

GURPS FOURTH EDITION

DUNGEON FANTASY

EBERRON



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INTRODUCTION

GURPS Dungeon Fantasy: Eberron is not intended to be an exact translation of *D&D 3.5* rules and terms to the *GURPS (fourth Edition)* system. Although some of them have been converted, this is only to keep the unique flair of *Eberron*. Rather, it's a revisioned *Eberron* with *GURPS Dungeon Fantasy* rules and terms.

DISCLAIMER

The material presented here is my original creation, intended for use with the *GURPS* © system from **Steve Jackson Games**. This material is not official and is not endorsed by Steve Jackson Games.

RECOMMENDED READING

To play a *GURPS Dungeon Fantasy: Eberron* campaign, you need at least *GURPS Basic Set* and the *GURPS Dungeon Fantasy* line, the more the merrier. To make use of the rich magical background of this setting, you will need a copy of *GURPS Magic*. *GURPS Powers* is needed to simulate several magical effects (e.g. Dragonmark Powers).

From the setting side, every *Eberron* sourcebook is worth reading. There are a few of them (in order of publication):

Eberron Campaign Setting is the first resource for every *Eberron* campaign. Because no background information is given in *GURPS Eberron Conversion*, this is a mandatory resource.

Sharn: City Of Towers describes the famous city with its scyscraper-like towers.

Races Of Eberron is full of detail about the races found on *Eberron*.

Five Nations describes the great nations of *Khorvaire*.

Explorers Handbook is a resource for someone who wants to go to adventure around *Eberron*.

Magic Of Eberron is full of *D&D 3.5* rules, but also has some background information about the magic found on *Eberron*.

Player's Guide To Eberron. Contrary to its name, this book isn't intended for players to read. It is more background information for common terms used on *Eberron*.

Secrets Of Xen'drik is a sourcebook about the mystic continent of *Xen'drik* that lies south of *Khorvaire*.

Faiths Of Eberron is about the religions and cults found on *Eberron*.

Dragonmarked has the background information about the *Dragonmarked Houses*.

Secrets Of Sarlona is about the continent of *Sarlona*, where the humans hail from.

The Forge Of War describes the history of the last hundred years and the war that lasted as long.

Dragons Of Eberron uncovers secrets about the last of the great continents, *Argonnessen*.

City Of Stormreach is the gateway to the continent of *Xen'drik*.

An Adventurers Guide To Eberron, the latest book published, is a quick tour of the *Eberron* setting, perfect to introduce players to it.

Internet Sources:

Steve Jackson Games:
<http://www.sjgames.com/gurps/>

CHARACTERS

For the most part, building *GURPS Dungeon Fantasy: Eberron* characters follows the rules in *Dungeon Fantasy 1: Adventurers*. To reflect the cultures and unique background of the *Eberron Campaign Setting*, this section provides advice and clarifications.

STARTING POINTS

The templates you use depend on the power level intended for the campaign. The power levels can be compared with D&D 3.5, depending on the points values, though these are very rough.

50-100 Points – Ordinary Folks

For low power characters of up to 100 points, you should consider the templates from *GURPS Historical Folks* available for free on the internet.

The templates in *GURPS Historical Folks* are mostly under 50 points, so you can just add a racial template, add some free points to reach 100 and you're done.

This would be a character just starting his adventuring career.

100-150 Points – Heroes in the Making

For intermediate characters with up to 150 points, the templates from *GURPS Fantasy* are handy.

They are from 75 to 125 points, so you can add a racial template to many of them and have some spare points to modify the character to your liking.

Archers, Bandits, Knights and *Slayers* make good fighting characters.

Artificers, Barbarians and *Bards* are the equivalents of the D&D-classes of the same name.

Assassins, Bandits and *Thieves* are rogue characters.

The *Holy Man* is a Cleric.

Battle Wizards, Enchanters, Hedge Wizards and the *Spellcaster* replace the Wizard and Sorcerer.

A *Wardancer* is a fighting Monk.

Merchant, Peasant Adventurer, Scholar, True King and *Village Sage* have no D&D equivalents, but also make interesting characters.

150-200 Points – Veteran Adventurers

For high power characters with up to 200 points, use the templates from *GURPS Banestorm*.

The most important ones have 150 points, so you can also add a racial template as above.

Some of the templates from *GURPS Banestorm* are setting specific, but can be easily modified to fit in an *GURPS Eberron* campaign.

Assassin, Bounty Hunter and *Urban Rogue* are rogue characters.

Bard, Charlatan and *Entertainer* are the bardic characters.

Battle Wizard and *Freelance Wizard* the arcane spellcasters.

Healer and *Priest Wizard* make good divine casters.

Knight-Errant, Mercenary, Swashbuckler and *Watchman* are fighting characters.

Martial Artist is what the name implies.

Northern Barbarian also.

Courtier, Merchant, Michaelite, Mystic, Peasant Hero and *Underground Engineer* are unique.

200-250 Points – Heroes

Finally, for epic characters with up to 250 points, the templates from *GURPS Dungeon Fantasy* are the default. The problem is, they leave only 20 points to add a racial template, so you have to leave out some of the advantages of these templates if you don't want to play a human.

To compare with D&D classes is even more easier, because most of the names for the templates are the same as the class names in D&D.

There is a *Barbarian*, a *Bard*, *Cleric*, *Druid*, a *Holy Warrior* like a *Paladin*, a *Knight* is a *Fighter*, a *Martial Artist* like a *Monk*, a *Scout* instead of a *Ranger*, a *Thief* and a *Wizard*.

But there's no equivalent for the *Swashbuckler*, though if you want to play a fast fighter, this is it.

DUNGEON FANTASY TEMPLATES

The templates from *GURPS Dungeon Fantasy* are fitting for an Eberron campaign.

Artificer

See *GURPS Dungeon Fantasy 4*.

Artificers are the ones that keep the highly magical world of Eberron running. They are the inventors of the Lightning Rail and the Warforged. Without them, Eberron would be an ordinary fantasy world.

Assassin

See *GURPS Dungeon Fantasy 12*.

The politics of Eberron require a specific amount of backstabbing. In the cities of Khorvaire, an assassin can always find a job.

Barbarian

See *GURPS Dungeon Fantasy 1*.

On the fringes of Khorvaire, in the lands of the Shadow Marches, Talenta Plains and Eldeen Reaches, one can find a bigger number of barbarians than in more civilised lands.

Bard

See *GURPS Dungeon Fantasy 1*.

Bards are one of the standard classes of fantasy and take their usual role in Eberron.

Cleric

See *GURPS Dungeon Fantasy 1*.

Clerics are present almost everywhere in Eberron, though the spiritual guides in the Eldeen Reaches are mostly druids.

Most good clerics of Eberron either pray to the Sovereign Host or the Silver Flame. See the Magic & Power chapter below.

Demonologist

See *GURPS Dungeon Fantasy 9*.

Demonologists must not necessarily be evil. A Demonologist of Eberron can also be one that fights against demons.

Druid

See *GURPS Dungeon Fantasy 1*.

Most Druids live in the Eldeen Reaches where they fill the role of the cleric. But druids can also be found everywhere else in Khorvaire.

Elementalist

See *GURPS Dungeon Fantasy 9*.

Like artificers, Elementalists are also very important to Eberron's highly magical society. They are the ones that entrap elementals so that they can power the Lightning Rail or an Airship.

Holy Warrior

See *GURPS Dungeon Fantasy 1*.

Where there are clerics, there are also Holy Warriors. This is especially true for the nation of Thrane.

Innkeeper

See *GURPS Dungeon Fantasy 10*.

Innkeepers are also a common topic of any fantasy world and as present in Eberron as in other worlds.

Justiciar

See *Pyramid 3-10*.

Justiciars are called Inquisitives in Eberron, a kind of private detective.

Knight

See *GURPS Dungeon Fantasy 1*.

Knights are the standard fighters in Eberron. They must not be of the noble kind.

Martial Artist

See *GURPS Dungeon Fantasy 1*.

Martial Artists are relatively uncommon in Eberron, but they can be found.

Mentalist

See *GURPS Dungeon Fantasy 14*.

The whole Kalashtar race is psionically gifted. And the gift of psionics can be found in members of other races too. But using psionics is not without risks.

Mystic Knight

See *Pyramid 3-13*.

The Mystic Knight is a kind of battlefield artificer that can imbue weapons with magic powers.

Necromancer

See *GURPS Dungeon Fantasy 9*.

Like demonologists, Necromancers must not necessarily be evil in Eberron.

Ninja

See *GURPS Dungeon Fantasy 12*.

Like assassins, Ninja can be demanded by the nations of Eberron as spies or for other sinister objectives.

Shaman

See *GURPS Dungeon Fantasy 9*.

Shamans commune with the spirit world and can be found in more primitive cultures around Eberron.

Scholar

See *GURPS Dungeon Fantasy 4*.

Since Eberron is on the verge to become a more advanced world, Scholars can be found in the big cities of Khorvaire, but some venture into the unknown in search of lost knowledge.

Scout

See *GURPS Dungeon Fantasy 1*.

Scouts can be found in the wilderness regions of Eberron. Large numbers of them live alongside druids in the Eldeen Reaches.

Sorcerer

See *Pyramid 3-82*.

Sorcerers are not as common as Wizards.

Swashbuckler

See *GURPS Dungeon Fantasy 1*.

Swashbucklers are a more modern kind of fighter and fit in well in the world of Eberron.

Thief

See *GURPS Dungeon Fantasy 1*.

In the cities of Eberron, thieves lurk everywhere.

Wizard

See *GURPS Dungeon Fantasy 1*.

Wizards are as common in Eberron as are clerics.

RACIAL TEMPLATES

The following Racial Templates are from *Dungeon Fantasy 3* and differ from D&D canon. They can be optionally customized to become more like the original D&D races.

Humans are the standard, so they have no template. If you want to play a human, skip this step.

STANDARD RACES

Dwarf

20 points

Dwarves are stocky, bearded humanoids (some say even their women have beards). They are shorter than humanoids (up to 1.5 meters), weigh as much and live twice as long as humans.

Dwarves can be found everywhere on Eberron, but most of them live in the Mror Holds in northeastern Khorvaire.

To find a dwarf's height and weight, use the line appropriate to ST on the *Build Table* (p. B18), but multiply height by 2/3 and shift weight a column to the right (a Very Fat dwarf has *maximum* weight!). A dwarf's girth offsets his height enough that he's still SM 0. However, dwarves can't wear armor fitted for humans (and vice versa).

Attributes: HT +1 [10].

Secondary Characteristics: Basic Move -1 [-5]; Fatigue +3 [9].

Advantages: Alcohol Tolerance 1 [1]; Damage Resistance +1 (Tough Skin, -40%) [3]; Lifting ST +2 [6]; Night vision 5 [5]; Pickaxe Pendant 1 * [5]; Resistant to Poison (+3) [5].

Perks: Dwarven Gear† [1].

Disadvantages: Greed (15) [-7]; Stubbornness [-5].

Features: Armor isn't interchangeable with human armor.

* *Pickaxe Pendant:* You're a natural at fighting, bashing, and mining with axes and picks. This Talent adds to Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), and Two-Handed Axe/Mace. Only dwarves can have it, and may buy up to three more levels at character creation. *Reaction bonus:* Miners. 5 points/level.

† *Dwarven Gear:* 10% off the final price of gear qualified as "dwarven" – armor, rations, shields, weapons, whetstones, etc.

Customisation Notes

Optional Secondary Characteristics: HP +1 [2].

Optional Advantages: Artificer 1-3 [5-15]; Dark Vision [25]; Extended Lifespan 1 [2]; Longevity [2]; Magic Resistance 2 (Improved, +150%) [10]; Resistant (Poison, +3 to HT) [3].

Optional Disadvantages: Greed (15) [-7]; Miserliness (15) [-5].

Quirks: Attentive [-1]; Chauvinistic [-1]; Intolerance (Elves) [-1]; Intolerance (Goblinkin) [-1]; Never Shave Beard [-1]; Miserliness [-1]; Proud [-1]; Stubborn [-1].

Elf

Elves can be found everywhere in Khorvaire, where they have integrated in human society, but they also have their own two kingdoms.

Elves have a Sense of Duty (Nature), which can be fairly limiting. It's functionally equivalent to Charitable and Pacifism toward any plant or animal that isn't actively in the process of eating the elf, and extends to beast-men, faeries, wildmen, and other non-technological races. If an elf plays against type in this regard, the GM is free to award him fewer points for the adventure.

Most (but not all) elves have a special perk:

Elven Gear: 10% off the final price of gear qualified as "elven" – armor, rations, weapons, etc.

Elves may buy up to four levels of a racial Talent during character creation (wood elves *start* with two levels):

Forest Guardian: You're the product of eons of selective breeding for the task of sneaking around in the bushes, peppering litterers with arrows. This Talent adds to Bow, Camouflage, Fast-Draw (Arrow), Stealth, and Survival (Woodlands). Only elves can have it. *Reaction bonus:* Druids, faeries, and bunnies. 5 points/level.

Aerenal (High) Elf

20 points

High Elves are the aristocracy of the elves, but they rarely travel outside Aerenal. They can trace a direct lineage to the ancient elves. To an outsider, they always seem arrogant, like they're the better of all sentient races. Most High Elves live in Aerenal, the ancient homeland of the elves.

High Elves are slender (find height normally for ST, add 2", and leave weight alone) and have blonde or silver hair.

Attributes: ST -1 [-10]; IQ +1 [20].

Advantages: Appearance (Attractive) [4]; Magery 0 [5]; Musical Ability 1 [5]; Voice [10].

Perks: Elven Gear [1].

Disadvantages: Sense of Duty (Nature) [-15].

Customisation Notes

Optional Attributes: DX +1 [20].

Optional Secondary Characteristics: HP -1 [-2]; Per +2 [10].

Optional Advantages: Extended Lifespan 3 [6]; Less Sleep 4 [8]; Longevity [2]; Night Vision 6 [6]; Resistant (Immunity to supernatural "sleep" effects) [5].

Optional Disadvantages: Code of Honor (Live with elegance and style) [-10].

Optional Racially Learned Skills: Bow (A) DX-1 [1], Broadsword (A) DX-1 [1], Rapier (A) DX-1 [1].

Quirks: Chauvinistic [-1]; Distractible [-1]; Proud [-1].

Grey (Wood) Elf

20 points

Grey Elves are the most common kind of elves. If someone says "Elf", he usually means Grey Elf. To humans, they appear as elegant as High Elves, but not as arrogant like their brethren.

Elves of Khorvaire either live alongside the mortal races or in their nation of Valenar. The elves of Valenar are more warlike than their brethren.

Grey Elves are also slender, although a bit smaller than High Elves (find height normally for ST, but weight is two increments (lines) below normal). They can have every haircolor, except red.

Attributes: ST -1 [-10]; DX +1 [20].

Secondary Characteristics: Basic Move +1 [5].

Advantages: Appearance: Attractive [4]; Forest Guardian 2 [10]; Magery 0 [5].

Perks: Elven Gear [1].

Disadvantages: Sense of Duty (Nature) [-15].

Customisation Notes

Optional Secondary Characteristics: HP -1 [-2]; Per +2 [10].

Optional Advantages: Extended Lifespan 2 [4]; Less Sleep 4 [8]; Longevity [2]; Musical Ability 1 [5]; Night Vision 5 [5]; Resistant (Immunity to supernatural "sleep" effects) [5].

Optional Disadvantages: Code of Honor (Live with elegance and style) [-10].

Optional Racially Learned Skills: Bow (A) DX-1 [1], Broadsword (A) DX-1 [1], Rapier (A) DX-1 [1].

Quirks: Chauvinistic [-1]; Congenial [-1]; Distractible [-1]; Proud [-1]; Responsive [-1].

Gnome

20 points

Gnomes are a distant kin to the dwarves. Like their brethren, they are able craftsmen and traders, but they specialize in mechanical devices rather than architecture or weapons. They also prefer to live above ground.

Like their dwarve kin, they live alongside humans, but also have their own nation of Zilargo.

Find a gnome's height and weight using the line appropriate to ST on the *Build Table* (p. B18), but multiply height by 2/3 while keeping weight unchanged. A gnome has SM -1, regardless of height. *Tiny Tools* (DF8) applies to his kit, but he's big enough to wield human weapons at -1 to skill. He can buy off this penalty completely with a special perk, which *isn't* part of the racial template:

Giant Weapons: You're familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore the -1 to use them.

Secondary Characteristics: Basic Move -1 [-5]; Fatigue +3 [9]; SM -1.

Advantages: Honest Face [1]; Night Vision 5 [5]; Resistant to Poison (+3) [5]; Widget Worker 2* [10].

Disadvantages: Curious (12) [-5].

* *Widget-Worker:* Your deft hands and clockmaker's mind help you locate parts and assemble and disassemble mechanisms - crossbow triggers, door hinges, locks, the lot. This Talent aids Armoury (Missile

Weapons), Forced Entry, Lockpicking, Scrounging, and Traps. Only gnomes can have it, and may buy one or two more levels at character creation. *Reaction bonus:* Those who benefit directly from your skills. *5 points/level.*

Customisation Notes

Optional Attributes: ST -2 [-20], HT +1 [10].

Optional Secondary Characteristics: HP +2 [4].

Optional Advantages: Acute Hearing +2 [4]; Acute Smell/Taste +2 [4]; Extended Lifespan 2 [4]; Giant Weapons [1]; Green Thumb 1 [5]; Lifting ST +1 [3]; Longevity [2]; Night Vision 7 [7]; Resistant (Illusions, +2) [2]; Speak With Animals (burrowing creatures only -60%, 3 Uses/day -20%) [5].

Quirks: Dislikes to live underground [-1]; Imaginative [-1]; Nosy [-1]; Trim Beards neat and close [-1]

Half-Elf

20 points

Half-Elves are the direct descendents of an Elf and a Human, the following generations keep the traits of whatever side was more numerous for game purposes. They are a bit more gracious than the average human. They have slightly pointed ears and look like elves to humans (and vice-versa).

Half-Elves live alongside humans in Khorvaire.

Attributes: DX +1 [20].

Advantages: Magery 0 [5].

Disadvantages: Social Stigma (Half-Breed) [-5].

Customisation Notes

Optional Secondary Characteristics: Per +1 [5].

Optional Advantages: Extended Lifespan 1 [2]; Longevity [2]; Night Vision 7 [7]; Resistant (Immunity to supernatural "sleep" effects) [5].

Quirks: Broad-Minded [-1]; Responsive [-1].

Half-Orc

20 points

Like Half-Elves, Half-Orcs are direct descendents of Orc and Human, the following generations keep the traits of whatever side was more numerous for game purposes and look like ugly humans.

In Eberron, they live along humans, but most live in the Shadow Marches and to a lesser extent in the Eldeen Reaches.

A half-orc has the height and weight of a human with one level more ST. This makes the average half-orc the size of a ST 11 human: 5'5"-6'3" and 125-195 lbs.

Attributes: HT+1 [10].

Secondary Characteristics: HP+1 [2].

Advantages: Acute Hearing +1 [2]; Night Vision 5 [5]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

Disadvantages: Appearance (Unattractive) [-4]; Social Stigma (Half-Breed) [-10].

Customisation Notes

Optional Attributes: ST +2 [20], IQ -1 [-20].

Optional Secondary Characteristics:

Optional Advantages: Acute Taste and Smell +1 [2]; Dark Vision [25].

Optional Disadvantages: Oblivious [-5]; Social Stigma (Second-Class Citizen) [-5].

Halfling

0 points

Halflings are half human in height and can be easily mistaken for children. They enjoy food, drink and a good life, but under the right circumstances they can be quite courageous.

Halflings that live in human lands are peacefully, but those that live in the Talenta Plains are more like wild nomads riding on dinosaurs.

Calculate height and weight normally for ST before applying the racial ST modifier, and then *halve* both. This makes halflings extremely stocky – the average ST 7 halfling is 2'7"-3' and 57-87 lbs.! A halfling has SM -2, regardless of height, and is subject to *Tiny Tools* (p. 8). However, he's big enough to wield human weapons at -2 to skill, and can buy off this penalty with a special perk, which *isn't* part of the racial template:

Giant Weapons: You're familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore some or all of the -2 to use them. Giant Weapons 1 [1] eliminates -1; Giant Weapons 2 [2] removes the full -2.

Attributes: ST -3 [-30]; DX +1 [20]; HT +1 [10]

Secondary Characteristics: Basic Move -1 [-5]; Hit Points +2 [4]; SM -2

Advantages: Halfling Marksmanship 2* [10]; Honest Face [1]; Silence 2 [10].

Disadvantages: Gluttony (12) [-5]; Kleptomania (12) [-15].

Features: Hairy Feet.

* *Halfling Marksmanship:* You're a crack shot with ranged weapons. This Talent aids Bow, Sling, Throwing, and Thrown Weapon (Dart, Knife, and Stick). Only halflings can have it, and may buy up to two more levels at character creation. *Reaction bonus:* Archers and mobsters. 5 points/level.

Customisation Notes

Optional Advantages: Acute Hearing +2 [4]; Extended Lifespan 1 [2]; Fearlessness 2 [4].

Optional Disadvantages: Code of Honor (Hospitality) [-5]; Curious (15) [-2].

Quirks: Broad-Minded [-1]; Careful [-1]; Congenial [-1].

NEW CHARACTER RACES

Changeling

20 points

Changelings are descendents from the union of doppelgangers and humans. In their natural form, they have amorph facial features, but they usually wear a face to their liking.

Thanks to their changeling abilities, they make perfect spies.

Advantages: Elastic Skin [20].

Customisation Notes

Optional Advantages: Language Talent [10]; Resistant to Sleep and Charm Effects (+3 to resistance rolls) [4].

Kalashtar

20 points

The Kalshtar species is a relatively young race, just about 1,800 years old. They came into being as spirits

from the plane of Dal Quor merged with their human hosts. As a result, they became a race of natural psions.

Kalashtar are indistinguishable from humans.

Secondary Characteristics: Will +1 [5].

Advantages: Telecommunication (Telesend: Psionic -10%, Limited Use: 1/day -40%) [15]*.

Perks: Immune to dream manipulation powers and spells [1].

* Kalashtar can buy off the "Limited Use" Limitation for their Telecommunication advantage. They can also start with any psionic power at character creation without having to take an unusual background.

Customisation Notes

Optional Secondary Characteristics: Will +1 [5].

Advantages: Extended Lifespan 1 [2].

Shifter

2 points + variable

Like changelings and kalashtar, Shifters are the descendant from lycanthropes that interbred with other races, mostly humans. They have retained some of their lycanthropic abilities from their forebears.

In appearance, they have more beastlike features (fur, claws, etc.).

Attribute Modifiers: DX +1 [20], IQ -1 [-20].

Advantages: Night Vision 7 [7].

Disadvantages: Social Stigma (Second Class Citizen) [-5].

Each shifter must choose one of the following subtypes of shifters. Each offers a set of advantages or attribute modifiers that the character can purchase. If the character purchases more than one of them, apply the Linked (+10%) enhancement to all of them that come into use at the same time. The character also must apply the Limited Use (any, from -10% to -40%) limitation to the advantages. The Costs Fatigue, Emergencies Only, Temporary Disadvantage, Unconscious Only, Uncontrollable, and Unreliable *limitations* might also be appropriate for shifters who aren't fully in control of their powers for some reason.

Beasthide: Damage Resistance (up to three levels, Tough Skin -40%, base [5/level]), HT (up to three levels, base [10/level]), HP (up to five levels, base [2/level]).

Longtooth: Teeth (Sharp [1] or Fangs [2]), ST (up to five levels, base [10/level]).

Cliffwalk: Brachiator [5], DX (up to three levels, base [20/level]), Flexibility (Flexibility [5] or Double-Jointed [15]).

Razorclaw: Claws (Blunt Claws [3], Sharp Claws [5], Talons [8], or Long Talons [11]), ST (up to five levels, base [10/level]).

Longstride: Basic Move (up to five levels, [5/level]), DX (up to three levels, base [20/level]).

Wildhunt: Discriminatory Smell [15], HT (up to three levels, base [10/level]). Wildhunt shifters will also have at least one level of Acute Smell/Taste [2/level] even when not shifting.

Example: A young Beasthide shifter takes three levels of Damage Resistance, one level of HT, and three levels of extra HP as his shifter advantages. He selects the Limited Use (2/day, -30%), Costs Fatigue (2 FP, -10%), and Unreliable (-40%) limitations for all these advantages, and applies the Linked (+10%) enhancement to all of them. This brings the total to:

Damage Resistance 3 [3] (the total limitations note the "Tough Skin" limitation! - and the enhancement add up to -110%, but since limitations can't reduce the cost below -80%, this is as low as it gets), HT +1 [3] (here it adds up to -70%), and HP +3 [2] (-70% again 1.8, rounded up), for a total of 8 points.

Lots of room for improvement there...

Warforged

88 points

Warforged are the youngest of the races of Eberron. Some say, they're not even a race.

Warforged are sentient constructs with a soul. They were made to fight in the final war. After the war, by the edicts of thronehold, they got the status of the sentient race (disputed by some nations).

Attribute Modifiers: HT +2 [20].

Secondary Characteristic Modifier: HP +2 [4].

Advantages: Damage Resistance 3 (Can't Wear Armor, -40%)* [9]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Machine (Immunity to Metabolic Hazards, Injury Tolerance (No Blood, Unliving), Unhealing (Total)²) [25].

Disadvantages: Social Stigma (Minority Group or Valuable Property) [-10].

Features: No Fatigue³; Doesn't age, but wears out (corrodes, etc.).

* Warforged can purchase up to four additional levels of Damage Resistance (Can't Wear Armour, -40%) [3/level]. However, if they have a total of more than four levels, they also must take a level of Basic Move -1 [-5]. If they have more than six, they need to take two levels.

²Healing spells and similar effect will not work on warforged, unless he is removing Unhealing during play. The Mechanic skill allows the skill user to function exactly as a doctor with the appropriate medical skills, however. Also, a Warforged can be enchanted and repaired by spells.

³As constructs, warforged do not ordinarily have Fatigue points and cannot get exhausted. To push their bodies beyond the usual limits and to power supernatural abilities, they must buy Fatigue Points at the usual cost of 3/level.

UNUSUAL CHARACTER RACES

Bugbear

15 points

Bugbears (called Hobgoblins in *Dungeon Fantasy 3*) are the big, ill-tempered, *stupid* ones that constitute the shock troops of a goblin-kin army. They're tough, strong, and – despite major psychological drawbacks – dangerously strong-willed and alert. They also have boar-like tusks, and like to bite.

Work out a bugbear's height and weight as if his ST were *three* levels higher. The average hobgoblin (ST 12) is as big as a ST 15 human: 6'2"-7' and 170-270 lbs.

Attributes: ST +2 [20]; IQ-2 [-40]; HT +1 [10].

Secondary Characteristics: HP+3 [6]; Will+2 [10]; Per+2 [10].

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Fangs) [2].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (12) [-10]; Social Stigma (Savage) [-10].

Customisation Notes

Optional Attributes: ST +2 [20]; DX +1 [20].

Optional Advantages: Damage Resistance 1 (Tough Skin) [3]; Discriminatory Smell [15]; Dark Vision [25]; Night Vision 9 [9]; Racial Skill Bonus 1 (Stealth) [2].

Optional Disadvantages: Callous [-5]; Social Stigma (Second-Class Citizen) [-5].

Optional Features: SM +1.

Quirks: Chauvinistic [-1]; Proud [-1]

Drow (Shadow) Elf

20 points

Drow Elves are some kind of wild elves living on the continent of Xendrik. They pray to a scorpion deity.

Attributes: ST -1 [-10]; DX +1 [20].

Advantages: Magery 0 [5]; Silence 2 [10].

Disadvantages: Callous [-5].

Customisation Notes

Optional Attributes: IQ +1 [20].

Optional Secondary Characteristics: Perception +2 [10].

Optional Advantages: Appearance: Attractive [4]; Darkvision [25]; Extended Lifespan 3 [6]; Infravision [10]; Less Sleep 4 [8]; Longevity [2]; Magic Resistance 2 (Improved, +150%) [10]; Musical Ability 1 [5]; Resistant (Immunity to supernatural "sleep" effects) [5].

Optional Disadvantages: Code of Honor (Live with elegance and style) [-10]; Intolerance (Total) [-10]; Light Blindness (like Night Blindness, only reversed) [-10]; Low TL -1 [-5]; Selfish (12) [-5]; Sense of Duty (to Tribe) [-5]; Social Stigma (Drow, Primitive) [-5]; Social Stigma (Outsider) [-10];

Optional Racial Learned Skills: Rapier DX-1 [1]; Shortsword DX-1 [1]; Crossbow DX [1]; Languages: Elven (Native) [0], Giant (Broken) [2], Common (Broken) [2], Drow Sign Language (Native) [6]

Optional Racial Spells: Blackout IQ-2 [1]; Phantom Flame IQ-2 [1]; Light IQ-1 [1]

Optional Features: Night-Adapted Vision (-5)*.

* *Night-Adapted Vision:* You have a non-advantageous form of Night Vision. When the darkness penalty is -5 or worse, reduce it by -5; thus, -5 (night) through -9 (near-total dark) give you only 0 to -4. However, you have -1 per level *brighter* than -5. When most folk would have no penalty (daylight, or in range of artificial light that cancels darkness penalties), you're at -5!

Goblin

0 points

There are two kinds of Goblins on Eberron. The small ones are actually called *goblins*, the big ones *hobgoblins* (don't confuse them with the hobgoblins from *Dungeon Fantasy 3*).

Hobgoblins have carved their own kingdom of Darguun in Khorvaire.

Goblin

0 points

Find a goblins height and weight using the line appropriate to ST on the *Build Table* (p. B18), but multiply height by 2/3 while keeping weight unchanged. A goblin has SM -1, regardless of height. *Tiny Tools* (DF8) applies to his kit, but he's big enough to wield

human weapons at -1 to skill. He can buy off this penalty completely with a special perk, which *isn't* part of the racial template:

Giant Weapons: You're familiar enough with the clumsy weapons of big folk (SM 0) that you can ignore the -1 to use them.

Attributes: ST -2 [-20]; DX +1 [20]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristics: HP+1 [2]; Will+1 [5]; Per+1 [5]; SM-1.

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Sharp) [1].

Disadvantages: Appearance (Ugly) [-8]; Cowardice (12) [-10]; Social Stigma (Savage) [-10].

Hobgoblin

10 points

Hobgoblins stand 2" shorter than humans of the same ST, but are no lighter.

Attributes: IQ-1 [-20]; HT+1 [10].

Secondary Characteristics: HP+1 [2]; Will+1 [5]; Per+1 [5].

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Sharp) [1].

Disadvantages: Appearance (Ugly) [-8]; Social Stigma (Savage) [-10].

Customisation Notes

Optional Advantages: Dark Vision [25]; Night Vision 9 [9]; Silence 1 [5].

Optional Disadvantages: Chummy [-5]; replace Social Stigma (Savage) [-10] with Social Stigma (Second-Class Citizen) [-5] and raise points value accordingly.

Quirks: Careful [-1]; Nosy [-1]; Proud [-1].

Orc

15 points

Orcs should not normally be considered a player race, as they are shunned by other races.

They look like extremely ugly humanoids with flat noses, brow, and their mouths look like they have canine teeth.

Orcs living in the Shadow Marches and Eldeen Reaches are peaceful, but those living elsewhere are more warlike.

When finding an orc's height and weight, use the line appropriate to ST on the *Build Table* (p. B18), but subtract 2" from their height. Their weight is 19 pounds heavier than normal for height.

Attributes: ST +1 [10]; IQ -1 [-20]; HT +1 [10]

Secondary Characteristics: HP+2 [4]; Will+1 [5]; Per+1 [5].

Advantages: Acute Hearing +2 [4]; Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

Disadvantages: Appearance (Ugly) [-8]; Bully (12) [-10]; Social Stigma (Savage) [-10].

Customisation Notes

Optional Attributes: ST +3 [30].

Optional Advantages: Acute Taste and Smell +2 [4]; Damage Resistance 2 (Tough Skin, -40%) [6]; Dark Vision [25]; Night Vision 5 [5].

Optional Disadvantages: Intolerance (Total) [-10]; Light Sensitivity [-1]*; Low TL -2 [-10]; Oblivious [-5]; Short Lifespan 1 [-10]; Social Stigma (Second-Class Citizen) [-5].

Quirks: Dull [-1]; Proud [1]

* Note: Orcs are effectively missing one level of Night Vision -in this case, the level appropriate for bright daylight or other strong illumination, and they suffer a -1 Visibility penalty on sight-based rolls, including attack rolls. They do not suffer penalties for any illumination less than that, however.

ADVANTAGES AND DISADVANTAGES

ADVANTAGES

Allies

Varies, see B36

Members of a guild usually have an *Ally Group (Guild)*.

Blessed

Varies, see B41

This is the prerequisite for *Power Investiture*. It means that you have the favor of your deity.

Clerical Investment

5 points

This means, you are an official priest of your religion (including Religious Rank 0). But it does not grant you the ability to cast divine spells. For this, take *Blessed*. For more influence in your church, buy additional levels of *Religious Rank*.

Cultural Familiarity

1-2 points/culture

A character knows his own culture, but has to buy cultural familiarity for every other culture. This costs 1 point for a culture from the Five Kingdoms, 2 for other cultures.

The Five Kingdom cultures are: Aundair, Breland, Cyre, Karrnath, Thrane.

Other cultures are: Adar, Aerenal (Elves), Argonnessen, Darguun (Goblinoids), Demon Wastes (Monsters), Droaam (Monsters), Eldeen Reaches, Lhazaar Principalities, Mror Holds (Dwarves), Q'barra, Riedra, Shadow Marches (Orcs, Half-Orcs), Talenta Plains (Halflings), Valenar (Elves), Xen'drik (Drow), Zilargo (Gnomes).

Extra Fatigue (Spellcasting only)

2 points/Level

This lets you buy fatigue points that are usable only for spellcasting.

Gizmos

5 points/gizmo

This advantage together with *Imbue* replaces the artificer class. For every gizmo you have, you can imbue an object with a spell. Choose a spell for every gizmo you have. You don't have to roll if the spell works, but you can use every gizmo only once per day.

Imbue

See GURPS Power-Ups 1

This advantage together with *Gizmos* replaces the artificer class. For further information, see *GURPS Power-Ups 1*.

Innate Attack: Turning

See B61

A divine spellcaster who wants to damage the undead he is turning has to take this advantage. It works as Burning (5 points/level), but only on undead creatures (-30%), even on insubstantial (+40%), it costs fatigue (1FP/1d damage, -5%), it is an area effect with a base area of 2 yards (+50%), the undead can resist (HT-5, -5%). **Total cost: 7.5 points/level**

Prerequisite: True Faith

Languages

Varies, see B23

There are a multitude of languages available on Khorvaire and beyond. Illiteracy is the standard for all starting characters.

The following is a list of the most common languages. For more languages, see Eberron Campaign Setting, pg. 46.

Argon (Argonnessen Barbarians), Common (Humans, Halflings, Five Kingdoms), Drow (Drow of Xen'drik), Druidic (Druids only), Dwarven (Dwarves), Elven (Elves), Giant (Ogres, Giants, Drow), Goblin (Goblinoids), Halfling (Halflings), Orc (Orcs), Riedran (Humans of Sarlona)

Magery

See B66

Since Eberron is an *High Mana* world, everyone can cast spells. But those without magery can only work wizardly magic (see Magic & Powers chapter).

Someone with Magery can cast spells as a sorcerer. If you have Magery 0, you are usually called a „Magewright“.

Power Investiture

See B77

Power Investiture grants you the power to cast divine spells. On the level of your Power Investiture depends which divine spells you can cast. For more information, see Magic & Powers chapter.

Prerequisite: Blessed

Rank

5 points/Level

This can represent a military rank, or an Cleric of one of the faiths.

Status

5 points/Level

This can represent a Noble of a Dragonmarked House, or an Cleric of one of the faiths.

True Faith

15 Points

This grants a divine spellcaster the ability to repel undead. If you want to damage the undead in the process, buy *Innate Attack: Turning* separately.

Prerequisite: Blessed

Unusual Background

Variable

If you want to play a character that hails from an unusual country or culture that gives you special powers, your GM may require you to take this advantage.

Homeland: Sarlona justifies access to psionic powers. 5 points.

Homeland: Argonnessen justifies dragons as patrons or allies. 5 points.

DISADVANTAGES

Duty

Variable, see B133

You have a duty to state (maybe one of the Five Kingdoms), church or something else. This is very applicable in an Eberron campaign, but can hinder you in your freedom as an adventurer.

Example: A Drow chieftain has a duty to his tribe.

Light Blindness

-10 points

Drow Elves have this weakness. It is the reverse of night blindness (B144). In bright daylight, you are at -6, at dusk or dawn -4, torchlight -2, candlelight -1.

Light Sensitivity

-1 points

This is the weakness that orcs show in bright light. They suffer a -1 Visibility penalty on sight-based rolls in bright daylight, including attack rolls. They do not suffer penalties for any illumination less than that, however.

Low TL

-5 points/TL, see B22

The Nations of Khorvaire are TL3+2, bordering on TL4+1. The +2 reflect the use of magic instead of technology.

A character not from the Five Kingdoms, e.g. a Talenta Plains Halfling or a Xen'drik Drow can take this advantage.

The following regions have a different TL than the Five Kingdoms: Demon Wastes (TL0), Droaam (TL1), Eldeen Reaches (TL2), Orc tribes of the Shadow Marches (TL1), Talenta Plains (TL2), Xendrik (Varies).

Sense of Duty

Variable, see B153

Like duty, but you have no real duty, only a sense of it.

Example: A Drow Warrior has a sense of duty to his tribe.

Social Stigma

Variable, see B155

Social Stigma (Second Class Citizen) -5: Golinoids and Ors are not treated as equals in the Five Kingdoms.

Monstrous Humanoids -10: You are one of the monstrous races that live in Droaam or another region where Monsters dwell. The more civilized races fear you (but that did not keep them from using you as shock troops in the last war).

Monster, Lycanthrope -15: The church of the Silver Flame nearly wiped out lycanthropes, but not completely. A lycanthrope will be hunted if he is ever detected.

MAGIC & POWERS

ARCANE MAGIC

Arcane magic is available through the *Magery* advantage. *Magery 0* costs 5 points, and every additional level costs 10 points. Starting characters should not have more than *Magery 3*. Note that Eberron is a *high mana* world and that it is possible to learn and cast spells even without *Magery*.

There are three ways of learning and casting spells:

Learning individual spells: It is possible to learn spells as per the standard **GURPS** rules, by purchasing them as individual skills. People who choose to learn spells this way and have only *Magery 0* are usually called "Magewrights" in Eberron and use a few useful spells exclusively for their daily professional work. Some so-called bards also make a lot of use of these spells.

Wizardly Magic: A person gifted with *Magery 1-3* can become a wizard. But that's not automatic. To become a wizard, you have to study spells. Either on a magic college or as an apprentice for a wizard. Wizardly Magic uses the standard **GURPS Magic** system with the restrictions from *Dungeon Fantasy 1*.

Sorcery: Some people are born with natural magic gifts. These are called sorcerers, using **GURPS Thaumatology: Sorcery**, a power-based magic system.

- All arcane spellcasters have the following limitations:
- Encumbrance makes it difficult to cast the spells. Subtract the spellcasters encumbrance level from his effective skill with all spells.
- No Healing spells or powers are available. The only exception is Recover Energy, which can be learned as an individual skill despite its *Magery 1* prerequisite.

DIVINE MAGIC

Divine magic is available through the *Power Investiture* advantage. Starting characters should have no more than three levels of *Power Investiture*. Note that priests will usually also have *Clerical Investment* and possibly one or more levels of *Religious Rank*, but this is not required for spellcasting purposes all that matters is the faith of the spellcaster.

Divine Magic works as described in **GURPS Dungeon Fantasy: Adventurers**.

In the following list, divine realms introduced in **GURPS Dungeon Fantasy 7: Clerics** are assigned to gods of *Eberron*.

Elements are the ones used for servitors of the deity (see **GURPS Dungeon Fantasy 4: Allies**). For starting characters, choose only one element for a servitor.

THE SOVEREIGN HOST

A cleric can follow the sovereign host as a whole. If he does so, he should use the spell list as described in *Dungeon Fantasy 1*.

Arawai

Goddess of agriculture and fertility

Realm: Agriculture, Love and Fertility.

Elements: Good, Earth, Nature.

Aureon

God of law and knowledge.

Realm: Scholarship

Elements: Good, Law, Wisdom.

Balinor

God of beasts and the hunt.

Realm: Hunt

Elements: Good, Nature, Animal.

Boldrei

Goddess of community and hearth.

Realm: City

Elements: Good, Order, Peace.

Dol Arrah

Goddess of honor, sacrifice and sun.

Realm: Healing, Sun.

Elements: Good, Light, Life.

Dol Dorn

God of strength at arms.

Realm: War

Elements: Good, War.

Kol Korran

God of trade and wealth.

Realm: Messengers and Rogues

Elements: Good, Travel.

Olladra

Goddess of feast and good fortune.

Realm: Luck

Elements: Good.

Onatar

God of artifice and the forge.

Realm: Artifice

Elements: Good, Fire.

THE DARK SIX

A cleric can follow the dark six host as a whole. If he does so, he should use the spell list as described in *Dungeon Fantasy 1*. He will usually be an evil cleric, see *Dungeon Fantasy 3*.

The Devourer

God of wave and whirl.

Realm: Storm

Elements: Disease, Evil, Water.

The Fury

Goddess of rage and ruin.

Realm: Frenzy

Elements: Evil, Fear, Chaos.

The Keeper

God of death and decay.

Realm: Death

Elements: Evil, Death, Disease.

The Mockery

God of betrayal and bloodshed.

Realm: ?

Elements: Evil, Deception, War.

The Shadow

God of magic and mayhem.

Realm: Scholarship

Elements: Evil, Darkness.

The Traveler

God of chaos and change.

Realm: Messengers and Rogues

Elements: Chaos, Deception, Travel.

THE BLOOD OF VOL

This faith does not worship a deity. The seekers, as the followers of the faith call themselves, seek the strength in themselves, the strength of blood.

Realm: Death

Elements: Death, Evil, Order.

THE CULTS OF THE DRAGON BELOW

This is not a united faith. These cults worship the forces within Khyber.

Realm: Night

Elements: Chaos, Darkness, Evil.

THE PATH OF LIGHT

This faith is almost exclusive of members of the Kalashtar race. They worship the universal force of purity.

Realm: Sun

Elements: Light, Order.

THE SILVER FLAME

The Silver Flame is a relatively new faith. Its magic also works differently than that of other faiths. Clerics of the Silver Flame work miracles as described in **GURPS Divine Favor**. Holy men of the Silver Flame use one of the Saintry Lenses from **Pyramid 3-36: Dungeon Fantasy**.

THE UNDYING COURT

The aerenal elves worship their ancestors.

Realm: Death

Elements: Death, Good, Order.

POWERS

PSIONIC POWERS

As described in **GURPS Dungeon Fantasy 14: Psi**. However, these powers are rare on Khoirvaire, and non-Kalashtar characters shouldn't start with advantages in more than one psionic power (Antipsi, ESP, Psychic Healing, Psychokinesis, Telepathy, and Teleportation) without a paying for an Unusual Background.

NEW SPELLS

Bind (Type) Elemental

Colleges: Elemental, Enchantment

Binds an elemental to an object. It is used for the creation of many of the magical wonders of Eberron. The elemental then powers the object.

Duration: Permanent

Cost: 1 per 2 character points of elemental.

Time to cast: see enchantment rules.

Prerequisite: Control (Type) Elemental, Enchant

Item: A Khyber Dragonshard is needed to bind the spirit of the Elemental properly. This is then placed in the real item.

Consecrate

The Enchantment spell for clerics. In its simplest form it purifies a given object, cleansing it with the deity's

power. In combination with complex ritual preparations it allows the creation of Sacred Vessels, Holy Objects, and Objects of Power. Most religions will teach this spell to all invested clerics.

The spell may only be cast in areas of Very High Sanctity, though all costs will be computed as if it were cast in a place of Normal Sanctity, and the cleric will regain fatigue spent on this spell at normal rates.

Duration: All sacred objects are permanent until destroyed. Use of the Desecrate spell may render them temporarily unusable.

Cost: The simplest form of this spell (and the one used in the creation of Sacred Vessels) costs 10 points. For the making of Holy Objects the cost will vary with the effect desired.

This may be cast as an area spell to raise the sanctity of a given area or restore lost Sanctity after a desecration. Each casting raises the area's Sanctity by one level, to a possible maximum of High Sanctity - unless the area was previously of Very High Sanctity, in which case it may be once again be raised to that level. To create an area of Very High Sanctity, a successful request for Divine Intervention must be performed in tandem with the Consecrate spell.

Duration: Permanent as long as the deity remains active.

Cost: 10 for a single item; 100 per hex for an area.

Time to cast: This spell is always done as a ceremony. Minimum casting time is 5 minutes for a single item, or 1 hour per hex for an area.

Prerequisite: Power Investiture 1

Item: This spell may not be consecrated into an item.

Create Deathless

This works like creating a zombie, but is more costly. It creates a deathless. See *Eberron Campaign Setting* for more information on deathless.

Duration: Permanent

Cost: Equal to the deathless' point total in it's deathless state.

Time to cast: see enchantment rules.

Prerequisite: Power Investiture 5 to create a lesser Deathless, Power Investiture 6 to create a greater Deathless.

Desecrate

Desecrates a consecrated object, rendering it impure and unclean. *None* of its magical effects will work until it has been repurified with the Consecrate spell. There is a 10% chance that a desecration will destroy the object. Objects of Power may never be desecrated.

May be cast as an area spell, to lessen the Sanctity rating of a given locale. Each casting reduces the area's Sanctity by one level, to a possible minimum of No Sanctity.

Duration: Lasts until repurification is done.

Cost: 10 for single item; 100 per hex for an area

Time to cast: 1 minute for a single item, or 30 minutes per hex for an area.

Prerequisite: Power Investiture 1

Item: This spell may not be consecrated into an item.

Excommunicate

Excommunicates a single follower of a religion (see *Excommunication*, p. 117 *GURPS Religion*). This spell confers the Excommunicated disadvantage on the recipient and as such is never "rolled." If the deity deems the Excommunication just, then it occurs. Otherwise it does not. The cleric receives a clear sign of the outcome, and if successful, will brand the individual in some way that will be evident to all followers of the religion.

Revocation of an excommunication can be done only with a successful request for Divine Intervention.

Duration: Permanent, until revoked by another cleric of the same religion.

Cost: 15.

Time to cast: Minimum 10 minutes. This spell is always done as a ceremony.

Prerequisite: Power Investiture 1

Item: This spell may not be consecrated into an item.

DRAGONMARK POWERS

A dragonmark grants a character one or more advantages that he must take to qualify for it. This is also called a least dragonmark.

Additionally, he can buy special powers for his dragonmark. If he buys more than 10 points in dragonmark powers, he has a lesser dragonmark, if he buys more than 20 a greater.

Power Modifier: Dragonmark

-50%

Dragonmark powers are magical in nature, so they can be dispelled (-10%). They usually can only be used once per day (-40%). Together this adds to a -50% cost reduction of a basic Dragonmark Power. The limited use can be bought away.

Note: The point cost of all the advantages listed here does not include the modifiers for the Dragon-mark Power limitation, as well as the modifiers for all other applicable enhancements and limitations. First add up the values of all enhancements and limitations, and then apply them to the advantage!

Mark of Detection

House: Medani

Race: Half-elf

Advantage: Acute Vision 2 [4]

Powers: See Invisible [15]; Detect (Poison, Magic, True Shape of Things) [15]

Mark of Finding

House: Tharashk

Race: Half-orc, Human

Advantages: Absolute Direction [5], Acute Vision 2 [2]

Power: Scanning Sense (Para-Radar) [20]

Mark of Handling

House: Vadalis

Race: Human

Advantage: Animal Empathy [5]

Powers: Ally (Summonable, +100% -this must be a natural animal) [10]; Animal Growth (Affliction that grants the Growth advantage, additional ST and DR, and only works on natural animals) Mind Control (Only vs Natural Animals, -20%) [50], Speak With Animals [25].

Mark of Healing

House: Jorasco

Race: Halfling

Advantages: Talent 1 (Healer) [10]

Power: Healing [30]

Mark of Hospitality

House: Ghallanda

Race: Halfling

Advantage: Talent 1 (Diplomacy) [5]

Powers: Ally (Summonable, +100%. It will also always have Invisibility, Code of Honor (will only do servant work), and Pacifism (Total Nonviolence)) [10], Gizmos (only food and water) [5/gizmo]; Immunity (Poison, Affects Others +50%) [23]

Mark of Making

House: Cannith

Race: Human

Advantage: Talent 1 (Artificer) [10]

Powers: Gadgeteer [25/50], Healing (On objects, including machines, instead of living beings, -10%) [30]

Mark of Passage

House: Orien

Race: Human

Advantage: Talent 2 (Survival) [10]

Powers: Ally (summonable +100%, mount only) [10], Enhanced Move [20/level], Warp [100]

Mark of Scribing

House: Sivis

Race: Gnome

Advantage: Talent 2 (Research) [10]

Powers: Arcane Mark [21], Telesend [30]

Note: Arcane Mark is an Affliction that creates a Permanent (+150%) Unnatural Feature (+10%) with a range of Close (-30%) that only works on objects (-20%). This is the personal sigil of the dragonmark bearer that cannot be forged, and members of House Sivis are usually hired by various organisations and governments to sign official documents with it to prove their authenticity.

Mark of Sentinel

House: Deneith

Race: Human

Advantage: Criminology

Powers: Damage Resistance (Affect Others +50%, Dissipates -50%) [2/Level]

Note: Damage Resistance is normally a permanent advantage. So dissipate simulates that this is a temporary effect.

Mark of Shadow

House: Phiarlan, Thuranni

Race: Elf

Advantage: Talent 2 (Stealth, Streetwise) [10]

Powers: Ally (Summonable, +100%, must be a creature of living shadow) [10], Chameleon [5/level], Clairsentience [50], Elastic Skin [20], Shadow Form [50], Silence [5/level]

Mark of Storm

House: Lyandar

Race: Half-elf

Advantage: Talent 2 (Acrobatics) [10]

Powers: Control (Weather) (Natural Phenomena +100%) [40/level]; Innate Attacks and Afflictions that revolve around controlling wind and weather. These will do knockback damage at the most.

Mark of Warding

House: Kundarak

Race: Dwarf

Advantage: Talent 2 (Search) [10]

Powers: Afflictions and Innate Attacks with the Triggered Delay enhancement (+50% -usually if a person passes by or touches it without mentioning a specific password).

Note: Members of a Dragonmark House in good standing will also usually enjoy all sorts of social advantages, but these are not mandatory. A Code of Honor (Professional) [-5] is common.

WEALTH & TECHNOLOGY

WEALTH

Eberron uses the standard D&D currency conventions: 1 gold piece (gp) = 10 silver pieces (sp) = 100 copper pieces (cp)

Characters can freely purchase from the standard D&D, Eberron, and GURPS equipment lists (though items from the GURPS equipment lists should be restricted to non-mechanical items -firearms certainly aren't appropriate to the setting!), though GURPS prices take precedence (see the discussion in the sidebar).

Also, to get more flavor and realism to money in play, use Typ 2 or Typ 3 of the money conversion below.

As a rule of thumb, divide D&D prices by 10. So, gold prices become silver prices.

Starting Money

Players get \$1,000 starting money to purchase equipment for their characters. This can be modified by wealth or poverty. Also, they can trade 1 character point for \$500 during character creation. For more info on money, see *GURPS Dungeon Fantasy 2*.

MONEY CONVERSION

Type 1: Simple Approach

Each GURPS \$ is the equivalent of 1sp or 0.1gp (1gp = \$10). This seems too high or too low, depending on the point of view.

Type 2: Bread Price

One \$1 is 2 cp in D&D 3e. Since a GURPS \$1 is defined as the cost of bread or other staple, and such costs 2 cp in D&D, this is the conversion. This means that 1 gp = \$50 GURPS (using the decimalized 100 cp = 10 sp = 1 gp). And if you use that conversion of the PHB, you'll find that the weapons and armor therein do have similar costs to their equivalents in the Basic Set.

Type 3: Medieval Realistic

Ignore a direct translation altogether. Use your own good sense to give prices to D&D stuff.

In *GURPS Fantasy* p. 137, there is a fairly realistic pricing system, based on realistic historical economy: \$1 = 1cp (copper piece), \$4 = 1sp (silver piece), \$80 = 1gp (gold piece).

This is also the value of money used in *GURPS Dungeon Fantasy* and recommended.

THE GOLD-INFLATION

Or: The low value of gold in D&D

In D&D PCs have bags full of gold – and they need it, because prices even for mundane things are very high, compared to a relatively realistic economy in a medieval world.

Example: In D&D, a 2-Man Tent cost 10gp, that would translate to \$500, using the bread price conversion. In *GURPS Dungeon Fantasy*, it costs only \$80.

Another Example: A sword costs in D&D 15gp (= \$750), in GURPS \$600. But a composite bow costs in D&D 100gp (= \$5,000), in GURPS \$900.

The prices in D&D seem a bit arbitrary and the value of gold too low, so it's recommended to use them only as general pointers. If there is an equivalent in GURPS, use it.

TECHNOLOGY

The general Tech Level of Eberron is TL3+2. This is due to the fact, that magic items replace technological inventions in some places (one great example is the Lightning Rail). See B511 for more information on Tech Levels.