

**GURPS**

Fourth Edition

# DUNGEON FANTASY 1<sup>TM</sup> ADVENTURERS<sup>TM</sup>



By Sean Punch

**STEVE JACKSON GAMES**

# HEROES WITH ATTITUDE

Sometimes you want to roleplay a fantasy hero who has a lovingly detailed past, family, home town, and culture . . . and sometimes you want to massacre monsters and take their stuff!

*GURPS Dungeon Fantasy 1: Adventurers* shamelessly cuts corners to help you quickly create tough dungeon delvers, equip them with awesome gear, and defeat monsters and traps so you can get even more awesome gear. It's the guide for gamers who want fast, fun adventure. This distillation of the *GURPS Fourth Edition* rules gives you:

- Quick-start templates for 11 classic adventurer archetypes – barbarian, bard, cleric, druid, holy warrior, knight, martial artist, scout, swashbuckler, thief, and wizard.
- Condensed lists of advantages, disadvantages, and skills, for those who prefer PCs built from the ground up, showing only what you need for the dungeon.
- Self-contained rules for clerical and druidic magic.
- Four new powers, along with all you need from *GURPS Powers* to use them.
- A catalog of gear – basic objects, dungeon-specific tools, customization options for weapons and armor, and starting-level magic items.

So choose your role, strap on your Accurate Orichalcum Broadsword of Smiting, and get ready to *hack-n-slash!*

By Sean Punch

Cover Art by Bob Stevlic

Illustrations by Andy Clarkson, Ed Northcott, Dan Smith, and Ruth Thompson



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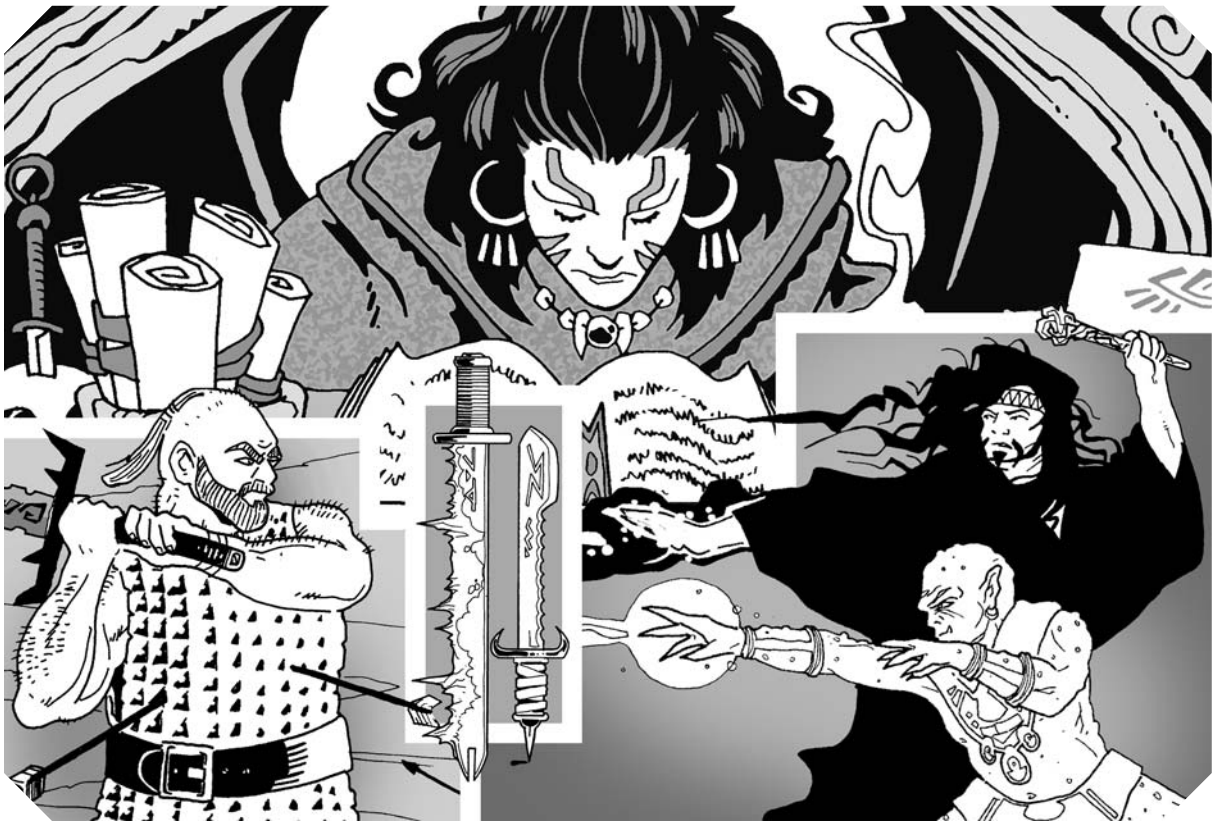
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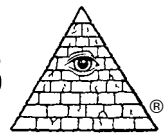
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## About GURPS

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

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# INTRODUCTION

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

– *GURPS Basic Set*

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

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

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

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



## ABOUT THE AUTHOR

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

## Dungeon Fantasy Glossary

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

**delver:** See *adventurer*.

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

**dungeon crawl:** An adventure in a *dungeon*.

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

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

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

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

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

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

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

## WIZARD

### 250 points

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

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

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

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

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

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

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

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

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

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

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

‡ Includes +3 for Magery.

### Customization Notes

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

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

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

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

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

# CHAPTER FOUR

# POWERS

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

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

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

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

## BARD-SONG

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

### *Power Modifier: Bard-Song*

**-30%**

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

### *Bard-Song Abilities*

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

## *Bardic Talent*

**8 points/level**

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



## *Bardic Skills*

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

## CHI MASTERY

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

### *Power Modifier: Chi*

**-10%**

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

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

† Meteoric and orichalcum are mutually exclusive.

‡ Thieves' mail cannot be ornate.

## Armor for Giants

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

## CONCOCTIONS

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

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

## Power Items

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

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

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

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

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

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

*Grenade:* A bottle meant to be hurled at enemies. Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. Hurling it is an Attack with the Throwing skill: Acc 0, Range STx2, and Bulk -2. It shatters on striking DR 3+, such as armor (affects wearer), a shield (affects shield), or the ground (area effects, if any, only). Dumping it out leaves a small bottle (p. 24). 1 lb.

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

## Chemicals

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

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

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

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

## Natural Preparations

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

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

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

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

## Poisons

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

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

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



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