Teaching, or Writing, all (A) IQ-1 [1]-13; Mimicry (Speech) or Ventrilokism, 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 (requires Persuade); Captivate (H) Will-2 [1]-12 (requires Suggest); or wizardrily 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 spellcasting, 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 Enthrallment 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 whackin’, 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:

**Buffs**: 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.


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], DX +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) [-5], Phobia (Fire) [-5], Phobia (Machinary) [-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 Slings, 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), 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). *(Multipled 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.


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 Shirk (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]. • Another -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 [4]-12 or Shield (E) DX+3 [8]-16.
2. Flail (H) DX+2 [4]-15 or 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 (Horsemanship), 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 Charitable, Code of Honor, and of course the Lance and Riding skills); others are hard-eyed inquisitors (more Will, Unfazeable, Honest, Intolerance, No Sense of Honor, 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*], Lederousness [-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 skill or

**DUNGEON FANTASY TEMPLATES**
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.

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.
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.


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 sizes, from wyverns to buried treasure. As 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 [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 +1 [5], Acute Vision +2 [level], Combat Reflexes +15, Danger Sense +5, Fit 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 (Owning 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,
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 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 Groom (Knife) and Knife, and add Fast-Draw for your blades.

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**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 [5/level], Signature Gear [Varies].

**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], 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*].

**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 +2 for Outdoorsman.

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**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 a known Flair (Appearance, Charisma, Daredevil, Rapier Wit, and Serendipity).

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], Lier [-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]-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

---

*Dungeon Fantasy Templates*
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/level], 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*], Freights 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 [-1/level], 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 Throw Weapon (Dart) (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Slings (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:


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).
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!

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<td>Acute Senses</td>
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<td>Allies</td>
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<td>Animal Friend</td>
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<td>Catfall</td>
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<tr>
<td>Fit</td>
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**Suitable Advantages (Continued)**

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<td>Gizmos</td>
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<tr>
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<td>Hard to Subdue</td>
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<td>Healer</td>
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<td>High Pain Threshold</td>
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<td>Honest Face</td>
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<td>B101</td>
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<td>Intuition</td>
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<td>B63</td>
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<td>Language Talent</td>
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<td>Magery</td>
<td>5 + 10/level</td>
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<td>Magic Resistance</td>
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<tr>
<td>Rapid Healing</td>
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<td>Serendipity</td>
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<td>Shlick</td>
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<td>Social Chameleon</td>
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<td>Stricking ST</td>
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<td>Temperature Tolerance</td>
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<tr>
<td>Wild Talent</td>
<td>20/level</td>
<td>B99</td>
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**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 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 number is required; see pp. B120-121. The listed cost is for a self-control number of 12.

### Disadvantage Limit

In dungeon fantasy games, disadvantages serve two real purposes:

1. To distinguish PCs whose players have – in hallowed munchkin tradition – taken almost identical abilities 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 creativity 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 campaign'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.

**Disadvantage** | **Cost** | **Page**
---|---|---
Absent-Mindedness | -15 | B122
Appearance | Variable | B21
Bad Sight | -25 | B123
Bad Temper | -10* | B124
Berserker | -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
Dwarfish | -15 | B19
Easy to Kill | -2/level | B134
Easy to Read | -10 | B134
Fanaticism | -15 | B136

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Suitable Disadvantages (Continued)

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<td>Gluttony</td>
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<td>Greed</td>
<td>-15*</td>
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<td>Gullibility</td>
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<td>Ham-Fisted</td>
<td>-5 or -10</td>
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<td>Honesty</td>
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<td>Horrible Hangovers</td>
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<td>Hunchback</td>
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<td>Impulsiveness</td>
<td>-10*</td>
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<td>Incompetence</td>
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<td>B164</td>
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<td>Increased Consumption</td>
<td>-10</td>
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<tr>
<td>Intolerance</td>
<td>Variable</td>
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<td>Lecherousness</td>
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<td>Loner</td>
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<td>-15*</td>
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Everyman Skills

Some activities are so common on dungeon crawls that players assume—wrongly—that they’re *unsilled* 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!

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<td>IQ/H</td>
<td>B228</td>
</tr>
<tr>
<td>Weather Sense</td>
<td>IQ/A</td>
<td>B209</td>
</tr>
<tr>
<td>Whip</td>
<td>DX/A</td>
<td>B209</td>
</tr>
<tr>
<td>Wrestling</td>
<td>DX/A</td>
<td>B228</td>
</tr>
<tr>
<td>Writing</td>
<td>DX/A</td>
<td>B228</td>
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</tbody>
</table>

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. 175) 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.


**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.


**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.
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 wizardry 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 wizardry 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 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, Spellproof, Stop Spasm, Summon Spirit, Truthsay, Turn Spirit, Turn Zombie, and Wall of Light.


**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 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 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 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.

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**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.

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### 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 enchanter, 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.
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.

**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**


**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.

**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].
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%) [9 or 18]; 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


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).
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.

*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 ($2,000), Comfortable ($5,000), 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

*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 garroting 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. Readying 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 nageteppo, 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.
Grapple. Throw to ST ¥2 yards. Supports 300 lbs. $80, 2 lbs.
Lockpicks. Basic equipment for Lockpicking skill. $50, 0.1 lb. Better kits are heavier because they include more tools. Good quality: +1 to skill; $250, 0.5 lb. Fine quality: +2 to skill; $1,000, 2 lbs.
Nageteppo, Flash. When hurled, everyone within 10 yards 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.
Nageteppo, 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

Ball'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 (2x 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.

**Omnate**: 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.

**Omnate**: 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.

**Omnate**: 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.
maneuvers. 0.25 lb.

hand, the user must actively brandish it by taking Ready

armor (affects wearer), a shield (affects shield), or the ground
(area effects, if any, only). Dumping it out leaves a small bot-
tle (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.

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.

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 -1. 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 bot-
tle (p. 24). 1 lb.

Chemicals

These substances, while sold by alchemists, are anachro-
nistic 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 or on a weapon. “Grenade” means a respi-
atory 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.


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 orichalum 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.

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

<table>
<thead>
<tr>
<th>Spell</th>
<th>Effects</th>
<th>Base Item</th>
<th>Cost</th>
<th>Prefix</th>
<th>Suffix</th>
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<tbody>
<tr>
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<td>Weapon</td>
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<tr>
<td>Penetrating Weapon</td>
<td>armor divisor</td>
<td>Melee Weapon</td>
<td>$5,000</td>
<td>Penetrating</td>
<td>of Penetration</td>
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<tr>
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<td>armor divisor (2)</td>
<td>Missile Weapon</td>
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<td>of Penetration</td>
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<td>armor divisor (2)</td>
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<td>$25</td>
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<td>of Piercing</td>
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<tr>
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<tr>
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<tr>
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<td>Weapon</td>
<td>$8,000</td>
<td>Eternal</td>
<td>of Durability</td>
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</table>

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