

DUNGEON FANTASY EARTH

CHARACTER CREATION RULES

SUMMARY

AVAILABLE CHARACTER POINTS: 150

Characters in Dungeon Fantasy Earth start with **150** Character Points (CP) at their disposal.

1. CHOOSE A CLASS TEMPLATE

Available Basic Class Templates are Barbarian, Bard, Cleric, Druid, Holy Warrior (Paladin), Knight (Fighter), Martial Artist (Monk), Scout (Ranger), Swashbuckler (Fighter), Thief (Rogue) and Wizard (Sorcerer). If you want to play an Advanced Class Template, consult your GM.

2. CHOOSE A RACIAL TEMPLATE (OPTIONAL)

Available Races are Dwarf, Elf, Gnome, Halfling, Half-Elf or Half-Orc. If you do not choose a Racial Template you are a human.

3. CHOOSE OPTIONS FROM CLASS TEMPLATE

Choose from the available Advantages, Disadvantages, Skills, Spells and Powers available from your Class Template.

4. BUY GEAR

Buy Gear for \$1,000. For available Gear, see Dungeon Fantasy 1, pg. 23ff, Basic Set (Weapons and Armor), pg. 271ff. You can trade 1 CP for \$500.

BASICS

Character development in *GURPS* follows a point system. The player has a finite number of Character Points (CP) to create his Character at his disposal. In *Dungeon Fantasy Earth*, this will be **150 CP**. With these points, the player can buy *Attributes*, *Advantages*, *Disadvantages* and *Skills*.

BASIC ATTRIBUTES

GURPS uses four Basic Attributes:

Strength (ST): ± 10 points/level

Strength measures physical power and how much damage you can take (hit points).

Dexterity (DX): ± 20 points/level

Dexterity is a measure of agility and manual coordination. It controls most physical skills.

Intelligence (IQ): ± 20 points/level

Intelligence measures brainpower, perception, sanity and willpower. It controls all mental skills.

Health (HT): ± 10 points/level

Health measures fitness, resistance (to poisons etc.) and vitality.

SECONDARY ATTRIBUTES

Damage (Dmg)

ST	Thrust	Swing	ST	Thrust	Swing
<5	1d-3	1d-5	13	1d	2d-1
5	1d-4	1d-4	14	1d	2d
6	1d-4	1d-4	15	1d+1	2d+1
7	1d-3	1d-3	16	1d+1	2d+2
8	1d-3	1d-2	17	1d+2	3d-1
9	1d-2	1d-1	18	1d+2	3d
10	1d-2	1d	19	2d-1	3d+1
11	1d-1	1d+1	20	2d-1	3d+2
12	1d-1	1d+2		see Basic Set	

Basic Lift (BL): (STxST)/5 lbs.

Hit Points (HP): ± 2 points per ± 1 HP

HP = ST. Additional HP cost 2 CP per HP.

Will: ± 5 points per ± 1 Will

Will = IQ. Additional Will costs 5 CP per +1 in Will. Add this to IQ.

Perception (Per): ± 5 points per ± 1 Per

Per = IQ. Additional Per costs 5 CP per +1 in Per. Add this to IQ.

Basic Speed: ± 5 points per ± 0.25 Speed
(HT + DX)/4. Additional Basic Speed costs 5 CP per +0.25 Basic Speed.

Basic Move: ± 5 points per ± 1 m/s
Basic Move = Basic Speed, rounded down. Additional Basic Speed costs 5 CP per +1 Move.

DEFENSES

Dodge = Basic Speed + 3, rounded down

Block = 3 + Shield/2

Parry = 3 + Weapon skill/2 (also unarmed skills)

SKILLS

Physical Skills are Based on DX, Mental ones on IQ.

Find the skill level you want to attain on the *Skill Cost Table* below in the first column. Now find the difficulty of the skill in the next four columns. Find the point cost at the intersection between the skill level row and the cost column.

Skill Cost Table

Final Skill Level	Easy	Average	Hard	Very Hard
Attribute - 3	-	-	-	1 CP
Attribute - 2	-	-	1 CP	2 CP
Attribute - 1	-	1 CP	2 CP	4 CP
Attribute	1 CP	2 CP	4 CP	8 CP
Attribute + 1	2 CP	4 CP	8 CP	12 CP
Attribute + 2	4 CP	8 CP	12 CP	16 CP
Attribute + 3	8 CP	12 CP	16 CP	24 CP
Additional Skill Levels cost 4 CP per +1 Skill Level.				

QUICK FIND TABLE

Item	Where to find
Basic Templates	DF 1
Basic Spells	DF 1-19
Basic Powers	DF 1-21
Basic Gear	DF 1-23
Weapons and Armor	Basic Set 271ff
Allies (Druidic & Divine)	DF 5
Gods & Spells	DF 7

CLASS TEMPLATES

The Class Templates are modified to fit a campaign with a starting point total of 150 points.

BASIC CLASS TEMPLATES

BARBARIAN

100 points

See *GURPS Dungeon Fantasy 1*.

Attributes: ST 13 (Size†, -10%) [27]; DX 11 [20]; IQ 9 [-20]; HT 11 [10].

Secondary Characteristics: Damage 1d/2d-1; BL 45 lbs.; HP 14 (Size†, -10%) [9]; Will 10 [5]; Per 11 [10]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6† [0].

Advantages: High Pain Threshold [10] and Outdoorsman 2 [20]. • A further 20 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+2 [1]-11‡; Navigation (Land) (A) IQ+2 [2]-11‡; Survival (any) (A) Per+1 [1]-12‡; and Tracking (A) Per+1 [1]-12‡. • One of Thrown Weapon (Axe/Mace, Harpoon, Spear, or Stick) (E) DX+2 [4]-13; or Bolas, Bow, Spear Thrower, or Throwing, all (A) DX+1 [4]-12. • One of these four melee skills packages:

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

3. One of Polearm, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-15.
4. Two-Handed Flail (H) DX+3 [16]-14.

Secondary Skills: Brawling (E) DX [1]-11; Stealth and Wrestling, both (A) DX [2]-11; Mimicry (Animal Sounds or Bird Calls) and Naturalist, both (H) IQ [1]-9‡; Swimming (E) HT [1]-11; Hiking and Running, both (A) HT-1 [1]-10; and Fishing (E) Per+2 [1]-13‡.

Background Skills: Animal Handling (any), Disguise (Animals), and Weather Sense, all (A) IQ [2]-9; and Intimidation (A) Will [2]-10. • Four of Forced Entry (E) DX [1]-11; Climbing (A) DX-1 [1]-10; First Aid, Gesture, or Seamanship, all (E) IQ [1]-9; Carousing (E) HT [1]-11; Lifting (A) HT-1 [1]-10; Skiing (H) HT-2 [1]-9; or Observation (A) Per-1 [1]-10.

* 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 (DF27) and must buy extra-large armor (DF28).

‡ Includes +2 for Outdoorsman.

BARD

100 points

See *GURPS Dungeon Fantasy 1*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: Bardic Talent 1 [8]; Charisma 1 [5]; Musical Ability 1 [5]; and Voice [10]. • 25 points chosen from among 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]-12; Diplomacy (H) IQ [1]-12†; Fast-Talk (A) IQ+1 [1]-13‡; Musical Instrument (any) (H) IQ-1 [2]-11‡; Performance (A) IQ+1 [1]-13‡; Public Speaking (A) IQ+2 [1]-14‡§; and Singing (E) HT+3 [1]-14‡‡. • One of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]-12. • One of Shield (Buckler) (E) DX+2 [4]-12; Cloak or Main-Gauche, both (A) DX+1 [4]-11; or raise main sword skill to DX+2 [12]-12. • One of Thrown Weapon (Knife) (E) DX+1 [2]-11; or Bow or Throwing, both (A) DX [2]-10.

Secondary Skills: Fast-Draw (any) (E) DX [1]-10; Stealth (A) DX [2]-10; Current Affairs (any) and Savoir-Faire (High Society), both (E) IQ [1]-12; Interrogation, Merchant, Propaganda, and Streetwise, all (A) IQ-1 [1]-11; Musical Composition (H) IQ-1 [1]-11‡; Carousing (E) HT [1]-11; Intimidation (A) Will-1 [1]-11; and Detect Lies (H) Per-2 [1]-10.

Background Skills: Heraldry and Poetry, both (A) IQ-1 [1]-11. • Six of Climbing or Dancing, both (A) DX-1 [1]-9; Acrobatics or Sleight of Hand, both (H) DX-2 [1]-8; First Aid or Gesture, both (E) IQ [1]-12; Connoisseur (any), Disguise, Teaching, or Writing, all (A) IQ-1 [1]-11; Mimicry (Speech) or Ventriloquism, both (H) IQ-2 [1]-10; Hiking (A) HT-1 [1]-10; Sex Appeal (A) HT+1 [1]-12‡; Scrounging (E) Per [1]-12; or Observation (A) Per-1 [1]-11.

Special Skills and Spells: Spend 8 points on Hypnotism (H) IQ-2 [1]-10; Musical Influence (VH) IQ-2 [1]-10‡; Persuade (H) Will-2 [1]-10; Suggest or Sway Emotions, both (H) Will-2 [1]-10 (require Persuade); Captivate (H) Will-2 [1]-10 (requires Suggest); or wizardly spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1]-11 or (VH) IQ-2 [1]-10 with the +1 for Bardic Talent.

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

† Includes +2 for Voice.

‡ Includes +1 for Musical Ability.

§ Includes +1 for Charisma.

CLERIC

100 points

See *GURPS Dungeon Fantasy 1*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Clerical Investment [5] and Power Investiture 3 [30]. • 25 points chosen from among 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], Ally (Divine Servitor, see *Dungeon Fantasy 5*) [19 or 29], 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]-12 and Exorcism (H) Will [4]-12. • One of Innate Attack (any) (E) DX+2 [4]-12; Throwing (A) DX+1 [4]-11; or Sling (H) DX [4]-10. • One of these three melee skills packages:

1. One of Axe/Mace or Broadsword, both (A) DX+2 [8]-12, and Shield (E) DX+2 [4]-12.
2. Flail (H) DX+1 [8]-11 and Shield (E) DX+2 [4]-12.
3. Staff (A) DX+3 [12]-13.

Secondary Skills: First Aid (E) IQ [1]-12; Hidden Lore (Demons, Spirits, or Undead), Occultism, Public Speaking, and Teaching, all (A) IQ-1 [1]-11; Diagnosis, Theology, and Religious Ritual, all (H) IQ-2 [1]-10; Surgery (VH) IQ-2 [2]-10; and Meditation (H) Will-2 [1]-10.

Background Skills: Five of Climbing or Stealth, both (A) DX-1 [1]-9; Gesture, Panhandling, or Savoir-Faire (High Society), all (E) IQ [1]-12; Research or Writing, both (A) IQ-1 [1]-11; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-12; or Observation or Search, both (A) Per-1 [1]-11.

Spells: Choose 15 clerical spells (p. 19), which will be either (H) IQ+1 [1]-13 or (VH) IQ [1]-12 with the +3 for Power Investiture.

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

DRUID

100 points

See *GURPS Dungeon Fantasy 1*.

Attributes: ST 10 [0]; DX 10 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: Green Thumb 1 [5] and Power Investiture 2 (Druidic) [20]. • 20 points chosen from among Druidic abilities or IQ +1 [20], HT +1 or +2 [10 or 20], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Ally (Druidic, see *Dungeon Fantasy 5*) [var.], Animal Friend 1-4 [5/level], Green Thumb 2-4 [5/level], Healer 1 or 2 [10 or 20], Intuition [15], Luck [15], Mind Shield [4/level], Outdoorsman 1 or

2 [10 or 20], Power Investiture (Druidic) 4 or 5 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], Signature Gear [Varies], or Spirit Empathy [10].

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

Primary Skills: Esoteric Medicine (Druidic) (H) Per [4]-12; Herb Lore (VH) IQ [4]-12†; and Naturalist (H) IQ [2]-12†. • *One* of Innate Attack (any) or Thrown Weapon (Spear or Stick), all (E) DX+2 [4]-12; Bolas, Lasso, or Throwing, all (A) DX+1 [4]-11; or Blowpipe, Net, or Sling, all (H) DX [4]-10. • *One* of these two melee skills packages:

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

Secondary Skills: Camouflage (E) IQ [1]-12; Animal Handling (any), Disguise (Animals), Hidden Lore (Elementals, Faeries, or Nature Spirits), and Weather Sense, all (A) IQ-1 [1]-11; Mimicry (Animal Sounds or Bird Calls), Pharmacy (Herbal), Religious Ritual (Druidic), Theology (Druidic), and Veterinary, all (H) IQ-2 [1]-10; and Survival (any) (A) Per-1 [1]-11.

Background Skills: Climbing and Stealth, both (A) DX [2]-10; and Hiking (A) HT-1 [1]-10. • *Three* of Knife (E) DX [1]-10; First Aid or Gesture, both (E) IQ [1]-12; Animal Handling (any other), Hidden Lore (any other), or Teaching, all (A) IQ-1 [1]-11; Diagnosis or Poisons, both (H) IQ-2 [1]-10; or Observation (A) Per-1 [1]-11.

Spells: Choose 10 druidic spells (p. 19), which will be either (H) IQ [1]-12 or (VH) IQ-1 [1]-11 with the +2 for Power Investiture (Druidic).

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

† Includes +1 for Green Thumb.

HOLY WARRIOR

100 points

See *GURPS Dungeon Fantasy 1*.

Other Names: Paladin

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [20]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Born War Leader 1 [5]; Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 2 [10]; and Shtick (Foes slain personally can't rise as undead) [1]. • 25 points chosen from among 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], Ally (Divine Servitor, see *Dungeon Fantasy 5*) [19 or 29], Born War Leader 2-4

[5/level], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level] or Unfazeable [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Higher Purpose (different from first) [5], Holiness 3 or 4 [5 or 10], Luck [15], Magic Resistance [2/level], Rapid Healing [5], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], or Weapon Bond [1].

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

Primary Skills: Exorcism (H) Will [4]-11 and Hidden Lore (Demons or Undead) (A) IQ [2]-10. • *One* of Crossbow or Thrown Weapon (Axe/Mace or Spear), all (E) DX+2 [4]-13; or Throwing (A) DX+1 [4]-12. • *One* of these three melee skills packages:

1. *One* of Axe/Mace, Broadsword, or Spear, all (A) DX+3 [12]-14, and Shield (E) DX+3 [8]-14.
2. Flail (H) DX+2 [12]-13 and Shield (E) DX+3 [8]-14.
3. *One* of Polearm, Spear, or Two-Handed Sword, all (A) DX+5 [20]-16.

Secondary Skills: Brawling (E) DX+1 [2]-12; Wrestling (A) DX+1 [4]-12; Leadership (A) IQ [1]-10†; Physiology (monster type) and Psychology (same monster type), both (H) IQ [4]-10; Strategy and Tactics, both (H) IQ [2]-10†; and Intimidation (A) Will-1 [1]-10.

Background Skills: Religious Ritual and Theology, both (H) IQ-2 [1]-8; Meditation (H) Will-2 [1]-9; and Esoteric Medicine (Holy) (H) Per-2 [1]-8. • *Five* of Fast-Draw (any) (E) DX [1]-11; Climbing, Lance, Riding (Horse), or Stealth, all (A) DX-1 [1]-10; First Aid or Gesture, both (E) IQ [1]-10; Interrogation (A) IQ-1 [1]-9; Physiology (other monster type) or Psychology (other monster type), both (H) IQ-2 [1]-8; Hiking (A) HT-1 [1]-10; or Observation (A) Per-1 [1]-9.

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

† Includes +1 for Born War Leader (DF14).

KNIGHT

100 points

See *GURPS Dungeon Fantasy 1*.

Other Names: Fighter, Warrior

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

Secondary Characteristics: Damage 1d/2d-1; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

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

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

Primary Skills: Brawling (E) DX+1 [2]-12 *or* Boxing (A) DX [2]-11; Fast-Draw (any) (E) DX+1 [1]-12†; Knife (E) DX [1]-11; Shield (E) DX+2 [4]-13‡; *and* Sumo Wrestling *or* Wrestling, both (A) DX [2]-11. • One of Crossbow *or* Thrown Weapon (Axe/Mace *or* Spear), all (E) DX+2 [4]-13; Bow *or* Throwing, both (A) DX+1 [4]-12; *or* Sling (H) DX [4]-11. • *One* of these three sets of options:

1. *One* of Axe/Mace, Broadsword, Polearm‡, Shortsword, Spear‡, *or* Two-Handed Sword‡, all (A) DX+6 [24]-17; *or* Flail (H) DX+5 [24]-16.
2. *Two* of Axe/Mace, Broadsword, Polearm‡, Shortsword, Spear‡, *or* Two-Handed Sword‡, all (A) DX+3 [12]-14; *or* Flail (H) DX+2 [12]-13.
3. *Three* of Axe/Mace, Broadsword, Lance, Polearm‡, Riding (Horse), Shortsword, Spear‡, *or* Two-Handed Sword‡, all (A) DX+2 [8]-13; *or* Flail (H) DX+1 [8]-12.

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

Background Skills: *Four* of Forced Entry (E) DX [1]-11; Climbing *or* Stealth, both (A) DX-1 [1]-10; First Aid, Gesture, *or* Savoir-Faire (High Society), all (E) IQ [1]-10; Gambling, Heraldry, *or* Streetwise, all (A) IQ-1 [1]-9; Carousing (E) HT [1]-11; Hiking (A) HT-

1 [1]-10; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; *or* Observation (A) Per-1 [1]-9.

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

† Includes +1 for Combat Reflexes.

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

§ Includes +2 for Born War Leader (DF14).

MARTIAL ARTIST

100 points

See *GURPS Dungeon Fantasy 1*.

Other Names: Monk

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [0]; Basic Move 6 [5].

Advantages: Chi Talent 1 [15] *and* Trained by a Master [30]. • 25 points chosen from among 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]-12; *and* Acrobatics, Judo, *and* Karate, all (H) DX-1 [2]-11. • *One* of Thrown Weapon (Dart, Knife, *or* Shuriken) (E) DX [1]-12; Throwing (A) DX- 1 [1]-11; *or* Blowpipe *or* Sling, both (H) DX-2 [1]-10. • *One* of these three melee skills packages:

1. *Two* of Knife (E) DX+2 [4]-14; Axe/Mace, Jitte/Sai, Shortsword, Smallsword, Staff, *or* Tonfa, all (A) DX+1 [4]-13; *or* Flail *or* Kusari, both (H) DX [4]-12.
2. *One* of the Melee Weapon skills in option 1, *and* raise both Judo *and* Karate to DX [4]-12.
3. *No* Melee Weapon skills, but raise one of Judo *or* Karate to DX+1 [8]-13 and the other to DX [4]-12.

Secondary Skills: Stealth (A) DX-1 [1]-11 *and* Meditation (H) Will-1 [2]-9.

Background Skills: Tactics (H) IQ [4]-10. • *Three* of Fast-Draw (any) (E) DX [1]-12; Climbing (A) DX-1 [1]-11; First Aid or Gesture (E) IQ [1]-10; Teaching (A) IQ-1 [1]-9; Hiking or Running, both (A) HT-1 [1]-10; Intimidation (A) Will-1 [1]-9; 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 [2]-12; Breaking Blow, Flying Leap (requires Power Blow), or Pressure Points, all (H) IQ [2]-10; Breath Control or Kiai, both (H) HT [2]-11; Body Control (VH) HT-1 [2]-10; Mental Strength (E) Will+2 [2]-12; Mind Block (A) Will+1 [2]-11; Autohypnosis or Power Blow (H) Will [2]-10; Esoteric Medicine (Chi) (H) Per [2]-10; or Blind Fighting (VH) Per-1 [2]-9. All include +1 for Chi Talent.

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

SCOUT

100 points

See *GURPS Dungeon Fantasy 1*.
Other Names: Ranger

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

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

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

Primary Skills: Bow (A) DX+4 [16]-15; Camouflage (E) IQ+2 [2]-12†; Fast-Draw (Arrow) (E) DX [1]-11; Observation (A) Per [2]-10; and Tracking (A) Per+1 [2]-11†. • *One* of these two melee skills packages:

1. *One* of Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-13, and Shield (E) DX+2 [4]-13.
2. *One* of Broadsword, Shortsword, Spear, or Staff, all (A) DX+3 [12]-14.

Secondary Skills: Climbing and Stealth, both (A) DX-1 [1]-10; Gesture (E) IQ+1 [2]-11; Cartography,

Shadowing, and Traps, all (A) IQ+1 [4]-11; Navigation (Land or Sea) (A) IQ [1]-10†; Mimicry (Bird Calls) (H) IQ [2]-10†; Hiking (A) HT [2]-11; and Survival (any) (A) Per [1]-10†.

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]-11; Boating (Unpowered), Riding (Horse), Throwing, or Wrestling, all (A) DX-1 [1]-10; First Aid or Seamanship, both (E) IQ [1]-10; Armoury (Missile Weapons), Prospecting, or Weather Sense, all (A) IQ-1 [1]-9; Swimming (E) HT [1]-11; Running (A) HT-1 [1]-10; Skiing (H) HT-2 [1]-9; or Search (A) Per-1 [1]-9.

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

† Includes +2 for Outdoorsman.

SWASHBUCKLER

100 points

See *GURPS Dungeon Fantasy 1*.
Other Names: Fighter

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 6 [5].

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

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

Primary Skills: Jumping (E) DX [1]-12; Fast-Draw (Knife) and Fast-Draw (Sword), both (E) DX+1 [1]-13†; and Acrobatics (H) DX [4]-12. • *Either* Thrown

Weapon (Knife) (E) DX+1 [2]-13 *or* Throwing (A) DX [2]-12. • *One* of these three melee skills packages:

1. *One* of Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+3 [12]-15; *one* of Shield (Buckler) (E) DX+3 [8]-15, or Cloak or Main-Gauche, both (A) DX+2 [8]-14.
2. *One* of the sword skills in option 1 at DX+4 [16]-16; *one* of Shield (Buckler) (E) DX+2 [4]-14, or Cloak or Main-Gauche, both (A) DX+1 [4]-13.
3. *One* of the sword skills in option 1 at DX+5 [20]-17!

Secondary Skills: Brawling (E) DX+1 [2]-13 *or* Boxing (A) DX [2]-12; *and* Wrestling (A) DX [2]-12.

Background Skills: Stealth (A) DX-1 [1]-11; Savoir-Faire (High Society) (E) IQ+1 [2]-11 *or* Streetwise (A) IQ [2]-10; *and* Carousing (E) HT [1]-11. • *Seven* of Fast-Draw (any other) (E) DX+1 [1]-13†; Climbing (A) DX-1 [1]-11; 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]-10; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; or Search (A) Per-1 [1]-9.

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

† Includes +1 for Combat Reflexes.

THIEF

100 points

See *GURPS Dungeon Fantasy 1*.

Other Names: Rogue

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Flexibility [5]; High Manual Dexterity 1 [5]; *and* Perfect Balance [15]. • A further 15 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], Kleptomaniac (12) [-15], or Trickster (12) [-15]. • *One* of Callous [-5], Code of Honor (Pirate's) [-5], or Curious (12) [-5]. • A further -20 points chosen from either of the two previous lists or Bad Temper [-10*], Bloodlust [-10*], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Lying [-15*], Compulsive Spending [-5*], Cowardice [-10*], Laziness [-10], Lecherousness [-15*], Loner [-5*], One Eye [-15], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring

companions) [-5], Skinny [-5], or Social Stigma (Criminal Record) [-5].

Primary Skills: Forced Entry (E) DX [1]-12; Climbing (A) DX+3 [1]-15†‡; Filch (A) DX [2]-12; Stealth (A) DX+3 [12]-15; Escape (H) DX+1 [1]-13†; Pickpocket (H) DX [2]-12§; *and* Lockpicking and Traps, both (A) IQ+1 [4]-11.

Secondary Skills: Acrobatics (H) DX-1 [1]-11‡; Sleight of Hand (H) DX-1 [1]-11§; Gesture (E) IQ [1]-10; Holdout, Shadowing, Smuggling, and Streetwise, all (A) IQ [2]-10; *and* Search and Urban Survival, both (A) Per [2]-11. • *One* of Rapier, Saber, Shortsword, or Smallsword, all (A) DX-1 [1]-11. • *One* of Shield (Buckler) (E) DX [1]-12; Cloak or Main-Gauche, both (A) DX-1 [1]-11; or raise main sword skill to DX [2]-12. • *One* of Crossbow or Thrown Weapon (Knife), both (E) DX [1]-12; Bow or Throwing, both (A) DX-1 [1]-11; or Sling (H) DX-2 [1]-10.

Background Skills: Brawling (E) DX [1]-12; Gambling (A) IQ-1 [1]-9; *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]-12; First Aid, Panhandling, or Seamanship (E) IQ [1]-10; Cartography, Connoisseur (any), Disguise, Fast-Talk, or Merchant, all (A) IQ-1 [1]-9; Counterfeiting, Forgery, or Poisons, all (H) IQ-2 [1]-8; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-11; or Lip Reading or Observation, both (A) Per-1 [1]-10.

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

† Includes +3 for Flexibility.

‡ Includes +1 for Perfect Balance.

§ Includes +1 for High Manual Dexterity.

WIZARD

100 points

See *GURPS Dungeon Fantasy 1*.

Other Names: Sorcerer (in D&D)

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [-5]; Per 10 [-10]; FP 13 [9]; Basic Speed 5.00 [0]; Basic Move 5 [0].

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

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

Pain Threshold [-10], Nervous Stomach [-1], Oblivious [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Hidden Lore (Demons, Magic Items, Magical Writings, or Spirits) and Occultism, both (A) IQ [2]-12; Alchemy (VH) IQ [8]-12; and Thaumatology (VH) IQ-1 [1]-11‡.

Secondary Skills: Hazardous Materials (Magical), Research, Speed-Reading, Teaching, and Writing, all (A) IQ-1 [1]-11; and Meditation (H) Will-1 [2]-10. • *Either* Shield (Buckler) (E) DX+2 [4]-12 and Smallsword (A) DX+1 [4]-11, or Staff (A) DX+2 [8]-12. • *One* of Innate Attack (any) or Thrown Weapon (Dart) (E) DX+2 [4]-12; Throwing (A) DX+1 [4]-11; or Sling (H) DX [4]-10.

Background Skills: *Nine* of Fast-Draw (Potion) (E) DX [1]-10; Climbing or Stealth, both (A) DX-1 [1]-9;

Body Sense (H) DX-2 [1]-8; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-12; Cartography or Hidden Lore (any other) (A) IQ-1 [1]-11; Diplomacy, Physiology (monster type), or Strategy, all (H) IQ-2 [1]-10; Hiking (A) HT-1 [1]-9; or Scrounging (E) Per [1]-10.

Spells: Choose 20 wizardly spells (DF1, p. 20), which will be either (H) IQ [1]-14 or (VH) IQ-1 [1]-11 with the +2 for Magery. **Note:** Aside from Lend Energy and Recover Energy, Wizards can't learn Healing spells. The same goes for Animal, Plant, and Weather spells, who are the preserve of Druids. See *Dungeon Fantasy 1*.

* 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 +2 for Magery.

ADVANCED CLASS TEMPLATES

ARTIFICER

100 points

See *GURPS Dungeon Fantasy 4*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [-5]; Per 11 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Dungeon Artificer 2 [10]; Equipment Bond ¥2 (Any *two* starting tools or kits) [2]; Gizmos 1 [5]; and Quick Gadgeteer [50]. • 15 points chosen from among DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], Equipment Bond (other) [1/item], Gizmos 4+ [5/level], High Manual Dexterity 1-4 [5/level], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Serendipity [15/level], Signature Gear [Varies], Versatile [5], Wealth (Comfortable, Wealthy, or Very Wealthy) [10, 20, or 30], or Weapon Bond [1].

Disadvantages: Compulsive Inventing (12) [-5]. • -20 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Curious [-5*], Hard of Hearing [-10], Overconfidence [-5*], Pyromania [-5*], Trickster [-15*], or worsen Compulsive Inventing from (12) to (9) [-7] for -2 points or (6) [-10] for -5 points. • A further -25 points chosen from among the previous traits or Bad Temper [-10*], Greed [-15*], Impulsiveness [-10*], Jealousy [-10], Kleptomania [-15*], Odious Personal Habits [-5 to -15], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Alchemy (VH) IQ+1 [4]-12‡; Engineer (Gadgets) (H) IQ+1 [2]-12‡; Fast-Draw (Gadget) (E) DX+2 [1]-13‡; and Scrounging (E) Per+2 [1]-13‡.

Secondary Skills: Forced Entry (E) DX+1 [2]-12; Armoury (Body Armor), Armoury (Melee Weapons), Armoury (Missile Weapons), and Traps, all (A) IQ+1 [1]-12‡; and Lockpicking (A) IQ [2]-11. • *One* of

Crossbow (E) DX+2 [4]-13 or Throwing (A) DX+1 [4]-12. • *One* of Axe/Mace, Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+1 [4]-12. • *One* of Shield or Shield (Buckler), both (E) DX+2 [4]-13; Cloak or Main-Gauche, both (A) DX+1 [4]-12; or raise main Melee Weapon skill to DX+2 [8]-13.

Background Skills: *Five* of Knot-Tying or Leatherworking, both (E) DX [1]-11; Climbing or Stealth, both (A) DX-1 [1]-10; First Aid (E) IQ [1]-11; Architecture, Cartography, Hazardous Materials (Magical), Holdout, Merchant, or Smith (any), all (A) IQ-1 [1]-10; Counterfeiting or Jeweler, both (H) IQ-2 [1]-9; or Search (A) Per-1 [1]-10.

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

‡ Includes +2 for Dungeon Artificer (DF4-4).

ASSASSIN

250 Points

See *GURPS Dungeon Fantasy 12*.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 20 lbs.; HP 11 [0]; Will 10 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Combat Reflexes [15] and Striking ST 2 [10]. • A further 20 points chosen from among ST +1 to +3 [10/level], 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], Danger Sense [15], Enhanced Dodge 1 or 2 [15 or 30], Flexibility [5] or Double-Jointed [15]; Fit [5] or Very Fit [15]; Gizmos 1-3 [5/level], Honest Face [1], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Night Vision 1-9 [1/level], Perfect Balance [15]; Peripheral Vision [15], Serendipity 1 [15], Signature Gear [Varies], Striking ST 1 to 4 (Only on surprise attack, -60%) [2/level], Wealth (Comfortable or Wealthy) [10 or 20]; or Weapon Bond (any) [1].

Disadvantages: Bloodlust (12) [-10] *and* Callous [-5]. • -35 points from Bad Temper [-10*], Code of Honor (Pirate's *or* Stays Bought) [-5], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Spending [-5*], Greed [-15*], Lecherousness [-15*], Loner [-5*], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], Social Stigma (Criminal Record) [-5], *or* Vow (Always complete the mission) [-10].

Primary Skills: Fast-Draw (Knife) (E) DX+1 [1]-12†; Garrote (E) DX+2 [4]-13; Knife (E) DX+3 [8]-14; Poisons (H) IQ+1 [8]-11; Stealth (A) DX+2 [8]-13; Traps (A) IQ+1 [4]-11; *and* Wrestling (A) DX+1 [4]-12. • *One* of Crossbow, Thrown Weapon (Knife), *or* Thrown Weapon (Shuriken), all (E) DX+3 [8]-14; Bow *or* Throwing, both (A) DX+2 [8]-13; *or* Blowpipe DX+1 [8]-12.

Secondary Skills: Brawling (E) DX [1]-11; Forced Entry (E) DX [1]-11; Gesture (E) IQ [1]-10; Holdout, Shadowing, Smuggling, *and* Streetwise, all (A) IQ+1 [4]-11; *and* Search *and* Urban Survival, both (A) Per [2]-11. • *One* of Broadsword, Rapier, Saber, Shortsword, *or* Smallsword, all (A) DX+1 [4]-12.

Background Skills: 8 points spent on any primary *or* secondary skill, *or* on First Aid, Panhandling, *or* Seamanship, all (E) IQ [1]-10; Cartography, Connoisseur (any), Disguise, Fast-Talk, *or* Merchant, all (A) IQ-1 [1]-9; Counterfeiting *or* Forgery, both (H) IQ-2 [1]-8; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-11; *or* Lip Reading *or* Observation, both (A) Per-1 [1]-10.

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

† Includes +1 for Combat Reflexes.

DEMONOLOGIST

100 points

See *GURPS Dungeon Fantasy 9*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 11 [-5]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: Demonic Attunement 2 [16] *and* Spirit Empathy (Specialized, Demons, -50%) [5]. • 26 points chosen from among Demonological abilities (DF9-8) *or* ST +1 *or* +2 [10 *or* 20], DX +1 [20], IQ +1 [20], HT +1 [10], Will +1 *to* +6 [5/level], FP +1 *to* +5 [3/level], Channeling (Specialized, Demons, -50%) [5], Charisma 1 [5], Combat Reflexes [15], Demonic Attunement 4 *or* 5 [8 *or* 16], Eidetic Memory [5] *or* Photographic Memory [10], Fearlessness [2/level] *or* Unfazeable [15], High Pain Threshold [10], Higher Purpose (Protect the world from demons) [5], Intuition [15], Language Talent [10], Languages (Any ancient *or* scholarly) [2-6/language], Licensed Exorcist (Demons; p. 5) [1], Luck [15], Medium (Specialized, Demons, -50%) [5], Mind Shield [4/level], Night Vision 1-3 [1/level], Signature Gear [Varies], Slayer Training (Any; p. 7) [Varies], Social Regard 1-2 (Feared) [5/level], Spirit Weapon (see p. 5) [1], *or* Weapon Bond (Knife *or* Sword) [1].

Disadvantages: -20 points chosen from among Curious [-5*], Frightens Animals [-10], Loner [-5*], Megalomania [-10], Oblivious [-5], Obsession (Become the world's most powerful demonologist; Destroy all beings of a specific type; etc.) [-10*], Overconfidence [-5*], Social Stigma (Excommunicated)† [-10], Stubbornness [-5], Unnatural Features 1-5 [-1/level], *or* Weirdness Magnet [-15]. • Another -25 points chosen from among the previous traits *or* Appearance (Unattractive *or* Ugly) [-4 *or* -8], Bad Smell (Sulfurous) [-10]; Bad Temper [-10*], Bloodlust [-10*], Callous [-5], Clueless [-10], Fat [-3] *or* Skinny [-5], Jealousy [-10], Low Empathy [-20], No Sense of Humor [-10], Odious Personal Habits (Taste for darkly bizarre discussion topics; Inability to lose the bloodstains; etc.) [-5, -10, *or* -15], Paranoia [-10], Phantom Voices (Annoying) [-5], Selfish [-5*], Wealth (Struggling) [-10], *or* Unfit [-5] *or* Very Unfit [-15].

Primary Skills: Hidden Lore (Demons) (A) IQ+1 [4]-13; Occultism (A) IQ+1 [4]-13; Psychology (Demons) (H) IQ [4]-12; *and* Thaumatology (VH) IQ-2 [2]-10.

Secondary Skills: *Four* of Research, Speed-Reading, Teaching, *or* Writing, all (A) IQ [2]-12; *or* Exorcism *or* Meditation, both (H) Will-1 [2]-11. • *One* of these four melee skills packages:

1. *One* of Broadsword, Rapier, *or* Shortsword, all (A) DX+2 [8]-12; *one* of Shield *or* Shield (Buckler), both (E) DX+2 [4]-12; *and* Knife (E) DX+2 [4]-12.
2. Two-Handed Sword (A) DX+3 [12]-13 *and* Knife (E) DX+2 [4]-12.
3. Two-Handed Sword (A) DX+2 [8]-12; Broadsword (A) DX+1 [4]-11; *and* Knife (E) DX+2 [4]-12.
4. Knife (E) DX+5 [16]-15.

Background Skills: 10 points chosen from among Crossbow *or* Thrown Weapon (Knife), both (E) DX [1]-10; Climbing *or* Stealth, both (A) DX-1 [1]-9; First Aid, Gesture, *or* Savoir-Faire (High Society), all (E) IQ [1]-12; Cartography, Fast-Talk, Hazardous Materials (Magical), Hidden Lore (Magic Items, Magical Writings, Spirits, *or* Undead), *or* Interrogation, all (A) IQ-1 [1]-11; Diplomacy, Philosophy, Physiology (monster type), *or* Theology, all (H) IQ-2 [1]-10; Alchemy (VH) IQ-3 [1]-9; Hiking (A) HT-1 [1]-10; Intimidation (A) Will-1 [1]-11; *or* Observation *or* Search, both (A) Per-1 [1]-10.

Spells: Choose 10 demonologist spells (DF9-8), which will be either (H) IQ [1]-12 *or* (VH) IQ-1 [1]-11 with the +2 for Demonic Attunement.

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

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

ELEMENTALIST

100 points

See *GURPS Dungeon Fantasy 9*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 11 [-5]; FP 15 [9]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: 20 points chosen from among DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], Will +1 to +6 [5/level], FP +1 to +10 [3/level], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level], Intuition [15], Languages (Any) [2-6/language], Luck [15], Medium (Specialized, Elemental Entities, -50%) [5], Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21], additional Elemental abilities [Varies], or additional levels of Elemental Influence (see below for initial level) [8/level or 10/level]. • One of these two core advantages packages (put leftovers into spells, pp. 11-12):

1. Elemental Influence 2 (One Element) [16]; Spirit Empathy (Accessibility, One element only, -20%; Specialized, Elementals, -50%) [3]; and 21 points in Elemental abilities (p. 10).
2. Elemental Influence 2 (All Elements) [20]; Spirit Empathy (Specialized, Elementals, -50%) [5]; and 13 points in Elemental abilities (p. 10).

Disadvantages: -20 points chosen from among Curious [-5*], Loner [-5*], Oblivious [-5], Obsession (Become the world's most powerful elemental, leader of an elemental army, etc.) [-10*], Pyromania [-5*], Social Stigma (Excommunicated)† [-10], Stubbornness [-5], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15]. • Another -25 points chosen from among the previous traits or Appearance (Unattractive) [-4], Bad Temper [-10*], Callous [-5], Clueless [-10], Disciplines of Faith (Ritualism) [-5], Easy to Read [-10], Frightens Animals [-10], Hard of Hearing [-10], Impulsiveness [-10*], Megalomania [-10], No Sense of Humor [-10], Odious Personal Habits (Willfully obscure) [-5], Overconfidence [-5*], Sense of Duty (Adventuring companions or Friendly elemental spirits) [-5], Skinny [-5], or Unfit [-5].

Primary Skills: Hazardous Materials (Magical) (A) IQ [2]-12; Hidden Lore (Elementals) (A) IQ+1 [4]-13; and Occultism (A) IQ [2]-12.

Secondary Skills: Three of Prospecting or Research, both (A) IQ [2]-12; Psychology (Elementals) (H) IQ-1 [2]-11; or Alchemy or Thaumatology, both (VH) IQ-2 [2]-10. • Two of Shield (Buckler) or Innate Attack (Any), both (E) DX+2 [4]-12; Axe/Mace, Shortsword, Staff, or Throwing, all (A) DX+1 [4]-11; or Sling (H) DX [4]-10.

Background Skills: Six of Fast-Draw (Potion) or Thrown Weapon (Dart), both (E) DX [1]-10; Climbing or Stealth, both (A) DX-1 [1]-9; First Aid or Gesture, both (E) IQ [1]-12; Cartography, Hidden Lore (Secret Writings), Speed-Reading, Teaching, or Weather Sense, all (A) IQ-1 [1]-11; Diplomacy, Expert Skill (Natural Philosophy), Philosophy, or

Theology, all (H) IQ-2 [1]-10; Hiking (A) HT-1 [1]-10; Intimidation (A) Will-1 [1]-11; Meditation (H) Will-2 [1]-10; Scrounging (E) Per [1]-10; or Observation or Search, both (A) Per-1 [1]-9.

Spells: Choose 15 elemental spells (pp. 11-12), which will be either (H) IQ [1]-12 or (VH) IQ-1 [1]-11 with the +2 for Elemental Influence.

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

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

INNKEEPER

100 points

See *GURPS Dungeon Fantasy 10*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Alcohol Tolerance [1]; Improvised Weapons (Kitchenware)† [1]; Luck [15]; No Hangover [1]. • A further 40 points chosen from among ST +1 to +5 [10/level], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], HT +1 to +5 [10/level], HP +1 to +3 [2/level], Will +1 to +7 [5/level], Per +1 to +6 [5/level], Acute Senses (any) [2/level], Charisma [5/level], Combat Reflexes [15], Discriminatory Smell [15], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], Gizmos 1-3 [5/level], Honest Face [1], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Lifting ST 1-3 [3/level], Penetrating Voice [1], Rapier Wit [5], Resistant to Poison (+3) [5], Signature Gear [Varies], Smooth Operator 1-3 [15/level], Wealth (Comfortable or Wealthy) [10 or 20], more Wild Talent [20/level], or replace Luck [15] with Extraordinary Luck [30] for 15 points or with Ridiculous Luck [60] for 45 points.

Disadvantages: -20 points chosen from among Compulsive Gambling‡ [-5*], Compulsive Spending‡ [-5*], Curious [-5*], Greed [-15*], Impulsiveness [-10*], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], or Xenophilia [-10*]. • Another -25 points chosen from among those traits or FP -1 to -3 [-3/level], Bad Temper [-10*], Chummy [-5] or Gregarious [-10], Compulsive Carousing [-5*], Gluttony [-5*], Honesty [-10*], Lecherousness [-15*], Miserliness‡ [-10*], Odious Personal Habits [-5 to -15], Overweight [-1] or Fat [-3], Post-Combat Shakes [-5*], or Stubbornness [-5].

Primary Skills: Brawling, Crossbow, Fast-Draw (Knife), and Knife, all (E) DX+1 [2]-12; Wrestling (A) DX+1 [4]-12; Professional Skill (Bartender) (A) IQ [2]-11; and Carousing (E) HT+1 [2]-12. • One of Axe/Mace, Broadsword, Shortsword, Staff, or Two-Handed Axe/Mace, all (A) DX+1 [4]-12. • A further 8 points distributed among the combat skills above.

Secondary Skills: Any eight of Filch (A) DX [2]-11; Pickpocket or Sleight of Hand, both (H) DX-1 [2]-10; Connoisseur (any), Fast-Talk, Gambling, Leadership, Merchant, Smuggling, or Streetwise, all (A) IQ [2]-11; Diplomacy or Poisons, both (H) IQ-1

[2]-10; Sex Appeal (A) HT [2]-11; Scrounging (E) Per+1 [2]-13; Body Language, Lip Reading, or Search, all (A) Per [2]-12; Detect Lies (H) Per-1 [2]-11; Intimidation (A) Will [2]-11; or 2 points to raise one of those skills by a level.

Background Skills: Any *three* of Climbing or Stealth, both (A) DX-1 [1]-10; First Aid or Gesture, both (E) IQ [1]-11; Hiking (A) HT-1 [1]-10; Observation or Urban Survival, both (A) Per-1 [1]-11; or 1 point to buy another secondary skill at one level lower.

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

† This perk lets the innkeeper wield ordinary kitchen tools without penalties; e.g., a broomstick as a staff, a carving knife as a large knife, or a frying pan as a small mace. In practical terms, he buys *good*-quality knives and blunt weapons at *cheap*-quality prices, correcting for poor balance with experience.

‡ Miserliness is incompatible with Compulsive Gambling and Spending.

JUSTICIAR

100 points

See *Pyramid 3-10*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

Advantages: Higher Purpose (Justice Will Be Served)† [5] and Intuition [15]. •A further 20 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], Will +1 to +6 [5/level], Per +1 to +5 [5/level], Basic Move +1 to +3 [5/level], Acute Senses (any) [2/level], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], Honest Face [1], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Mind Shield [4/level], Night Vision 1-9 [1/level], Penetrating Voice [1], Peripheral Vision [15], Resistant to Poison (+3) [5], Signature Gear [Varies], Smooth Operator 1 or 2 [15 or 30], or Weapon Bond [1].

Disadvantages: Honesty (12) [-10] and Intolerance (Scum who aren't as law-abiding as me in civilized regions) [-5]. • Another -10 points chosen from among Code of Honor (Gentleman's or Soldier's) [-10], Curious [-5*], Obsession (Tracking down specific criminal or stolen goods) [-5*], Sense of Duty (Adventuring companions) [-5] or (Nation) [-10], Truthfulness [-5*], or worsen Honesty from (12) [-10] to (9) [-15] for -5 points or to (6) [-20] for -10 points. •A further -20 points chosen from the previous list or Bad Temper [-10*], Bully [-10*], Callous [-5] or Selfless [-5*], Loner [-5*], No Sense of Humor [-10], Odious Personal Habits (Arrogant, judgmental, etc.) [-5], Overconfidence [-5*], Overweight [-1] or Fat [-3], or Stubbornness [-5].

Primary Skills: Interrogation, Shadowing, and Traps, all (A) IQ [2]-11. • Observation, Search, and Tracking, all (A) Per [2]-11. • One of Bolas, Lasso, or Whip, all (A) DX+1 [4]-12; or Net (H) DX [4]-11. • One of Crossbow (E) DX+2 [4]-13; Bow or Throwing, both

(A) DX+1 [4]-12; or Sling (H) DX [4]-11. • One of these three packages of melee skills:

1. One of Axe/Mace, Broadsword, or Shortsword, all (A) DX+3 [12]-14, and Shield (E) DX+3 [8]-14.
2. One of Rapier, Saber, or Smallsword, all (A) DX+3 [12]-14; one of Shield (Buckler) (E) DX+3 [8]-14, or Cloak or Main- Gauche, both (A) DX+2 [8]-13.
3. One of Polearm, Spear, or Staff, all (A) DX+5 [20]-16.

Secondary Skills: Brawling and Forced Entry, both (E) DX+1 [2]-12; Stealth (A) DX [2]-11; and Wrestling (A) DX+1 [4]-12. • Three of Savoir-Faire (High Society) (E) IQ [1]-11; Heraldry, Public Speaking, or Streetwise, all (A) IQ-1 [1]-10; Diplomacy (H) IQ-2 [1]-9; Intimidation (A) Will-1 [1]-10; or Detect Lies (H) Per-2 [1]-9.

Background Skills: Seven of Fast-Draw (any), Knife, or Knot-Tying, all (E) DX [1]-11; Climbing or Riding (Horse), both (A) DX-1 [1]-10; First Aid or Gesture, both (E) IQ [1]-11; Acting, Connoisseur (any), Disguise, Holdout, Lockpicking, or Occultism, all (A) IQ-1 [1]-10; Diagnosis, Poisons, or Tactics, all (H) IQ-2 [1]-9; Thaumatology (VH) IQ-3 [1]-8; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-11; Body Language, Lip Reading, or Urban Survival, all (A) Per-1 [1]-10; 1 point to raise a 1-point secondary or background skill by a level; or 1 point to buy an extra secondary skill.

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

† Gives +1 to any roll made to find bandits, thieving monsters, etc.; subdue, capture, or punish them; and recover stolen goods. Applies only when pursuing *proven* criminals (e.g., there's a warrant or a bounty) – "All kobolds are thieves!" isn't good enough.

MENTALIST

250 points

See *GURPS Dungeon Fantasy 14*.

Attributes: ST 9 [-10]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 16 [10]; Per 14 [0]; FP 15 [9]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Psi Talent 3 [15] and Unusual Background (Psionic) [10]. • 60 points in Psionics abilities (pp. 5-11), psi perks (p. 14), and mentalist power-ups (pp. 19-22) the GM permits to starting delvers. • 25 points chosen from among additional psi or ST +1 [10], DX +1 [20], IQ +1 [20], Will +1 to +5 [5/level], Per +1 to +5 [5/level], FP +1 to +8 [3/level], Animal Empathy [5], Charisma 1-5 [5/level], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Luck [15], Magic Resistance [2/level], Psi Talent 4-6 [5/level], Resistant to Psionics (+1 to +6) [2/level], Serendipity 1 [15], Signature Gear [Varies], Smooth Operator 1 [15], Spirit Empathy [10], Unfazeable [15], Voice [10], or Wild Talent 1 [20].

Disadvantages: -15 points chosen from among Curious [-5*], Bad Temper [-10*], Combat Paralysis [-15], Jealousy [-10], Loner [-5*], Low Pain Threshold [-10], No Sense of Humor [-10], Odious Personal

Habits [-5 to -15], Overconfidence [-5*], Paranoia [-10], Post-Combat Shakes [-5*], Pyromania [-5*], Selfish [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], Stubbornness [-5], Unfit [-5], or Wealth (Struggling, Poor, or Dead Broke) [-10, -15, or -25]. • Another -25 points chosen from among the previous traits or Delusion (“Elder Things are my friends!”) [-5], Frightens Animals [-10], Intolerance (Stupid people – IQ 10 or less) [-5], Obsession (Learn something *dangerous* involving Elder Things) [-5*] *or* (Become a world-class psi at *any* cost) [-10*], Weirdness Magnet [-15], or Xenophilia [-10*].

Primary Skills: Hidden Lore (Psi) (A) IQ+1 [4]-15.

Secondary Skills: Four of Aerobatics (H) DX-1 [2]-11; Fast-Talk, Gambling, Hidden Lore (Elder Things), Interrogation, or Occultism, all (A) IQ [2]-14; Hypnotism or Psychology (any), both (H) IQ-1 [2]-13; Mental Strength (E) Will+1 [2]-17; Mind Block (A) Will [2]-16; Meditation (H) Will-1 [2]-15; Detect Lies (H) Per-1 [2]-13; or 2 points to raise one of those skills by a level. • *One* of Rapier, Saber, Shortsword, Smallsword, or Staff, all (A) DX+1 [4]-13. • *Two* of Innate Attack (Gaze), Shield, Shield (Buckler), or Thrown Weapon (any), all (E) DX+2 [4]-14; Cloak, Throwing, or Wrestling, all (A) DX+1 [4]-13; or 4 points to raise main Melee Weapon skill to DX+2 [8]-14.

Background Skills: Seven of Fast-Draw (any) (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; First Aid or Gesture, both (E) IQ [1]-14; Acting, Public Speaking, Research, or Teaching, all (A) IQ-1 [1]-13; Diplomacy or Strategy, both (H) IQ-2 [1]-12; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-15; Scrounging (E) Per [1]-14; Body Language, Lip Reading, Observation, Search, or Tracking, all (A) Per-1 [1]-13; or 1 point to buy anything off the first list of secondary skills at one level lower.

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

MYSTIC KNIGHT

100 points

See *Pyramid 3-13*.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Imbue 1 (Magical, -10%) [9]; Eldritch Talent 2 [10]; *and* Magery 0 [5]. • Another 51 points from among ST +1 to +5 [10/level], DX +1 to +2 [20/level], HT +1 to +5 [10/level], HP +1 to +4 [2/level], FP +1 to +3 [3/level], Basic Speed +1 or +2 [20 or 40], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 (One melee skill) [5], Eldritch Talent 4 [5], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Imbue 3 (Magical, -10%) [18], Imbued Weapon [1], Imbued Weapon Bond [1], Luck [15] *or* Extraordinary Luck [30], Signature Gear [Varies], or Unfazeable [15]. Put any leftovers in more Imbuement Skills.

Disadvantages: -20 points chosen from among Bad Temper [-10*], Bloodlust [-10*], Callous [-5], Code of Honor (Pirate’s or Soldier’s) [-5 or -10], Frightens Animals [-10], Magic Susceptibility 1-5 [-3/level], Obsession (Slay some specific type of monster) [-5*], One Eye [-15], Sense of Duty (Nation) [-10], Unnatural Features 1-5 [1/level], or Wounded [-5]. • Another -15 points chosen from among those traits or Bully [-10*], Greed [-15*], Honesty [-10*], Lecherousness [-15*], Overconfidence [-5*], Pyromania [-5*], Sense of Duty (Adventuring companions) [-5], Social Stigma (Excommunicated) [-5], or Supernatural Features (Flagrant Aura or Unmistakable Power) [Varies]†.

Primary Skills: Fast-Draw (any) (E) DX [1]-11 *and* Shield (E) DX+2 [4]-13‡. • *One* of Crossbow or Thrown Weapon (any), both (E) DX+2 [4]-13; Bow or Throwing, both (A) DX+1 [4]-12; or Sling (H) DX [4]-11. • *One* of Axe/Mace, Broadsword, Polearm‡, Shortsword, Spear‡, Two-Handed Axe/Mace‡ or Two-Handed Sword‡, all (A) DX+5 [20]-16; or Flail (H) DX+4 [20]-15.

Secondary Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ+1 [4]-11 *and* Thaumatology (VH) IQ+1 [2]-11§. • *One* of Brawling (E) DX+1 [2]-12 or Boxing (A) DX [2]-11.

Background Skills: Four of Forced Entry (E) DX [1]-11; Climbing or Stealth, both (A) DX-1 [1]-10; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-10; Gambling, Heraldry, Hidden Lore (Elementals, Spirits, *or* Undead), or Streetwise, all (A) IQ-1 [1]-9; Strategy or Tactics, both (H) IQ-2 [1]-8; Carousing (E) HT [1]-11; Hiking (A) HT-1 [1]-10; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; or Observation (A) Per-1 [1]-9.

Imbuement Skills: 9 Imbuement Skills, all (VH) DX [1]-11§.

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

† From *GURPS Thaumatology*, p. 25.

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

§ Includes +2 from Eldritch Talent.

NECROMANCER

100 points

See *GURPS Dungeon Fantasy 9*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 10 [-10]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 6 [0].

Advantages: Deathliness 2 [16]; *and* Spirit Empathy (Specialized, Ghosts, -50%) [5]. • 16 points from among Necromantic abilities (DF9-15), IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], FP +1 to +5 [3/level], Autotrance [1], Channeling [10], Charisma 1 or 2 [5 or 10], Deathliness 4 or 5 [8 or 16], Eidetic Memory [5] *or* Photographic Memory [10], Fearlessness [2/level] *or* Unfazeable [15], Higher Purpose (Maintain the natural order *or* Bring the worlds of life and death together) [5], High Pain Threshold [10], Intuition [15], Language Talent [10],

Languages (Any) [2-6/language], Licensed Exorcist (Ghosts; p. 5) [1], Luck [15], Medium [10], Mind Shield [4/level], Night Vision 6-8 [1/level], Resistant to Disease (+3) or (+8) [3 or 5], Signature Gear [Varies], Slayer Training (Any; p. 7) [Varies], Social Regard 1-2 (Feared *or* Respected) [5/level], Spirit Badge (p. 5) [1], Spirit Weapon (p. 5) [1], Temperature Tolerance 1-2 (Cold) [1/level], or additional Necromantic abilities [Varies].

Disadvantages: -20 points chosen from among Appearance (Unattractive, Ugly, *or* Hideous) [-4, -8, or -16], Callous [-5], Curious [-5*], Frightens Animals [-10], Loner [-5*], Obsession (Become the world's most powerful necromancer; Become a lich; Keep the dead in their correct place; etc.) [-10*], Odious Personal Habit (Taste for morbid or macabre discussion topics; Lack of tact; etc.) [-5, -10, or -15], Sense of Duty (Adventuring companions *or* The recently dead) [-5], or Social Stigma (Second-Class Citizen *or* Excommunicated†) [-5 or -10]. • Another -20 points chosen from among the previous traits or Bad Smell (Reek of the grave) [-10]; Clueless [-10], Disciplines of Faith (Ritualism *or* Asceticism) [-5 or -15], Disturbing Voice [-10], Heliophobia [-15*], Low Empathy [-20], Megalomania [-10], No Sense of Smell/Taste [-5], Oblivious [-5], Paranoia [-10], Phantom Voices (Annoying) [-5], Skinny [-5], Slow Healing 1 [-5], Stubbornness [-5], Supernatural Features (Pallor) [-10], or Wealth (Struggling) [-10].

Primary Skills: Expert Skill (Thanatology, p. 15) (H) IQ+2 [12]-14; Hidden Lore (Undead) (A) IQ+1 [4]-13; *and* Occultism (A) IQ [2]-12.

Secondary Skills and Techniques: Stealth (A) DX+1 [4]-11. • *Three* of Fast-Talk or Research, both (A) IQ+1 [4]-13; Thaumatology (VH) IQ-1 [4]-11; Search (A) Per+1 [4]-11; or Exorcism (H) Will [4]-12. • *One* of these three melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, *or* Spear, all (A) DX+3 [12]-13; *and* one of Shield *or* Shield (Buckler), both (E) DX+2 [4]-12.
2. Brawling (E) DX+1 [2]-11; Wrestling (A) DX [2]-10; Knife (E) DX+4 [12]-14.
3. Two-Handed Axe/Mace (A) DX+3 [12]-13; Knife (E) DX+2 [4]-12.

Background Skills: *Eight* of Fast-Draw (Knife) or Garrote, both (E) DX [1]-10; Climbing (A) DX-1 [1]-9; Gesture (E) IQ [1]-12; Acting, Hidden Lore (Demons *or* Spirits), Holdout, Teaching, or Writing, all (A) IQ-1 [1]-11; Diagnosis, Poisons, or Theology, all (H) IQ-2 [1]-10; Intimidation (A) Will-1 [1]-11; Meditation (H) Will-2 [1]-10 or Observation (A) Per-1 [1]-9.

Spells: Choose 10 Deathly spells (p. 15), which will be either (H) IQ [1]-12 or (VH) IQ-1 [1]-11 with the +2 for Deathliness.

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

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

NINJA

100 points

See *GURPS Dungeon Fantasy 12*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Ninja Talent 1 [10] *and* Weapon Master (Ninja Weapons) [35]. • 10 points in Ninja Training abilities (see pp. 5-6); put leftovers into special skills. • A further 10 points chosen from among additional Ninja Training abilities or ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], Basic Speed +1 [20], Basic Move +1 to +3 [5/level], Will +1 to +4 [5/level], Ambidexterity [5], Combat Reflexes [15], Daredevil [15], Fit [5] *or* Very Fit [15], Flexibility [5] *or* Double-Jointed [15], Luck [15], Magic Resistance [2/level], Night Vision 1-9 [1/level], Ninja Talent 3 or 4 [10 or 20], Resistant to Poison (+3) [5], Serendipity 1 [15], Signature Gear [Varies], or Striking ST 1 or 2 [5/level].

Disadvantages: Vow (Ninja Secrecy) [-5]; Vow (Own no more than what can be carried) [-10]; *and* Social Stigma (Minority Group) [-10] • -25 points chosen from among Bloodlust [-10*], Callous [-5], Loner [-5*], No Sense of Humor [-10], Odious Personal Habit (Inscrutable) [-5], Overconfidence [-5*], Paranoia [-10], Sense of Duty (Adventuring Companions) [-5], Stubbornness [-5], or Vow (Always complete the mission) [-10].

Primary Skills: Stealth (A) DX+2 [8]-13. • *One* of Thrown Weapon (Knife) or Thrown Weapon (Shuriken), both (E) DX+2 [4]-13; Bow or Throwing, both (A) DX+1 [4]-12; or Blowpipe (H) DX [4]-11. • *One* of Knife (E) DX+3 [8]-14; Axe/Mace, Jitte/Sai, Polearm, Shortsword, Spear, Staff, or Tonfa, all (A) DX+2 [8]-13; or Kusari (H) DX+1 [8]-12. • Another 4 points apiece on *two more* of these melee weapon skills, each at -1 to skill.

Secondary Skills: Climbing (A) DX-1 [1]-10; Fast-Draw (any) (E) DX [1]-11; Holdout (A) IQ [2]-10; Judo (H) DX-1 [2]-10; Karate (H) DX-1 [2]-10; Meditation (H) Will-1 [2]-9; *and* Poisons (H) IQ-1 [2]-9.

Background Skills: Jumping (E) DX [1]-11. • 7 points spent improving primary, secondary, or special skills, or adding any additional weapon skills from those listed above, or Garrote (E) DX [1]-11; Acrobatics or Escape, both (H) DX-1 [2]-10; First Aid or Gesture, both (E) IQ [1]-10; Disguise or Shadowing, both (A) IQ [2]-10; or Observation or Search, both (A) Per [2]-11.

Special Skills†: Any three of Blind Fighting (VH) Per+1 [4]-12; Hypnotism (H) IQ+2 [4]-12; Invisibility Art (VH) IQ+1 [4]-11; Light Walk (H) DX+2 [4]-13; *and* Mental Strength (E) Will+4 [4]-14.

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

† All skills include +2 for Ninja Talent.

SHAMAN

100 points

See *GURPS Dungeon Fantasy 9*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [5]; Basic Move 5 [0].

Advantages: Autotrance [1]; Channeling [10]; Medium [10]; Power Investiture 2 (Shamanic) (p. 18) [20]; and Spirit Empathy [10]. • 25 points spent on Shamanic abilities (DF9-19), spells, or Allies (DF9-17) [Varies], Contact Group (Local Spirits, p. 18; skill-15; Supernatural Abilities; 12 or less; Somewhat Reliable) [30] or (15 or less) [45], or Patron (see *Shamanic Allies and Patrons*, DF9-17) [Varies]. • Another 15 points chosen from among additional Shamanic abilities or ST +1 [10], HT +1 [10], Will +1 to +3 [5/level], Per +1 to +3 [15], FP +1 to +5 [3/level], Acute Senses [2/level], Animal Friend 1-3 [5/level], Charisma 1-3 [5/level], Claim to Hospitality (Local Community) (p. 18) [Varies], Clerical Investment [5], Deep Sleeper [1], Empathy [15] or Sensitive [5], Fearlessness [2/level] or Unfazeable [15], Fit [5], Healer 1 [10], Higher Purpose (Serve your people; Protect the spirit realm; etc.) [5], Intuition [15], Languages (Any) [2-6/language], Night Vision 1-3 [1/level], Outdoorsman 1 [10], Power Investiture 3 (Shamanic) [10], Social Regard 1-3 (Respected) [5/level], Spirit Badge (p. 5) [1], Spirit Weapon (p. 5) [1], Temperature Tolerance 1 [1], or Voice [10].

Disadvantages: -10 points chosen from among Code of Honor (Shaman's) (p. 18) [-5], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Sense of Duty (Regular Spirit- Helpers or A large category of spirits) [-5 or -10], or Vow (Vegetarianism or Always help a spirit of some specific type who asks for aid) [-5 or -10]. • Another -15 points chosen from among Addiction (Weird mushrooms; Cheap; Hallucinogenic; Legal) [-10], Appearance (Unattractive or Ugly) [-4 or -8], Curious [-5*], Delusion ("Anyone could talk to the spirits if they weren't being deliberately stupid") [-5], Obsession (Becoming as familiar with the spirit realm as with material reality; Defending humanity against evil spirit workers; etc.) [-10*], Sense of Duty (Current client; Fellow adventurers; or Community/tribe) [-2, -5, or -10], or Wealth (Struggling or Poor) [-10 or -15]. • A further -25 points chosen from among the previous traits or Epilepsy (Mitigator, Daily herbal medicine, -60%) [-12], Innumerate [-5], Language: Spoken (Native)/Written (Broken or None) [-2 or -3], Loner [-5*], Low TL 1 or 2 [-5 or -10], Odious Personal Habit ("Scruffy primitive"; Sarcastic; or Willfully enigmatic) [-5], Skinny [-5], Social Stigma (Excommunicated† or Minority Group, or Second-Class Citizen or Uneducated) [-10 or -5], Stubbornness [-5], or Weirdness Magnet [-15].

Primary Skills: Exorcism (H) Will [4]-11; Hidden Lore (Spirits) (A) IQ+1 [4]-12; Naturalist (H) IQ [4]-11; and Pharmacy (Herbal) (H) IQ [4]-11.

Secondary Skills: First Aid (E) IQ+1 [2]-12; Meditation (H) Will-1 [2]-10; Stealth (A) DX [2]-10; Survival (Any) (A) Per [2]-11; and Weather Sense (A) IQ [2]-11. • One of Bow (A) DX [2]-10, Sling (H) DX-1 [2]-9, or Thrown Weapon (Spear) (E) DX+1 [2]-11. • One of these two melee skills packages:

1. Either Axe/Mace or Spear, both (A) DX+1 [4]-11, and Shield (E) DX+3 [8]-13.
2. Staff (A) DX+3 [12]-13.

Background Skills: Six of Brawling, Jumping, Knife, or Knot-Tying, all (E) DX [1]-10; Riding, Throwing, or Wrestling, all (A) DX-1 [1]-9; Blowpipe or Net, both (H) DX-2 [1]-8; Area Knowledge (Home Area) or Camouflage, both (E) IQ [1]-11; Animal Handling, Cartography, Falconry, Fortune-Telling (Augury or Dream Interpretation), Navigation (Land), Occultism, Teamster, or Traps, all (A) IQ-1 [1]-10; Diagnosis, Diplomacy, Theology, or Veterinary, all (H) IQ-2 [1]-9; Carousing (E) HT [1]-10; Intimidation (A) Will-1 [1]-10; Fishing (E) Per [1]-11; Observation, Search, or Survival (Different specialty), all (A) Per-1 [1]-10; or Detect Lies (H) Per-2 [1]-9.

Spells: Choose eight shamanic spells (DF9-19), which will be either (H) IQ [1]-11 or (VH) IQ-1 [1]-10 with the +2 for Power Investiture.

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

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected! In a society where shamans regularly possess Clerical Investment, shamanic spells may count as clerical for this purpose; however, if shamans and clerics have very different supernatural patrons, someone can be excommunicated from clerical aid but still be on good terms with the shamanic community.

SCHOLAR

100 points

See *GURPS Dungeon Fantasy 4*.

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

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 5.00 [0]; Basic Move 5 [0].

Advantages: Book-Learned Wisdom 2 (2, 2) [18]; Eidetic Memory [5]; and Wild Talent 1 (No Advantage Requirements, +50%) [30]. • 15 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], Will +1 to +5 [5/level], Per +1 to +5 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Cultural Adaptability [10], Fearlessness [2/level] or Unfazeable [15], Higher Purpose (Seek Knowledge)† [5], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Signature Gear [Varies], Speak With Animals [25], Wealth (Comfortable or Wealthy) [10 or 20], Wild Talent 2 (No Advantage Requirements, +50%) [30], more and/or larger Book-Learned Wisdom slots, or improve Eidetic Memory [5] to Photographic Memory [10] for 5 points.

Disadvantages: Curious (12) [-5]. • -20 points chosen from among Absent-Mindedness [-15], Bad Sight

(Mitigator, Corrective Spectacles, -60%) [-10], Intolerance (Stupid people – IQ 10 or less) [-5], Obsession (Learn one specific, *dangerous* thing) [-5*], Overconfidence [-5*], Truthfulness [-5*], Xenophilia [-10*], or worsen Curious from (12) to (9) [-7] for -2 points or (6) [-10] for -5 points. • A further -25 points chosen from among the previous traits or Bad Temper [-10*], Clueless [-10], Hard of Hearing [-10], Jealousy [-10], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits [-5 to -15], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Stubbornness [-5].

Primary Skills: Cartography, Hidden Lore (Demons, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Spirits, *or* Undead), Hidden Lore (second choice), Hidden Lore (third choice), Research, *and* Speed- Reading, all (A) IQ [2]-12.

Secondary Skills: Teaching *and* Writing, both (A) IQ-1 [1]-11. • *Five* of Architecture, Hazardous Materials (Magical), Heraldry, Hidden Lore (*another* choice), Occultism, Prospecting, or Traps, all (A) IQ-1 [1]-11; Diagnosis, Naturalist, Pharmacy (Herbal),

Philosophy (any), Physiology (any), Poisons, Psychology (any), Strategy, Theology (any), or Veterinary, all (H) IQ-2 [1]-10; or Alchemy, Surgery, or Thaumatology, all (VH) IQ-3 [1]-9. • *One* of Crossbow (E) DX+2 [4]-12; Lasso or Throwing, both (A) DX+1 [4]-11; or Sling (H) DX [4]-10. • *One* of Broadsword, Rapier, Saber, Shortsword, Smallsword, Staff, or Whip, all (A) DX+2 [8]-12. • *One* of Shield or Shield (Buckler), both (E) DX+2 [4]-12; Cloak (A) DX+1 [4]-11; or raise main Melee Weapon skill to DX+3 [12]-13.

Background Skills: Observation (A) Per-1 [1]-11; Scrounging (E) Per [1]-12; *and* Search (A) Per-1 [1]-11. • *Four* of Climbing, Riding, or Stealth, all (A) DX-1 [1]-9; First Aid or Savoir-Faire (High Society), both (E) IQ [1]-12; Connoisseur (any) or Navigation (any), both (A) IQ-1 [1]-11; Hiking (A) HT-1 [1]-9; Meditation (H) Will-2 [1]-10; or Survival (any) Per-1 [1]-11.

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

† Gives +1 to *any* roll made to bargain for books, decipher runes, communicate with sphinxes, etc.

RACIAL TEMPLATES

DWARF

On Dungeon Fantasy Earth, there are two kinds of dwarves who belong to different clans: Grailwarden and Stonelost.

Grailwarden dwarves all hail from the Himalaya where the race developed. In their great kingdoms under the mountains, they developed their craft skills to perfection. They are a proud kind, fully aware of their lineage and tend to look down upon other races.

Stonelost dwarves, on the other hand, suffered a great deal from the elves during the reign of Atlantis. That's why they dislike the elves. Although they built kingdoms of their own in Europe, they never achieved the perfection of their artificer skills as the Grailwarden. Instead, they became renown warriors and mercenaries.

When finding 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).

Dwarf, Grailwarden

30 points

Attributes: HT +1 [10]

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

Advantages: Artificer 1 [10]; Damage Resistance +1 (Tough Skin, -40%) [3]; Extended Lifespan 1 (x2) [2]; Lifting ST +2 [6]; Longevity [2]; Night vision 5 [5]; Resistant to Poison (+3) [5]

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

Quirks: Attentive [-1]; Chauvinistic [-1]; Never Shave Beards [-1]; Proud [-1]; Stubborn [-1]

Dwarf, Stonelost

25 points

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]; Extended Lifespan 1 (x2) [2]; Lifting ST +2 [6]; Longevity [2]; Night Vision 4 [4]; Pickaxe Pendant 1 * [5]; Resistant to Poison (+3) [5]

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

Quirks: Attentive [-1]; Intolerance (Elves) [-1]; Never Shave Beards [-1]; Proud [-1]; Miserliness [-1]

* *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.

ELVES

Elves claim to be the eldest sentient race. A claim heavily disputed by dwarves.

High Elves are the aristocracy of the elves, but they rarely travel outside Ireland. They can trace a direct lineage to the ancient elves of Atlantis. To an outsider, they always seem arrogant, like they're the better of all sentient races. High Elves are slender (find height normally for ST, add 2", and leave weight alone) and have blonde or silver hair.

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. They 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. 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.

Dark Elves are the evil twins of the High Elves. As elvish society split up after the fall of Atlantis, they retained their claim to superiority over the other races. They went to Middle America to build a new empire. Dark Elves are slender (find height normally for ST, but weight is two increments (lines) below normal). They have ebony black skin and white hair.

High Elf

55 points

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

Secondary Characteristics: Perception +2 [10]

Advantages: Appearance: Attractive [4]; Extended Lifespan 3 [6]; Longevity [2]; Magery 0 [5]; Musical Ability 1 [5]; Night Vision 6 [6]

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

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

Grey Elf

15 points

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

Secondary Characteristics: Perception +1 [5]

Advantages: Appearance: Attractive [4]; Extended Lifespan 2 [4]; Forest Guardian 1 * [5]; Longevity [2]; Magery 0 [5]; Musical Ability 1 [5]; Night Vision 5 [5]

Disadvantages: Code of Honor (Live with elegance and style) [-10]; Sense of Duty (Nature) [-15]

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

* *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 grey elves can have it. *Reaction bonus:* Druids, faeries, and bunnies. 5 points/level.

Dark Elf

40 points

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

Secondary Characteristics: Perception +2 [10]

Advantages: Appearance: Attractive [4]; Extended Lifespan 2 [4]; Infravision [10]; Longevity [2]; Magery 0 [5]; Musical Ability 1 [5]

Disadvantages: Callous [-5]; Code of Honor (Live with elegance and style) [-10]; Intolerance (Total) [-10] *or* Social Stigma (Outsider) [-10]; Selfish (12) [-5]

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!

GNOME

15 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.

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 +1 [3]; SM -1

Advantages: Lifting ST +1 [3]; Longevity [2]; Night Vision 2 [2]; Resistant to Poison (+3) [5]; Green Thumb 1 [5] *or* Widget Worker 1 [5]

Perks: Honest Face [1]

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

* *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.

HALFLING

5 points

Halflings are an enigma. Noone knows where or how they developed. It seems like they've always been on the humans side. They 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.

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]; Silence 2 [10]

Disadvantages: Code of Honor (Hospitality) [-5]; Curious (15) [-2]; Gluttony (12) [-5]

Perks: Honest Face [1]

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

* *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.

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).

Attributes: DX +1 [20]

Advantages: Longevity [2]; Magery 0 [5]

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

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

HALF-ORC

15 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. They look like ugly humans and are looked down upon with disgust.

Attributes: HT +1 [10]

Secondary Characteristics: Hit Points +1 [2]

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

Disadvantages: Appearance (Unattractive) [-4]; Oblivious [-5]; Social Stigma (Half-Breed) [-10]

ORC

5 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 are the last remnants of the corrupted Neanderthals. They still exist in Scotlands Highlands and harass the neighboring elves and humans.

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: Hit Points +1 [2]

Advantages: Acute Hearing +2 [4]; Acute Taste and Smell +2 [4]; Damage Resistance 2 (Tough Skin, -40%) [6]; Night Vision 5 [5]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]

Disadvantages: Appearance (Unattractive) [-4]; Intolerance (Total) [-10]; Oblivious [-5]; Short Lifespan 1 [-10]; Social Stigma (Savage) [-10]

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