

GURPS

Fourth Edition

DUNGEON FANTASY 3

THE NEXT LEVEL™



by SEAN PUNCH

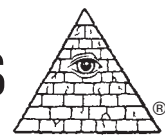
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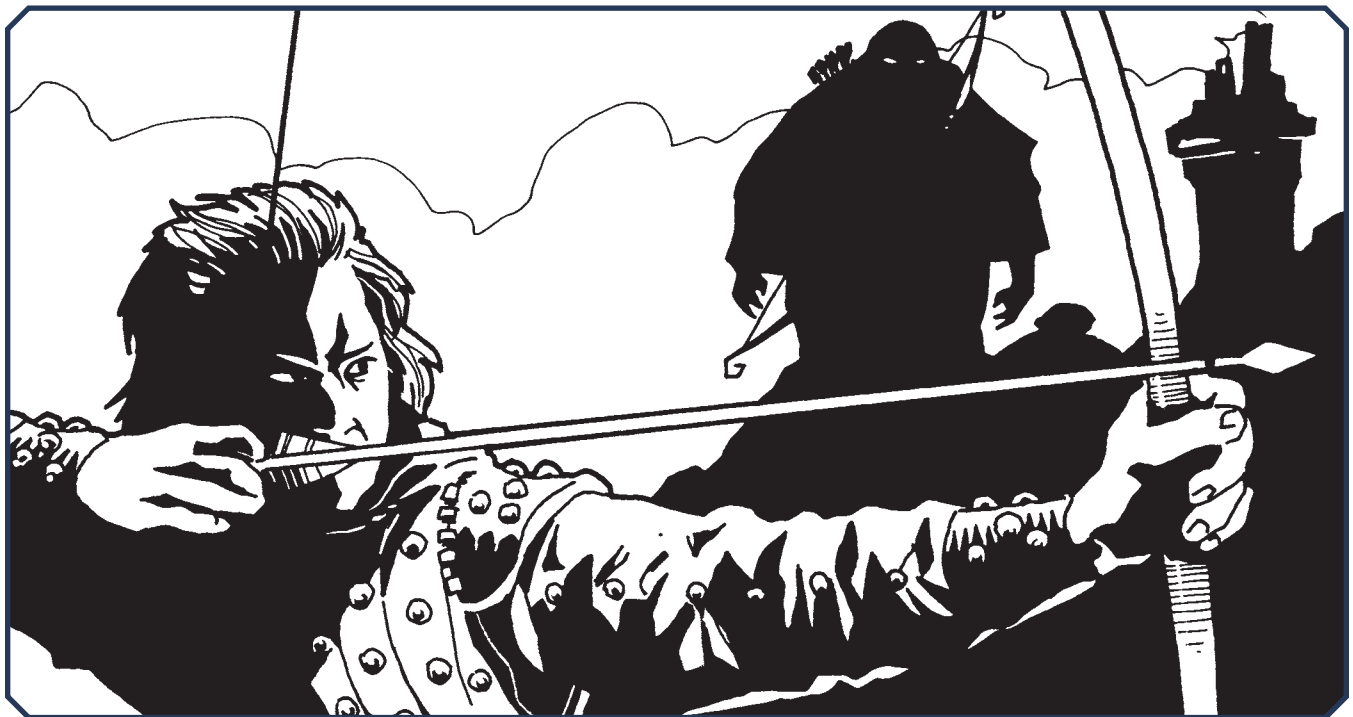
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CONTENTS

INTRODUCTION	3	Minotaur.....	14	Swashbuckler.....	33
1. NONHUMAN RACES	4	Ogre.....	14	Thief	34
Cat-Folk	5	Reptilians	15	Wizard.....	36
Coleopteran	5	Troll.....	16		
Corpse-Eater	5	Wildman.....	16	3. POWER-UPS	38
Dark One	6			Mortal Foe	40
Dwarf	6	2. MIXING PROFESSIONS	17	Psionics.....	40
Elves	6	Barbarian.....	19		
Faerie Folk	8	Bard	20	4. NEW CAPABILITIES	40
Gargoyle.....	9	Cleric.....	22	Spell-Archery	41
Gnome	10	Druid.....	24	Two-Weapon Fighting.....	41
Goblin-Kin	10	Holy Warrior	26	Adding New Abilities.....	42
Half-Spirits.....	12	Knight.....	28		
Halfling.....	14	Martial Artist	29	5. ADVANCEMENT	42
		Scout.....	31	INDEX	44



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INTRODUCTION

In a high-powered game, there should be all manner of expensive options available to soak up points: great wealth, exotic advantages, magic, psionics, powerful racial templates . . . preferably several of these.

– *GURPS Basic Set*

GURPS Dungeon Fantasy: Adventurers and Dungeons support fast, simple games with a limited number of roles, skills, and options for delvers. They ape classic dungeon RPGs, which emphasized killing monsters and taking treasure, not designing characters. Still, complex character concepts with tricky ability mixes have always been an element of hack-and-slash gaming – if only because of the added opportunities for munchkinism!

This is one area where *GURPS* outdoes old-school RPGs. Ultimately, the GM of a *GURPS* dungeon crawl *could* simply say, “Here are your points. Buy stuff. Get back to me when you’re done.” However, such an approach might lead to downright unplayable PCs – or to such extreme munchkinism that only one player has fun. Enter *Dungeon Fantasy 3: The Next Level*.

The goal of *The Next Level* is to support more-complicated but *balanced* PCs – both at the start and after some in-game evolution. Like other *Dungeon Fantasy* titles, it’s simply a play aid, and takes a hack-and-slash approach that won’t suit every fantasy campaign. It describes races only in terms of traits likely to matter on a dungeon crawl. It treats character templates as almost mandatory when *GURPS* normally views them as optional. Most important, it cultivates munchkinism whenever that would be fun!



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 co-author Phil Masters, and wrote *GURPS Martial Arts* with co-author 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.

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.

CHAPTER ONE

NONHUMAN RACES

Hack-and-slash fantasy draws a distinction between humankind and “monster races.” The latter are suitable only as enemies – or at best, as pets or things summoned by spells. Traditionally, though, there’s a middle ground of intelligent nonhuman races (dwarves, elves, etc.) that can join humans on adventures. With occasional exceptions, members of these races can use standard gear, and are enough like humanity that townsfolk and dungeon denizens treat them as delvers rather than as monsters . . . although the least-civilized examples (such as orcs) are sometimes monsters, too!

Players can create adventurers who belong to the races described here, if the GM agrees. And the GM might *not* agree – he may reserve certain races for use as monsters! The gamer who wants to play a nonhuman should remember that he must pay the racial cost for the desired racial package, just as if he were buying an advantage, and that all components of a racial template are mandatory, unlike traits on a *character* template. See *How to Use Racial Templates* (p. B261) for details.

Affording Racial Templates

Few racial templates cost 0 points. In a campaign that doesn’t use character templates, this isn’t an issue – players can create whatever heroes they like, and racial templates are merely another option that costs points. Just skip ahead to the templates! Hack-and-slash gaming is quicker and often more fun *with* character templates, however.

In a game that uses character templates priced close to the campaign power level – like those in *Dungeon Fantasy 1: Adventurers* when starting a 250-point game – it can be hard to find enough points to pay for a racial template. One option is for the GM to hand out more points, which will let players who want racial packages afford them. Gamers who prefer to play humans certainly won’t have any problem spending the extra points, and might want to look at *Mixing Professions* (p. 17).

If the GM prefers to see the adventurers earn their points the hard way – e.g., he takes the recommended approach of 250-point character templates in a 250-point game – there are still many options available to players who desire nonhuman PCs.

Advantage Allowances

Every character template in *Dungeon Fantasy 1: Adventurers* reserves some points for suitable advantages:

Cleric, Druid, Martial Artist, Scout: 20 points
Bard, Holy Warrior: 25 points
Barbarian, Thief, Wizard: 30 points
Knight, Swashbuckler: 60 points

Templates designed by the GM should include comparable allowances. Assume that a racial template counts as an appropriate “advantage” for any character template that can afford it; e.g., a thief could choose from standard thief advantages or *any* race that costs up to 30 points. Of course, some races have traits that make them bad choices for certain roles!

Disadvantage and Quirk Points

Every PC can get an additional 5 points from quirks, and possibly further points from personal disadvantages. A munchkin will *certainly* claim those! The standard 250-point templates often suggest trading these points for money, but that’s just a recommendation – the *player* makes the final call. Buying a racial template is an entirely valid option.

Skimping

The GM *might* allow players to buy racial templates with some of the points that their character template allocates to powers, spells, and special skills. This gets tricky – it can yield delvers who let down the party because they lack expected abilities. Thus, it’s wise to restrict such siphoning. A suggested limit: 1/3 of those points, rounded down. For the standard templates:

Bard: 15 points (from 25 points in Bard-Song abilities + 20 points in special skills and spells)

Cleric: 15 points (from 25 points in Holy abilities + 20 points in clerical spells)

Druid: 13 points (from 20 points in Druidic abilities + 20 points in druidic spells)

Holy Warrior: 8 points (from 25 points in Holy abilities)

Martial Artist: 11 points (from 20 points in Chi abilities + 14 points in special skills)

Wizard: 10 points (from 30 points in wizardly spells)

Since it’s possible to buy “sacrificed” abilities in play, this isn’t crippling in the long term. If the GM uses *Training Expenses* (p. 43), though, it can be *expensive!*

Overlap

When something appears on a racial template *and* a character template, the simplest approach is to assume that the two traits “stack” at full cost. For instance, the barbarian template includes “ST 17 (Size, -10%) [63],” while ogres have “ST+10 (Size, -10%) [90].” Thus, ogre barbarians have ST 27, costing 153 points total, spent one way or another.

Dungeon fantasy is *humanocentric*, though. What really matters is that members of a profession can meet *human* standards for that role. If even an average or slightly above-average nonhuman qualifies in this regard, he’s a “natural” and can do the job – human guilds will admit him, gods will bestow their gifts, whatever.

So if the players are willing to do the math, the GM should permit them to “save points” by omitting anything on their chosen character template that’s innate to their selected racial template, and to put those points toward the racial cost. Let’s look at that ogre barbarian again. Barbarians are supposed to be strong – which all ogres are – so the average ogre could fill the role of a human barbarian just fine. The ogre barbarian’s player could thus save 63 points on ST and use these points to pay for the ogre template.

The GM is welcome to rule that this *isn’t* acceptable in specific cases in *his* world! If humans and shadow elves have separate Thieves’ Guilds that hold members to high standards of DX relative to their species, then shadow elf thieves must have DX 16 – the DX 15 on the thief template, +1 for being a shadow elf.

Choice and Marginal Professions

Each racial template below has two extra components of importance to gamers using character templates from *Dungeon Fantasy 1: Adventurers* –

Choice Professions: Character templates that especially suit the race. This might be because the racial and character templates overlap a lot, because the race’s advantages give bonuses to key skills, and/or because the race has traits that would otherwise help the delver fill his niche (perhaps *despite* other drawbacks from that profession’s point of view – a member of a low-ST flying race makes a superior scout, even with a weak bow arm).

Marginal Professions: Character templates that *aren’t* a harmonious fit – most often because the race suffers penalties to essential scores, or possesses traits that conflict with the job (e.g., social disadvantages are crippling for a bard). However, only roles marked with an asterisk (*) are actually *forbidden* (e.g., spellcasting professions for races with Magic Resistance).

Other roles fall somewhere in the middle. Members of the race can expect to be about as successful as humans at those professions – whether because they lack traits likely to affect those careers either way or because the good balances the bad.

You never *have* to pick a choice profession or avoid a marginal one (provided that it isn’t forbidden). A bad match might be a good roleplaying challenge, but be sure that’s what you want! In a pure hack-and-slash game, *effectiveness* usually matters more.

Races from Other GURPS Books

Readers who own other *GURPS* works – notably *Banestorm* and *Fantasy* – will notice many races here that share a name but little else with races described in those books. There are two reasons for this:

- Where possible, *Dungeon Fantasy* races are priced so that template-built clerics, druids, martial artists, and scouts with only 20 advantage points can afford racial costs.
- *Dungeon Fantasy* races include only abilities relevant to hack-and-slash!

CAT-FOLK

40 points

Choice Professions: Martial Artist, Scout, Swashbuckler, Thief.

Marginal Professions: None.

Cat-folk are the most common of the so-called “beast-men.” Their physical gifts make them exceptional adventurers. A cat-boy or -girl (as they prefer to be known) resembles a lithe human with classic feline ears, whiskers, teeth, claws, and tail. Cat-folk fur is short, often with rosettes, spots, tabby markings, or tiger stripes.

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

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; Fur [1]; Night Vision 5 [5]; Striking ST 2 [10]; Teeth (Sharp) [1].

Disadvantages: Impulsiveness (12) [-10]; Laziness [-10]; Phobia (Entering Water) (15) [-2].

Features: Tail (neither a manipulator nor enough of a problem to interfere with armor).

COLEOPTERAN

75 points

Choice Professions: Barbarian, Knight, Swashbuckler.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Coleopterans are intelligent, upright beetles with hard carapaces, bulging eyes, and functional antennae. Natural delvers, they spend most of their time digging tunnels and warring against other underground species. Their appearance and high-pitched monotone make them *disturbing* adventuring companions, however.

A coleopteran has the height and weight of a human of his ST. No humanoid armor will fit a coleopteran, and the race – being hard-shelled – never wanted for protection and so lacks armorers. Thus, coleopteran PCs must make do with their natural DR 5.

Attribute Modifiers: ST+1 [10]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: 360° Vision [25]; Damage Resistance 5 (Can’t Wear Armor, -40%) [15]; Extra Arms 2 [20]; Extra Attack 1 [25]; Teeth (Sharp) [1]; Vibration Sense (Air) [10].

Disadvantages: Appearance (Hideous) [-16]; Disturbing Voice [-10].

Features: Cannot learn non-insect languages above Accented level.

CORPSE-EATER

20 points

Choice Professions: Barbarian, Knight, Thief.

Marginal Professions: Bard.

Corpse-eaters are certainly in the running for the foulest “civilized” race. Individuals are often polite, respectful, and sophisticated . . . but, well, they look like bald vampires and eat corpses. At best, they’re confused with undead; at worst, they’re lynched.

Each day, a corpse-eater must devour 1.5 lbs. of flesh and bone from a sapient, living humanoid – elf, human, etc. – *instead* of rations or similar ordinary food. In theory, the corpse of an average man might suffice for up to 100 days, if preserved well enough not to disintegrate. In practice, corpse-eaters hunt considerably more often.

A corpse-eater cannot feed on animals, undead, slimes, and so on. He *can* eat orcs and similar creatures. Since such “monster” humanoids are frequent dungeon-dwellers, many corpse-eaters become delvers.

Attribute Modifiers: ST+2 [20]; HT+2 [20].

Secondary Characteristic Modifiers: Basic Speed-0.5 [-10].

Advantages: Immunity to Disease [10]; Night Vision 5 [5]; Reduced Consumption 1 (Cast-Iron Stomach, -50%) [1]; Silence 1 [5]; Teeth (Sharp) [1].

Perks: Brotherhood of Ghouls* [1].

Disadvantages: Appearance (Ugly) [-8]; Restricted Diet (Flesh of other sapient beings, fresh or not-so-fresh; Very Common) [-10]; Social Stigma (Monster) [-15].

* *Brotherhood of Ghouls:* Horde zombies and similar *unnatural* devourers of sapient beings (*not* ogres, man-eating tigers, etc.) will simply ignore a corpse-eater. They’ll see him, and shove him aside if he gets between them and their prey, but won’t go after him. He could walk right through a zombie army without disturbing them. This benefit ends if the corpse-eater personally takes any offensive action against any ghoul in sight – but his allies’ deeds have no effect.

DARK ONE

20 points

Choice Professions: Cleric, Druid, Thief, Wizard.

Marginal Professions: None.

Dark ones claim to be distant cousins of elves, but it’s whispered that they’re really Elder Things that transformed themselves to resemble humans so long ago that they’ve forgotten their ancestry. Whatever the truth, they resemble humans . . . except for creepy pupils with vertical slits, “fingers” that are actually tentacles, an unhealthy familiarity with all things occult, and occasional bouts of bloody murder.

Advantages: Elder Gift 2* [10]; High Manual Dexterity 2 [10]; Night Vision 1 [1]; Resistant to Metabolic Hazards (+3) [10].

Perks: Better Power Items† [1].

Disadvantages: Bloodlust (12) [-10]; Unnatural Features 2 [-2].

* *Elder Gift:* You have an uncanny gift for the arcane. This Talent adds to Alchemy, Hidden Lore (*all* specialties), Occultism, and Thaumatology. It’s available only to dark ones and elder-spawn, who may buy up to two more levels at character creation. *Reaction bonus:* Elder Things – lucky you. 5 points/level.

† *Better Power Items:* Treat any artifact as worth 50% more for power-item purposes (e.g., a \$2,000 jewel, normally limited to 11 FP, functions as a \$3,000 one that can hold 14 FP), but *double* recharge cost (\$10/FP). Only dark ones can have this perk.

DWARF

20 points

Choice Professions: Barbarian, Cleric, Holy Warrior, Knight.

Marginal Professions: Martial Artist.

Dwarves are essentially hardy-but-stumpy humans who see well in the dark and like caves and gold. There’s doubtless much more to them than that, as any dwarf will argue if you foolishly say that aloud. “Bearded” and “likes ale” aren’t generally qualifications sought by adventuring parties, however.

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).

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: FP+3 [9]; Basic Move-1 [-5].

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

Perks: Dwarven Gear† [1].

Disadvantages: Greed (12) [-15]; Stubbornness [-5].

Features: Armor isn’t interchangeable with human armor.

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

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

ELVES

Nobody is certain how many kinds of elves there are, or exactly how they differ – and the fact that they’re haughty and won’t *tell* anybody doesn’t help – but most people have at least heard of gray, green, high, mountain, sea, shadow, winged, and wood elves. For a secretive bunch, they’re *widespread*. Whenever the players think they’ve finally figured out elves, the GM should invent a new sort.

These templates describe the varieties of elves likely to go adventuring with humans. All are slender (find height normally for ST, add 2”, and leave weight alone), magically attuned (Magery 0 primarily means “can sense magic items,” but *does* make it 5 points cheaper to play a wizard), and have Technicolor hair. They’re also long-lived, but this has *no* effect in dungeon fantasy – monsters with aging attacks always afflict victims in proportion to racial life expectancy. Thus, elf templates omit Unaging.

The majority of elves have 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, wild-men, and other non-technological races. If an elf plays against type in this regard, the GM is free to award him fewer points for the adventure.

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

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

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

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

Half-Elf

20 points

Choice Professions: Scout, Wizard.
Marginal Professions: None.

Half-elves are the most common variety of "elves" encountered by common folk (which speaks volumes about the virtue of elves . . .). They resemble slender humans with vivid dye jobs. Elves *don't* extend them the courtesy of elven gear, and half-elves reciprocate by kicking the occasional bunny.

Attribute Modifiers: DX+1 [20].
Advantages: Magery 0 [5].
Disadvantages: Social Stigma (Half-Breed) [-5].
Features: Any hair color *but* a reasonable human one.

High Elf

20 points

Choice Professions: Bard, Druid, Wizard.
Marginal Professions: Barbarian.

High elves are the ones in splendid clothing who go about singing laments and being ominous. They like little better than to stride into the inn, pull back their hood, and say something deep and lyrical that puts a damper on the merrymaking. They do make good bards and wizards, though.

Attribute Modifiers: ST-1 [-10]; IQ+1 [20].
Advantages: Appearance (Attractive) [4]; Magery 0 [5]; Musical Ability 1 [5]; Voice [10].
Perks: Elven Gear [1].
Disadvantages: Sense of Duty (Nature) [-15].
Features: Gold or silver hair.

Mountain Elf

20 points

Choice Professions: Scout, Thief, Wizard.
Marginal Professions: None.

Mountain elves are reclusive highlands dwellers. They're famed for their keen vision, sure feet, eternal glowering, and freaky blue hair. While fine-featured, they aren't exactly attractive. Maybe it's the hair:

Winged Races

Wings are targeted at -2 in combat. They're a valid target only from behind when folded, but from *all* directions while flying. Injury over HP/2 cripples a wing. Wings *cannot* be armored; the options are leaving them exposed or folding them inside armor, making it impossible to fly.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].
Advantages: Acute Vision 2 [4]; Magery 0 [5]; Perfect Balance [15]; Telescopic Vision 1 [5].
Perks: Elven Gear [1].
Disadvantages: Loner (12) [-5]; Sense of Duty (Nature) [-15].
Features: Electric-blue hair.

Sea Elf

20 points

Choice Professions: Scout, Wizard.
Marginal Professions: None.

Sea elves have gills and webbed extremities, allowing them to function unhindered underwater – a useful gift for an adventurer. On the other hand, sea elves are so freaked out by fire that they won't walk within 5 yards of torches, lanterns, etc. And the gills ruin their elven good looks.

Attribute Modifiers: ST-1 [-10]; DX+1 [20].
Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Magery 0 [5]; Nictitating Membrane 1 [1]; Pressure Support 1 [5].
Perks: Elven Gear [1].
Disadvantages: Phobia (Fire) (9) [-7]; Sense of Duty (Nature) [-15].
Features: Pastel-blue or -green hair.

Shadow Elf

20 points

Choice Professions: Scout, Thief, Wizard.
Marginal Professions: None.

Shadow elves are probably the reason why dark ones (p. 6) can claim to be related to elves. Like dark ones, shadow elves are just a little unsettling, and tend to pursue creepy professions. Other elves normally avoid them. Rumors that they worship a scantily clad spider goddess from Hell are apocryphal, however:

Attribute Modifiers: ST-1 [-10]; DX+1 [20].
Advantages: Magery 0 [5]; Silence 2 [10].
Disadvantages: Callous [-5].
Features: Cobweb-gray or jet-black hair.

Winged Elf

25 points

Choice Professions: Scout, Thief, Wizard.
Marginal Professions: Barbarian.

Winged elves possess the gift of flight – a truly *wonderful* thing for any adventurer faced with lava pits, diamond-encrusted statues in niches 50' up a wall, etc. Wings have their drawbacks, though; see *Winged Races* (box). In addition, torso armor for winged elves must be specially designed, and isn't interchangeable with armor for wingless folk.

Attribute Modifiers: ST-2 [-20]; DX+1 [20].
Advantages: Appearance (Attractive) [4]; Flight (Winged, -25%) [30]; Magery 0 [5].
Perks: Elven Gear [1].
Disadvantages: Sense of Duty (Nature) [-15].
Features: Snow-white hair. Torso armor isn't interchangeable with human torso armor.

Wood Elf

20 points

Choice Professions: Martial Artist, Scout, Thief, Wizard.

Marginal Professions: None.

This is the flavor of elf most monsters recall fondly when they think “elf”: attractive, nimble, green hair, likes bows and forests, etc. Wood elves are in fact the same thing as green elves.

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

Secondary Characteristic Modifiers: Basic Move+1 [5].

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

Perks: Elven Gear [1].

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

Features: Green hair.

FAERIE FOLK

The so-called “faerie folk” are a diverse lot. Aside from a need for mana (losing 1 HP per minute without it) and an obsessive sense of stewardship over wild places (sharing the elves’ Sense of Duty; see p. 6), the faerie races have little in common, and often get along better with elves and druids than among themselves. Contrary to pernicious folklore, few abduct babies – that chestnut is the result of a misunderstanding involving a halfling drunkard, a nymph, and a cleric.

Faun

20 points

Choice Professions: Barbarian, Bard, Druid, Scout.

Marginal Professions: None.

Fauns resemble humans above the navel, goats below. A faun’s lower body features a short tail, wooly fur, and backward-bending legs ending in cloven hooves. The goatish looks don’t *quite* stop at the waist; fauns have horns and pointy ears, and males have a goatee. Note that last part – there *are* female fauns, and bringing up the myth that fauns and nymphs are males and females of a single species is an excellent way to start a fight.

Attribute Modifiers: DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: Per+2 [10].

Advantages: Acute Hearing 2 [4]; Animal Empathy [5]; Claws (Hooves) [3]; Musical Ability 2 [10]; Striker (Horns; Crushing) [5].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Lecherousness (15) [-7]; Sense of Duty (Nature) [-15].

Features: Leg and foot armor isn’t interchangeable with human armor. Tail (neither a manipulator nor enough of a problem to interfere with armor).

Tiny Tools

Gnomes, halflings, leprechauns, pixies, and others with SM -1 or less require diminutive equipment. Since these creatures are unrealistically strong for their SM *and* live in a world with brownie armorers and magical materials, their gear defies the logic of Square-Cube Laws, elastic moduli, and similar un-fantastic concepts. In short, the scaling rules below *aren’t* generic!

Armor and Clothing

These items require *extensive* modification, and aren’t exchangeable between wearers of different SM.

Weight: Multiply *weight* after any other adjustments by *weight factor*, rounding up and keeping two figures:

SM	Weight Factor
-1	x1/2
-2	x1/5
-4	x1/20
-6	x1/100



DR: Apply SM as a DR penalty; minimum DR is 0. Tiny folk must either start with heavy armor (like dwarven heavy plate) or buy Fortify enchantments (which work normally) to get any significant DR.

Cost: Cost *doesn’t* change! Delicate and magical faerie craftsmanship (which *doesn’t* work on big-folk armor) eats any savings from materials costs. Without such craft, DR would be subject to the weight multiplier, too!

Example: A corselet that’s DR 6, \$1,300, and 35 lbs. for a human still costs \$1,300 for small folk. It’s DR 5 and 18 lbs. at SM -1, DR 4 and 7 lbs. at SM -2, DR 2 and 1.8 lbs. at SM -4, and DR 0 (tinfoil!) and 0.35 lb. at SM -6.

Weapons and Tools

For weapons and tools, multiply (longest) *Reach*, *weight*, and required *ST* by factors, and reduce *damage*:

SM	Reach Factor	Weight Factor	ST Factor	Damage Penalty
-1	x2/3	x2/3	x3/4	-1
-2	x1/2	x1/3	x1/2	-2
-4	x1/4	x1/8	x1/4	-4
-6	x1/12	x1/25	x1/10	-6

Round weight up, keeping two figures; drop fractions on Reach and ST. Treat Reach 0 as C (“close combat only”) by big-folk standards.

Ignore Reach for ranged weapons.

Cost depends on construction:

Faerie: Effectiveness *doesn’t* otherwise change. Neither does cost.

Mundane: Multiply cost by weight factor. Melee weapons bend easily, gaining an armor divisor that multiplies enemy DR: (0.5), or x2 DR, at SM -1; (0.2), or x5 DR, at SM -2; and (0.1), or x10 DR, at SM -4 or -6. Ranged weapons have less range than ST would indicate; multiply range by reach factor.

Example: A thrusting greatsword inflicts swing+3 cutting or thrust+3 impaling, and is Reach 1, 2, \$900, 7 lbs., ST 12. A pixie version (SM -6) delivers swing-3 cutting or thrust-3 impaling, and is Reach C, \$900, 0.28 lb., ST 1 with faerie work. It costs just \$36 if mundane – but then damage has armor divisor (0.1).

Leprechaun

20 points

Choice Professions: Swashbuckler, Thief, Wizard.

Marginal Professions: Barbarian, Holy Warrior, Knight.

Leprechauns have rosy cheeks, bright eyes, and rotten dispositions. Their reasons for this last part are excellent – the number of leprechauns slain annually by adventurers looking for pots of gold is truly horrific. The world probably has a lot to answer for.

Find a leprechaun's height normally for ST before adding the racial ST modifier, and then double it and convert feet to inches. For instance, a ST 7 leprechaun would have ST 11 before the racial modifier, and stand 10.8"-12.5" tall. Weight is 10-15 lbs. This makes them one of the strongest races out there, pound for pound, and explains why they often take up boxing. A leprechaun has SM -4, regardless of exact height; *Tiny Tools* (p. 8) applies to his gear.

Attribute Modifiers: ST-4 [-40]; DX+2 [40].

Secondary Characteristic Modifiers: SM -4; HP-2 [-4].

Advantages: Magery 0 [5]; Reduced Consumption 2 [6]; Ridiculous Luck [60].

Perks: Leprechaun Charms (x3)* [3].

Disadvantages: Bad Temper (12) [-10]; Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15].

* *Leprechaun Charm:* Each perk lets the leprechaun learn and cast one particular *druidic* or *wizardly* spell without regard for prerequisites (spells, Magery, or Power Investiture). He must buy and improve this like any other IQ/H or IQ/VH skill. If he has Magery 1+, he receives its usual bonus. He must specify the spell at character creation – although he need not buy it then – and cannot change it later. No leprechaun can have more than three charms.

Nymph

20 points

Choice Professions: Bard.

Marginal Professions: None.

Contrary to common belief, nymphs come in both sexes and *aren't* "female fauns." The stories about nymphs that can merge with brooks, trees, and so on *are* true, but those nymphs can't stray more than a few feet from home, which makes them unsuitable as adventurers. This template describes the errant kind.

Nymphs resemble mind-numbingly attractive elves (+10 to reactions!). Merchants often post "No Nymphs" signs, only to forget about them when a nymph walks in. A nymph in the party greatly increases the odds of successful negotiation with monsters and merchants – and of fist-fights between jealous party members.

Attribute Modifiers: HT+1 [10].

Advantages: Appearance (Transcendent; Universal, +25%) [25]; Charisma 5 [25].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15].

Features: Blue skin, with hair like cascading water; green skin, with leaves for hair; and so on. Perky.

Pixie

25 points

Choice Professions: Thief, Wizard.

Marginal Professions: Barbarian, Holy Warrior, Knight.

Pixies resemble tiny humans with colorful butterfly wings (see *Winged Races*, p. 7). They're the smallest faerie folk who have any real chance of surviving a dungeon crawl. There *are* smaller "fairies," but even with magic, they would likely be squashed. Anyway, since most loot is *human-sized*, delving isn't especially attractive to moth-sized folk.

Determine a pixie's height normally for ST before applying the racial ST modifier, and then convert feet to inches. For instance, a ST 6 pixie would have ST 11 before the racial modifier, and stand 5.4"-6.2". Weight is negligible – 1-2 lbs., should it matter – which makes them *fantastically strong* for their size, a fact trumpeted by pixie warriors. Regardless of his exact height, treat a pixie as SM -6. This necessitates special rules for equipment; see *Tiny Tools* (p. 8).

Attribute Modifiers: ST-5 [-50]; DX+3 [60].

Secondary Characteristic Modifiers: SM -6; HP-4 [-8].

Advantages: Appearance (Attractive) [4]; Enhanced Dodge 1 [15]; Flight (Winged, -25%) [30]; Magery 0 [5]; Reduced Consumption 4 [8].

Perks: Pixie Shot* [1].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15].

Features: Antennae. Torso armor isn't interchangeable with that of wingless SM -6 creatures.

* *Pixie Shot:* 50% off the price of any nonmagical blade venom the GM allows in the campaign.

GARGOYLE

25 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard, Cleric, Druid, Wizard.

A gargoyle resembles nothing so much as an ugly stone man with wings (see *Winged Races*, p. 7), claws, and a barbed tail. Gargoyles are stupid, dirty, and unsophisticated, but not uniformly evil – although some would pull the wings off a pixie. Mostly, they just like to eat and *break stuff*.

Gargoyles stand as tall as humans of the same ST, but weigh 30 lbs. more than their height suggests.

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

Secondary Characteristic Modifiers: HP+2 [4]; Basic Speed-0.25 [-5].

Advantages: Claws (Blunt) [3]; Damage Resistance 2 [10]; Flight (Winged, -25%) [30]; Night Vision 5 [5]; Striker (Tail; Impaling; Clumsy, -2 to hit, -40%) [5].

Perks: Stony* [1].

Disadvantages: Appearance (Ugly) [-8]; Gluttony (12) [-5]; Odious Racial Habit (Dirty) [-5].

Features: Torso armor isn't interchangeable with human torso armor.

* *Stony:* Gets +2 to impersonate a statue if still and naked against a stone backdrop. This usually benefits trickery attempts using Acting, Camouflage, or Stealth.

GNOME

20 points

Choice Professions: Cleric, Druid, Thief, Wizard.
Marginal Professions: Martial Artist.

Gnomes are diminutive craftsmen who are equally at home in rolling hill country and underground. They aren't "runty dwarves," but a distinct, proud race. Rumors abound of the "Hell Gnomes," a tribe that went bad. Gnomes claim that this term refers to demonic imps, not proper gnomes (but don't seem comfortable with the topic, all told).

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* (p. 8) 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 Characteristic Modifiers: SM -1; FP+3 [9]; Basic Move-1 [-5].

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

Disadvantages: Curious (12) [-5].

* *Widget-Worker:* Your deft hands and clockmaker's mind help you locate parts and assemble and disassemble mechanisms – crossbow triggers, door hinges, locks, the lot. This Talent aids Armoury (Missile Weapons), Forced Entry, Lockpicking, Scrounging, and Traps. Only gnomes can have it, and may buy one or two more levels at character creation. *Reaction bonus:* Those who benefit directly from your skills. 5 points/level.

GOBLIN-KIN

Goblin-kin are a whole gamut of ugly, borderline-civilized brutes that are as likely to be found glowering over a counter in town as cackling behind a cauldron of boiling oil in the dungeon. They have a reputation as "monsters" – thanks to frequent employment in that role by evil wizards – but are also avid delvers. The common threads seem to be money and fighting; so really, they're not *that* different from other adventurers.

Goblin sub-races are almost as confusing as elven ones, but the distinctions mostly come down to matters of size and purity of blood. Any of these templates would be a cheap way to add combat-effectiveness to a character concept that doesn't call for IQ. The Social Stigma and unpleasant looks somewhat balance this; see *Almost Monster* (p. 11).

Goblin

0 points

Choice Professions: Barbarian, Knight, Thief.
Marginal Professions: Bard, Cleric, Druid, Wizard.

True *goblins* are the small, not-too-stupid ones with needle-like teeth and a cowardly disposition. They spend a lot of time

being bullied by orcs and tossed around by angry hobgoblins. Still, they're survivors, and deadlier on average than *humans* in a fight (but unless an orc or a hobgoblin is around, a determined human can intimidate a goblin with ease).

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

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

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

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

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



Half-Orc

20 points

Choice Professions: Barbarian, Knight, Thief.
Marginal Professions: Bard.

"Half orc and half *what*?" It's usually hard to tell, since few half-orcs are really half anything – they're the product of generations of inbreeding among the offspring of orc rapine, mostly in elf and human communities, but also including the occasional half-ogre. This is the usual explanation for why they're no less stigmatized than full-blooded goblin-kin, and just as resilient.

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

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: HP+1 [2].

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

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

Hobgoblin

15 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard, Cleric, Druid, Wizard.

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

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

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

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

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

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

Orc

15 points

Choice Professions: Barbarian, Knight, Thief.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Orcs are the medium-sized, not-too-stupid ones that bully the other sorts. They're the officers of the goblin-kin legions, inasmuch as that's anything to be proud of. Simple folk often identify *all* goblin-kin as "orcs," which greatly peeves any orcs in earshot. And it's hard to be out of earshot – orcs have twitchy, pig-like ears that hear everything.

Find the height and weight of an orc as if his ST were *two* levels higher. The typical ST 11 orc is as large as a ST 13 human: 5'11"-6'9" and 155-245 lbs.

Attribute Modifiers: ST+1 [10]; IQ-1 [-20]; HT+1 [10].

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

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

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

Almost Monster

Several races have Social Stigmas and/or below-average Appearance. Some have Odious Racial Habits. In dungeon fantasy, it's reasonable to ask, "Is it fair for a race to get abilities like high ST and Flight in return for reaction penalties?"

Good question!

Appearance and Odious Racial Habits

Racially Unattractive, Ugly, or Hideous looks give -1, -2, or -4, respectively – and Odious Racial Habit gives -1 per -5 points – to all rolls for buying or selling goods, finding backers, or other social activities described in *Dungeon Fantasy 2: Dungeons* as occurring in town. This affects reaction *and* skill rolls. Penalties are cumulative with each other and those for Social Stigmas.

Members of races with such traits also stand out. Apply the same penalties to mundane and *magical* rolls to disguise them as anything but another member of their race, cumulative with the -1/level from Unnatural Features.

Social Stigmas

Racial Social Stigmas give penalties to not only the above skill and reaction rolls, but also those for dungeon negotiations. Apply the *worst applicable penalty in the party*. Stigmas include:

Half-Breed: -1 to reactions and -2 to skill rolls unless the other party is neither human nor whatever your other half is.

Infernal: -2 to reactions and -2 to skill rolls, and *helpful* clerical spells (like healing) work at -3 on you.

Savage: -2 to reactions and -4 to skill rolls except with other savages like you. There's a 6 or less chance you'll be denied entry to town. If so, you *can't* conduct business and must live just as if you were on the road, eating rations and facing random encounters.

Monster: -3 to reactions and -6 to skill rolls except with others of your kind, and a 9 or less chance you'll be denied entry to town.

Nonhuman barbarians should ignore their character template's Social Stigma and select -10 points of other barbarian disadvantages instead. They can't have *two* Social Stigmas.

Similarly, Social Stigma (Infernal) *includes* Social Stigma (Excommunicated), so infernal wizards, evil clerics, and unholy warriors can't take that disadvantage again.

A Monster's Life

The GM is free to make the world *unfair* for races with a total reaction penalty of -3 or worse from Appearance, Odious Racial Habit, and/or Social Stigma (that's coleopterans, corpse-eaters, gargoyles, goblin-kin, half-ogres, minotaurs, ogres, reptilians, and trolls). Some ideas:

- Blessed items won't work for them. Some might *curse* them!
- Elf princesses skip them when distributing quest rewards.
- Enemy archers and wizards target them first.

Every adventure should feature situations where avoiding harm or receiving loot depends on *not* being a monster.



HALF-SPIRITS

A “half-spirit” is the child of a mortal parent by an immortal spirit. These templates assume someone who’s half-*human*. Other half-breeds should add the traits on the relevant half-spirit template to those of another race’s template, as explained under *Stacking Templates* (p. B261) – although this can be tricky for inexperienced players.

While the immortal parent might have come from Heaven or Hell, half-spirits don’t have an intrinsic bias in either direction. Each makes his own moral choices. Of course, that does little to change people’s reactions to halos, cloven hooves, and unfortunate names (“I remember the *last* Damien . . .”).

Like elves, half-spirits are technically very long-lived, if not Unaging. Since this isn’t significant in dungeon fantasy, these templates don’t reflect that.

Finally, all half-spirit templates are *expensive*. Even more so than most races, these won’t suit every campaign.

Celestial

75 points

Choice Professions: Cleric, Holy Warrior.

Marginal Professions: None.

Celestials are said to result from the earthly dalliances of beings known colloquially as “angels.” Some people believe that celestials exist for a Reason and are the Chosen. However, if divine servitors are forbidden to fraternize with mortals – as clerics claim – then it seems more likely that celestials descend from *rebel* angels, or that angels aren’t divine servitors. It is odd that despite celestials’ many gifts, they only wield holy powers when they happen to take priestly orders.

Celestials could pass for the lucky few humans who are attractive, fit, nimble, strong, *and* wise, if it weren’t for the golden or silvery nimbus. Some have more telling features, like wings.

Attribute Modifiers: ST+1 [10]; DX+1 [20]; IQ+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: Will+1 [5]; FP+1 [3]; Basic Speed+0.5 [10].

Advantages: Appearance (Attractive; Universal, +25%) [5]; Fit [5]; Spirit Empathy [10].

Perks: Celestial Nimbus* [1]; Divine Gifts† [1].

Disadvantages: Divine Curse (Demons go after you first and worst, no matter who else is nearby) [-5]; Weakness (Cursed areas and areas of high or better sanctity to Evil gods; Occasional; 1d/minute) [-20].

Features: Functions and detects as Good, regardless of true morality, whether this helps (“Only the truly Good can wield this sword.”) or hinders (“Triple damage to beings of true Good.”). Gold or silver eyes and hair. Milk-white, blue, or other unnatural skin.

* *Celestial Nimbus:* You’re engulfed in a constant glow. This is as bright as a torch, eliminates darkness penalties in a two-yard radius, and can’t be concealed.

† *Divine Gifts:* You may start with certain exotic and supernatural advantages, or buy them in play, at their usual point costs: Doesn’t Breathe [20], Doesn’t Eat or Drink [10], Doesn’t Sleep [20], Extra Life [25], Flight (Winged, -25%) [30], Immunity to Metabolic Hazards [30], Temperature Tolerance [1/level], Walk on Air [20], and Walk on Liquid [15].

Elder-Spawn

75 points

Choice Professions: Cleric, Thief, Wizard.

Marginal Professions: Barbarian, Druid, Scout.

Where dark ones (p. 6) *are* Elder Things, but Things so far removed from their own kind that they’re little better than mad elves, elder-spawn have a more recent connection: one parent is Unspeakable Madness from Outside Time and Space. The other is dead or insane.

This template is for passable specimens who can live among Man – perhaps to Man’s detriment. They look like humans (or whatever their other half is) but *not quite right*. In particular, they’re *rubbery*. This isn’t obvious until they are sliced open or attempt to squeeze through a narrow opening. Then it’s really unnerving.

Advantages: Double-Jointed [15]; Elder Gift 2* [10]; Injury Tolerance (Homogenous) [40]; Night Vision 5 [5]; Resistant to Metabolic Hazards (+3) [10]; Slippery 5 [10]; Unfazeable [15].

Disadvantages: Frightens Animals [-10]; Supernatural Features (Not Quite Right) [-5]; Weirdness Magnet [-15].

Features: Supernatural Features take the form of giving -1 to reactions from anyone who witnesses your racial abilities in action – and from any NPC who knows what you are – and +1 to all mundane or magical attempts to *discover* what you are.

* See description under *Dark One* (p. 6).

Infernal

75 points

Choice Professions: Barbarian, Knight, Scout, Thief.

Marginal Professions: Bard, Cleric, Holy Warrior.

Infernals are the offspring of unions – rarely willing – between mortals and demons. Given demonic predilections, infernals are unfortunately common. Theories abound as to the truth about these creatures. Most folk purport to feel sympathy for them, but secretly assume they’re in league with The Devil (which some are).

Infernals *can’t* pass as ordinary mortals. The vestigial horns, tail, and wings – while not strictly ugly – kind of stand out. Thus, their Social Stigma applies almost constantly; see *Almost Monster* (p. 11).

Attribute Modifiers: ST+2 [20]; DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: FP+1 [3]; Basic Speed+0.5 [10].

Advantages: Claws (Hooves) [3]; Damage Resistance 1 [5]; Dark Vision [25]; Fit [5]; Spirit Empathy [10].

Perks: Infernal Gifts* [1].

Disadvantages: Social Stigma (Infernal) [-15]; Unnatural Features 2 [-2]; Weakness (Blessed areas and areas of high or better sanctity to Good gods; Occasional; 1d/minute) [-20].

Features: Eyes, hair, and skin are unnatural red and black tones. Functions and detects as Evil, regardless of true morality, whether this helps (“Enter, Son of Lucifer!”) or hinders (“Only injures beings of true Evil.”). Vestigial horns, tail, and wings.

* *Infernal Gifts*: You may start with certain exotic and supernatural advantages, or buy them in play, at their usual point costs: Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Extra Life [25], Flight (Winged, -25%) [30], Immunity to Metabolic Hazards [30], Striker (Horns; Crushing or Impaling) [5 or 8]; Striker (Tail; Piercing, Large Piercing, or Impaling) [5, 6, or 8], Teeth (Sharp or Fangs) [1 or 2], and Temperature Tolerance [1/level].

Infused

The infused are people imbued with elemental character – the result of rare flings between mortals and elementals capable of taking mortal form. They're probably the happiest of half-spirits, being neither creepy nor burdened with moral baggage. Their social problems are rarely worse than village kids bugging them to perform tricks.

Infused resemble humans (or whatever their flesh-and-blood parent is) with obvious elemental features. They aren't unattractive, but only earth-infused can pass as anything but what they are. Specific abilities vary by elemental type and are generally Mana Sensitive (p. B34) – that is, they *don't work* without mana.

Air-Infused

75 points

Choice Professions: Martial Artist, Scout, Swashbuckler, Thief.

Marginal Professions: None.

Nimble air-infused can call on the aid of invisible air elementals to “walk on air” and break their fall. They also enjoy resistance to lightning strikes, whirlwinds, and similar attacks. Their actual control over air is limited; they're surrounded by a light breeze that they can direct to minor effect.

Attribute Modifiers: DX+1 [20].

Advantages: Catfall (Mana Sensitive, -10%) [9]; Damage Resistance 5 (Limited, Air and Weather, -40%; Mana Sensitive, -10%) [13]; Reputation +3 (Air Elementals) [5]; Resistant to Metabolic Hazards (+3) [10]; Walk on Air (Mana Sensitive, -10%) [18].

Perks: Puff of Air* [1].

Disadvantages: Unnatural Features 1 [-1].

Features: Luminous sky-blue eyes. Surrounded by a perpetual light breeze.

* *Puff of Air*: Can blow a constant stream of air from a pointed finger. This is strong enough to blow poison dust off a trapped item or extinguish a candle at 2 yards, but has no combat effect.

Earth-Infused

75 points

Choice Professions: Druid, Thief.

Marginal Professions: None.

Earth-infused are solid types who can walk right through earth and stone barriers . . . but only while naked. They're also resistant to damage from falling rock, Stone Missile spells, and so on. They can't truly *become* stone, but they can harden a fist for punching.

Secondary Characteristic Modifiers: HP+1 [2].

Advantages: Damage Resistance 5 (Limited, Earth and Stone, -40%; Mana Sensitive, -10%) [13]; Permeation (Earth;

Extended, Stone, +20%; Mana Sensitive, -10%) [44]; Reputation +3 (Earth Elementals) [5]; Resistant to Metabolic Hazards (+3) [10].

Perks: Stone Fist* [1].

Features: Chunky, square build.

* *Stone Fist*: Can make a fist rock-hard. It counts as brass knuckles (+1 punching damage), at the cost of Bad Grip 3. This takes a Ready maneuver to switch on or off.

Fire-Infused

75 points

Choice Professions: Martial Artist, Scout, Swashbuckler.

Marginal Professions: None.

The main ability of speedy fire-infused is fire resistance: subtract an extra DR 6 from fire damage, and then *halve* penetrating injury (e.g., 21 points of dragon's breath would inflict only 7 points). This extends to heat; the average fire-infused is quite comfortable up to 200°. They can't control fire, but can generate small flames for light and heat.

Secondary Characteristic Modifiers: Basic Speed+1 [20].

Advantages: Damage Resistance 6 (Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [15]; Injury Tolerance (Damage Reduction 2; Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [25]; Reputation +3 (Fire Elementals) [5]; Temperature Tolerance 11 (Mana Sensitive, -10%) [10].

Perks: Flaming Fingers* [1], Flaming Hair† [1].

Disadvantages: Unnatural Features 2 [-2].

Features: High body temperature – every handshake is a warm one. Red, fiery eyes and flushed skin.

* *Flaming Fingers*: Can emit a candle-sized flame – equivalent to a first-level Ignite Fire spell – from a finger. This can ignite lanterns, fuses, etc., but not injure enemies.

† *Flaming Hair*: Head burns with *cool* flame equivalent to torchlight, eliminating darkness penalties in a two-yard radius. Not concealable!

Water-Infused

75 points

Choice Professions: Martial Artist, Scout, Swashbuckler.

Marginal Professions: None.

Lithe water-infused can operate unhindered in water of any depth for as long as they wish. They also enjoy superior resistance to water-based attacks: giant icicles, Dehydrate spells, and so on. Their control over water is limited to tricks like putting out torches in the mouth or flushing away acid on their skin.

Attribute Modifiers: DX+1 [20].

Advantages: Amphibious (Mana Sensitive, -10%) [9]; Damage Resistance 5 (Limited, Dehydration and Water, -40%; Mana Sensitive, -10%) [13]; Doesn't Breathe (Mana Sensitive, -10%; Oxygen Absorption, -25%) [13]; Nictitating Membrane 1 [1]; Pressure Support 3 [15]; Reputation +3 (Water Elementals) [5].

Perks: Drench* [1].

Disadvantages: Unnatural Features 2 [-2].

Features: Damp footsteps. Swirling turquoise eyes and what looks like cascading water for hair.

* *Drench*: Can moisten body parts at will, providing enough water to extinguish small flames, rinse off gunk, etc.

HALFLING

0 points

Choice Professions: Scout, Thief.

Marginal Professions: Barbarian, Holy Warrior, Knight, Martial Artist.

Halflings are half human height, whence the name. They enjoy food, stealing, drink, sneaking, tobacco, and shooting things. While most are rosy-cheeked and good-natured, there are plenty of sallow, evil-tempered halflings. Given their natural predilections, they gravitate toward organized crime. Mobster halflings like little better than whacking rival gangsters, grabbing the dough, and enjoying a spaghetti dinner afterward.

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.

Attribute Modifiers: ST-3 [-30]; DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: SM -2; HP+2 [4]; Basic Move-1 [-5].

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

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

Features: Hairy feet.

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

MINOTAUR

40 points

Choice Professions: Barbarian, Knight.

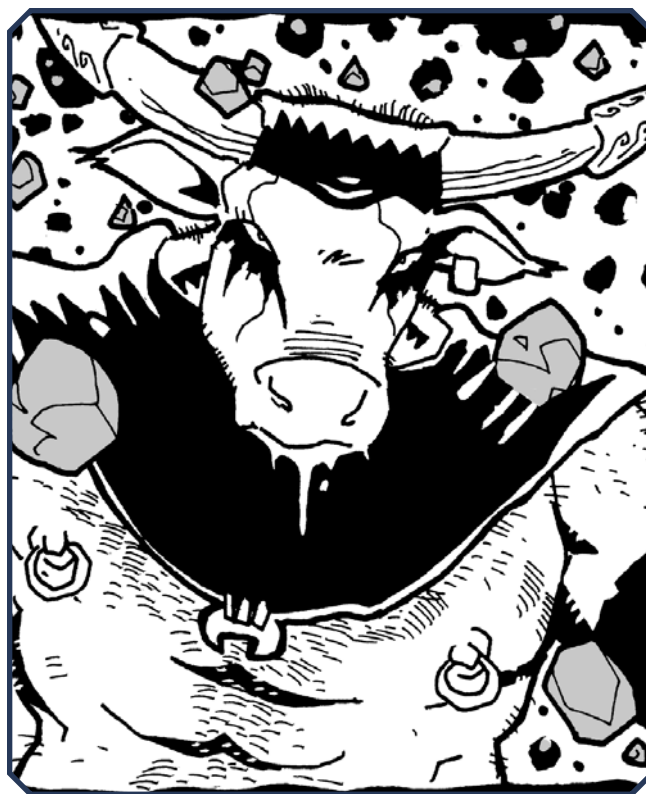
Marginal Professions: Bard, Cleric, Druid, Wizard.

Minotaurs resemble hulking humans with shaggy, horned bull's heads. This includes the females – comparing a minotaur's head to a cow is liable to mean going from bull to steer in seconds. Minotaurs are mostly honest farmhands, not monsters; their only major social barrier is their looks. However, they are dim-witted, ill-tempered berserkers, and if some hick accuses a minotaur of eating people, things can get out of hand.

Minotaurs stand 3" taller than humans of similar ST, and have the weight appropriate for their height. The horns make them seem even larger, and prevent them from using all but custom-made helmets. Beefy hornless folk *can* wear minotaur headgear.

Attribute Modifiers: ST+3 [30]; IQ-2 [-40]; HT+3 [30].

Secondary Characteristic Modifiers: Per+2 [10].



Advantages: Absolute Direction [5]; Acute Hearing 2 [4]; Damage Resistance 2 (Partial, Skull Only, -70%) [3]; Damage Resistance 2 (Tough Skin, -40%) [6]; Peripheral Vision [15]; Striker (Horns; Impaling; Limited Arc, Straight Ahead, -40%; Long, +1 SM, +100%) [13].

Disadvantages: Appearance (Hideous) [-16]; Bad Temper (12) [-10]; Berserk (12) [-10].

Features: Bull's face and shaggy neck. Can't wear most humanoid helmets.

OGRE

40 points

Choice Professions: Barbarian.

Marginal Professions: Bard*, Cleric*, Druid*, Holy Warrior, Martial Artist, Thief, Wizard*.

Ogres are huge, misshapen humanoids with bloated eyes, warty skin, and a permanent filth layer. Some work as dungeon enforcers, but a few join adventurers of other races as delvers. Most eat children.

Determine an ogre's height and weight from the *Build Table* (p. B18) by looking up ST *before* the racial modifier, increasing the associated height by 60%, and multiplying weight by five. The average ST 20 ogre is 8'5"-9'9" and 575-875 lbs. Ogres are badly stooped and considered SM +1 even if 9'+ tall.

Ogres are strong and tough. However, their pathetic intellect means they'll regularly be turned against the party by mind control, their size doubles armor prices (*Dungeon Fantasy: Adventurers*, p. 28) and makes them difficult to heal (double energy cost for magical healing), their Magic Resistance makes healing even harder, and they *eat people* (hence the Social Stigma). It's up to the GM whether these monsters are suitable as PCs; half-ogres are probably a better choice.

Attribute Modifiers: ST+10 (Size, -10%) [90]; DX-1 [-20]; IQ-3 [-60]; HT+3 [30].

Secondary Characteristic Modifiers: SM +1.

Advantages: Damage Resistance 2 (Tough Skin, -40%) [6]; Fearlessness 3 [6]; High Pain Threshold [10]; Magic Resistance 2 [4]; Night Vision 5 [5].

Disadvantages: Appearance (Hideous) [-16]; Social Stigma (Monster) [-15].

Half-Ogre

20 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard, Cleric, Druid, Wizard.

The rare ogre afflicted with lack of Magic Resistance can sometimes interbreed with an orc or a human thanks to the inherent magic of a dungeon fantasy world. The result is a half-ogre, which isn't as huge, clumsy, or stupid as an ogre, and thus can pass as a big, dumb (mostly) human. A half-ogre's Social Stigma applies even among those who *don't* know his parentage – he's clearly half-*something*, and wholly uncouth.

Determine a half-ogre's height and weight normally from modified ST.

Attribute Modifiers: ST+4 [40]; IQ-1 [-20]; HT+1 [10].

Advantages: Damage Resistance 1 (Tough Skin, -40%) [3]; Fearlessness 1 [2]; Night Vision 3 [3].

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

REPTILIANS

"Reptilian" is the warm-bloods' name for several distantly related races of intelligent, upright lizards. Not all are civilized. Smart delvers should assume that any reptilian met on the road or in the dungeon *will* try to eat them. Several varieties are noble, upstanding races that pay taxes and eat only bad guys (like tax collectors) . . . but *all* reptilians suffer from a severe Social Stigma just the same.

Reptilians have a special 0-point feature due to their long, toothy jaws:

Born Biter: You have an elongated jaw optimized for trapping prey. You can opt to *hold on* after you bite; thus, the bite doubles as a grapple. On later turns, you can *worry*, which counts as an attack but always hits – simply roll biting damage! If your victim's SM is three or more greater than yours, you can only do this to an extremity (hand, foot, etc.), and the grapple is considered one-handed. If his SM is only one or two larger, you can target *anything*, and the grapple is treated as two-handed. The same is true if his SM is equal to or smaller than yours, but you can also attempt to pin him while standing! The catch is that foes get +3 to target your protruding snout, allowing them to attack your face (not skull) at only -2.

Dragon-Blooded

30 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard.

Dragon-blooded claim to be the result of magical experiments performed by dragons back when Man started building cities. The dragons' supposed goal was to raise an army of dragon-kin compact enough to battle the warm-blood menace building-to-building. Modern dragon-blooded *do* seem to be on remarkably congenial terms with dragons, but they mostly don't swarm cities to eat people . . . mostly.

Dragon-blooded resemble scaly humans with claws and a small dragon's head. Unlike most reptilians, they're tailless. They cannot wear human helmets, but can use all other human gear. Determine height and weight normally for modified ST, and then add 15 lbs. to weight.

Like dragons, dragon-blooded can breathe fire. This is a *jet*. It functions like a melee attack in most regards, but can only be dodged or blocked – not parried – and has 1/2D 5, Max 10. Damage is 1d burning.

Attribute Modifiers: ST+1 [10]; HT+1 [10].

Advantages: Burning Attack 1d (Jet, +0%) [5]; Claws (Sharp) [5]; Damage Resistance 1 (Tough Skin, -40%) [3]; Nictitating Membrane 2 [2]; Peripheral Vision [15]; Reputation +3 (Dragons) [5]; Teeth (Sharp) [1].

Disadvantages: Disturbing Voice [-10]; Social Stigma (Monster) [-15].

Quirks: Trivial Vow: Never attack a dragon. [-1]

Features: Born Biter. Cannot learn non-reptilian languages above Accented level. Head armor isn't interchangeable with human head armor. Ruby or emerald scales.

Lizard Man

30 points

Choice Professions: Barbarian, Knight, Scout.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Lizard men have long snouts and thick tails, and resemble little dinosaurs with hands. They're stronger and faster than dragon-blooded, but not as smart. Most prefer *hot* places (on average, they're comfortable between 47° and 135°), far from human habitation. The typical lizard man isn't a man-eater, but subsists on giant swamp flies or desert beetles – a fact that seems to bug frou-frou elves more than man-eating would.

Lizard men have normal height for their modified ST, and weigh 30 lbs. more than humans of that height. Their physique prevents them from wearing armor fitted for humans (and vice versa). Some varieties are optimized for desert movement while others are at home in steaming swamp; select this Terrain Adaptation during character creation.

Attribute Modifiers: ST+2 [20]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: Basic Move+1 [5].

Advantages: Claws (Sharp) [5]; Damage Resistance 2 (Tough Skin, -40%) [6]; Nictitating Membrane 2 [2]; Peripheral Vision [15]; Striker (Tail; Crushing; Clumsy, -2 to hit, -40%) [3]; Teeth (Sharp) [1]; Temperature Tolerance 3 [3]; Terrain Adaptation (Sand or Swamp) [5].

Disadvantages: Disturbing Voice [-10]; Social Stigma (Monster) [-15].

Features: Armor isn't interchangeable with human armor. Blue, brown, gray, or green scales. Born Biter. Cannot learn non-reptilian languages above Accented level.



TROLL

20 points

Choice Professions: Scout, Thief.
Marginal Professions: Bard.

Many creatures are called “trolls,” but only a few are smart enough become delvers. Only a small fraction of *those* will work alongside beings they find tasty (everyone but gargoyles, who taste like crud). The trolls best-suited to the adventuring life are the nasty little ones that play mean jokes, not the 9'-tall ones with 8' arms and maggots for brains.

Trolls are nimble, perceptive, and tough, but *highly* vulnerable to fire. Flame causes double the usual injury, and trolls' amazing natural healing can't heal the burns. Trolls are also hindered by light, making it hard for them to function in a torch-carrying party.

Find height and weight for this kind of troll exactly as for a human of the same ST, and then subtract 3" from height.

Attribute Modifiers: ST-1 [-10]; DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: HP+1 [2]; Per+2 [10].

Advantages: Discriminatory Smell [15]; Regeneration (Regular; Not vs. Fire or Acid, -20%) [20]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Sharp) [1]; Universal Digestion [5].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (12) [-10]; Social Stigma (Monster) [-15]; Vulnerability (Fire x2) [-30].

Features: Night-Adapted Vision (-5)*. Tufts of brightly colored hair (almost any color). Wrinkles.

* *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!

WILDMAN

15 points

Choice Professions: Barbarian, Knight, Scout.
Marginal Professions: Bard, Cleric, Swashbuckler, Wizard.

Some hypothesize that wildmen – who resemble big, furry humans – were the gods' first crack at creating Man. Elves and faeries frequently opine that the gods should have stopped there, since wildmen don't burn or build things. Others think wildmen are beast-men, like cat-folk. Wildmen themselves don't theorize much, and prefer to thump things with clubs.

In dungeon fantasy, the wildman's Low TL disadvantage works differently from usual. A wildman is restricted to TL0 starting gear. He cannot start out with special orders, concoctions, or magic items from ***Dungeon Fantasy: Adventurers***. If he later obtains a higher-tech weapon, he wields it at a penalty equal to its TL; e.g., a spear (TL0) isn't a problem, but a long spear (TL2) gives -2. Arm or torso armor gives a TL penalty to *all* combat skills; e.g., -2 for mail (TL2). If multiple penalties for weapons or armor apply, use only the *worst*.

Determine height and weight normally for modified ST.

Attribute Modifiers: ST+2 [20]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: Per+3 [15].

Advantages: Animal Empathy [5]; Arm ST 1 [5]; Brachiator [5]; Fur [1]; Temperature Tolerance 2 [2].

Perks: Call of the Wild [1].*

Disadvantages: Appearance (Unattractive) [-4]; Low TL 3 [-15]; Social Stigma (Savage) [-10].

Features: Apish looks.

* *Call of the Wild:* You don't suffer the usual -5 to use Animal Handling, Disguise (Animals), Mimicry (Animal Sounds), or Musical Influence on giant or dire animals. Animal Empathy is a prerequisite for this perk; if a wildman somehow loses that advantage, he also loses the perk. Non-wildmen *can't* have this perk.

CHAPTER TWO

MIXING

PROFESSIONS

Another dungeon fantasy standby is the hero who pursues more than one adventuring profession. He isn't just a cleric – he's a cleric-wizard, or even a cleric-thief-wizard. He might start his career divided and slowly improve at all of his roles, or he may drift into new lines of work after play begins. Whether such PCs suit a given campaign depends on power level, group size, and what the GM and players consider fun; see *Niche Protection* (below).

This section offers many lenses (see *Lenses*, p. B449) for the character templates from *Dungeon Fantasy 1: Adventurers*, intended for campaigns where the GM *does* allow PCs like this. They're sorted by profession. Adding the lens for one role to the template for another creates a hero who's most strongly defined by his base template but who also has some key abilities – but by no means *all* abilities – of the second one. Thus, tacking the wizard lens onto a barbarian *isn't* equivalent to buying the barbarian lens for a wizard.

Affording Lenses at Character Creation

Since lenses add abilities, they cost points. All of these lenses are 50 points. The most straightforward way to give a starting PC a lens is to buy it outright with starting points. This *won't work* in the campaign that *Dungeon Fantasy 1: Adventurers* recommends: 250 starting points with 250-point character templates. Simply picking a template and a lens, and adding them together, requires 300+ points and thus the GM's cooperation. This is most likely if the group is small and the

GM wants each PC to fill several niches – or if he wants to run a *munchkin* game!

Even in a standard 250-point game with 250-point templates, though, the GM may let the players use some of the tricks under *Affording Racial Templates* (p. 4) to scrape up enough points to add lenses to starting PCs. For instance, a knight could use 50 of the 60 points that his template reserves for advantages to be a part-time wizard, while a cleric who already knows Acrobatics would have some overlap with the martial artist lens and therefore pay less for it. A player might even figure out some *munchkin* way to combine a character template, a lens, *and* a racial template. Whether the GM *allows* this is another matter!

Adding Lenses in Play

A player patient enough to save up 50 unspent points may add a lens to his PC in play. It's truest to the genre to add the *whole* lens at once – but that decision is up to the GM, who might prefer to see the knight earn his wizard's wand gradually. An adventurer never has to buy advantages or skills he already has, though; e.g., if he has Combat Reflexes, which costs 15 points, then any lens with that advantage costs him 35 points, not 50.

Since adding a lens often involves acquiring special advantages – like *Magery* and *Trained by a Master* – that normally aren't available after character creation, the GM is strongly encouraged to use *Training Expenses* (p. 43) here even if he otherwise ignores those guidelines.

Niche Protection

One purpose of dividing adventuring activities into distinct niches is to identify key competencies that the party needs to complete adventures, so that players won't overlook important roles. The 11 professions that the character templates in *Dungeon Fantasy 1: Adventurers* represent are indeed distinct and useful, but few gaming groups have 11 players. Even if only half those jobs are truly crucial to success, there might not be *five* players! For a small group, then, polymath PCs may be necessary for survival. (Multiple PCs per player is another solution, but less elegant – few gamers cope well with the division of attention.)

Another goal of niche protection is to give everybody a unique role, ensuring equal time in the spotlight as different challenges arise. From that point of view, mixed professions might seem slightly unfair. Won't a cleric-thief-wizard

steal the thief and wizard's thunder – perhaps literally? In old-school games, the answer was often “Yes, he will.” In *GURPS*, though, the fact that everything comes out of a point budget means that somebody who dabbles in multiple professions won't be as good as a specialist, which evens things out.

Of course, if generalists are spread thin, they won't fill any of their niches as well as specialists would, and might let the party down. The GM should consider giving out more starting points if he wants to allow such PCs, particularly if the group is small and *needs* them. Thus, it's best to make the decision to let players mix and match character templates – or not, or to *ditch* templates and build from scratch – when setting campaign power level.

Taking Two or More Lenses

In theory, there's no limit to the number of lenses a player can buy. If he can cough up the points, he can have his barbarian-bard-cleric-druid-holy warrior-knight-martial artist-scout-swashbuckler-thief-wizard. In practice, stacking many lenses is both grossly inefficient (munchkins take note!) and a bookkeeping nightmare. The GM might wish to restrict players to a base template plus one or two lenses.

Lenses and Improving Abilities

After buying a lens, the player can spend earned points freely on abilities from his PC's base template *or* the template that corresponds to his new lens (including "basic" abilities the *template* always grants but the *lens* omits). If he has multiple lenses, he can buy abilities from every relevant template. For possible conditions and exceptions, see *Advancement* (p. 42).

Lenses, No Frames

The discussion so far has assumed that the campaign will use the 250-point templates in *Dungeon Fantasy: Adventurers*. These lenses should work well enough for PCs built on templates of the GM's design – although they may need some adjustment, since they assume a different starting point. Gamers who aren't using templates at all might still find these lenses useful as "shopping lists" when looking for a profession's vital essence.

Saving Points on Multiple Lenses

As *Adding Lenses in Play* (p. 17) explains, when you take a lens that includes advantages and skills you already have, you don't buy these again – you simply lower the cost of the lens by the price of those traits. This also applies when you purchase two or more lenses; e.g., if you already have a knight lens that grants Combat Reflexes, a swashbuckler lens with that advantage costs 15 points less.

Also look out for abstruse skills that are *almost* the same:

- *Alchemy vs. Herb Lore*: Those who are neither druids nor wizards can omit Herb Lore when adding a druid lens after a wizard lens that includes Alchemy, or omit Alchemy when adding a wizard lens after a druid lens that gives Herb Lore. These skills are expensive and highly redundant. Reduce the later lens' price by the cost of the dropped skill. The druid-wizard and wizard-druid *already* do this.

- *Esoteric Medicine, Religious Ritual, and Theology Specialties*: These skills *technically* have specialties, but the differences mostly don't matter in dungeon fantasy – one version is enough for anyone, and the GM might be ignoring *all* skill specialties! If two lenses include skills like this, ignore the second and later specialties and reduce the second lens' cost by the cost of those skills. Lenses for templates with such skills *already* do this.

Interpreting Lenses

Choice and Marginal Lenses: Each character template has lenses that suit it – mostly because the attributes and skills line up well – and others that don't. No combination is forbidden, but you'll need *lots* of earned points to make a combo like "barbarian-wizard" pay off!

Attributes: Increases to attribute levels give extra points in those scores. Remember: each +1 ST gives +1 HP, and improves Damage and Basic Lift; each +1 DX gives +0.25 Basic Speed (and may therefore raise Basic Move), and +1 to all DX-based skills; each +1 IQ gives +1 Will and Per, and thus +1 to all IQ-, Will-, and Per-based skills; and each +1 HT gives +1 FP, +0.25 Basic Speed (which might increase Basic Move), and +1 to all HT-based skills.

Secondary Characteristics: Increases above and beyond "free" gains from attributes. Remember that each +1 Will gives +1 to Will-based skills, while each +1 Per gives +1 to Per-based skills. *Reductions* may apply to cancel out increases from improved attributes – primarily to make the lens affordable! Something like +1 IQ and -1 Per gives +1 IQ, +1 Will, but *no* change to Per (or Per-based skills).

Advantages: Added advantages. Where these grant skill bonuses, such bonuses *aren't* normally figured into the lens' skill levels. Instead, there's a footnote listing the skills that benefit. Increase *all* such skills at the end, regardless of why or how you got them!

Disadvantages: Lenses that grant the Chi Mastery or Holy Might power include the disadvantages those powers require. Other lenses sometimes have notes on incompatible disadvantages.

Skills: Skills added or improved. Lenses that add martial-artist abilities may *replace* Brawling with Karate, Wrestling with Judo. Since character templates offer more skills than lenses based on them, and not everyone will like a lens' skill choices, you may swap *one* skill on a lens for equal points in another skill from the new profession.

Special Abilities: Points in powers (Bard-Song, Chi Mastery, Druidic Arts, or Holy Might), bardic or chi skills, and/or spells.

Special Skills

Lenses with bard or martial-artist abilities *don't* list every possible special skill; they simply mention "bardic skills" or "chi skills." Refer to the lists below as directed. Unless noted otherwise, delvers buying lenses can't initially put more than one point into each such skill.

Bardic Skills

Captivate (H) Will-2 [1] (requires Suggest at 12+); Hypnotism (H) IQ-2 [1]; Musical Influence (VH) IQ-3 [1] (requires Musical Instrument *or* Singing at 12+); Persuade (H) Will-2 [1]; Suggest (H) Will-2 [1] (requires Persuade at 12+); and Sway Emotions (H) Will-2 [1] (requires Persuade at 12+).

Chi Skills

Autohypnosis (H) Will-2 [1]; Blind Fighting (VH) Per-3 [1]; Body Control (VH) HT-3 [1] (requires Breath Control *and* Meditation); Breaking Blow (H) IQ-2 [1]; Breath Control (H) HT-2 [1]; Esoteric Medicine (Chi) (H) Per-2 [1]; Flying Leap (H) IQ-2 [1] (requires Jumping *and* Power Blow); Immovable Stance (H) DX-2 [1]; Invisibility Art (VH) IQ-3 [1] (requires Hypnotism *and* Stealth at 14+); Kiai (H) HT-2 [1]; Light Walk

(H) DX-2 [1] (requires Acrobatics *and* Stealth at 14+); Mental Strength (E) Will [1]; Mind Block (A) Will-1 [1]; Parry Missile Weapons (H) DX-2 [1]; Power Blow (H) Will-2 [1]; Pressure Points (H) IQ-2 [1]; Pressure Secrets (VH) IQ-3 [1] (requires Pressure Points at 16+); Push (H) DX-2 [1]; Throwing Art (H) DX-2 [1]; and Zen Archery (VH) IQ-3 [1] (requires Bow at 18+ *and* Meditation).

Chi Talent adds to these skill levels!

BARBARIAN

Choice Lenses: Holy Warrior, Knight, Scout, Swashbuckler.
Marginal Lenses: Bard, Cleric, Druid, Martial Artist, Wizard.

Barbarian-Bard

+50 points

One word: bagpipes (\$270, 3 lbs.). Otherwise, barbarians are somewhat lacking in the brains department for this role.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT [1].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Barbarian-Cleric

+50 points

“Self-healing barbarian” *sounds* great, but with spells at 10-11 and injury penalties, stick to healing potions. They’ll actually *work*.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: *One of Honesty* (12) [-10], *Sense of Duty* (Coreligionists) [-10], or *Vow* (No edged weapons) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-1 [2]; Exorcism (H) Will-1 [2]; Meditation (H) Will-1 [2]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

Special Abilities: 10 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Barbarian-Druid

+50 points

Druidic spells could really help a barbarian. This is the best of four not-so-hot caster options.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-1 [2]; Herb Lore (VH) IQ-2 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 12 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Barbarian-Holy Warrior

+50 points

Holy Might means Blessed (Heroic Feats) (p. B41) and +1d more ST in times of need. You want this.

Attributes: +1 IQ [20].

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

Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can’t rise as undead) [1].

Disadvantages: *One of Honesty* (12) [-10], *Sense of Duty* (Good entities) [-10], or *Vow* (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or the skills above.

Barbarian-Knight

+50 points

More DX and better defenses (Combat Reflexes) shore up the barbarian’s only real combat flaws.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Born War Leader 2* [10]; Combat Reflexes† [15].

Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ [2]; Connoisseur (Weapons) (A) IQ [2]; Leadership (A) IQ [2]; Strategy (H) IQ-1 [2]; Tactics (H) IQ-1 [2].

* Gives +2 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

Barbarian-Martial Artist

+50 points

The barbarian-martial artist can, with enough points, be *scary*. This lens isn’t great for barbarians seeking an *instant* boost, though.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: *Replace* Brawling (E) DX [1] with Karate (H) DX [4]. ●
Replace Wrestling (A) DX [2] with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Barbarian-Scout

+50 points

The barbarian’s ST projected at range, combined with similar skill sets, makes this perhaps the ideal barbarian lens.

New Advantage: Bardic Magery

11 points/level

Prerequisite: Magery 0.

Bardic Magery works identically to Bardic Talent – adding to both Bard-Song rolls and wizardly spells cast through music – but lets the bard musically cast wizardly spells from *any* college, not merely Communication and Empathy and Mind Control. It appears on the bard-wizard lens (p. 22). The GM may allow non-bards who buy a bard lens and later add a wizard lens to save points by taking only Magery 0 [5] and then converting Bardic Talent [8/level] into Bardic Magery [11/level] at 3 points/level *instead of* buying full Magery [10/level].

New Advantage: Bard-Song Talent

5 points/level

Bard-Song Talent adds to Bard-Song rolls just as Bardic Talent does, but has *no* effect on spells. Those who possess it may buy Bard-Song abilities and bardic skills, but can only learn wizardly spells if they also possess Magery. Bard-Song Talent appears on the wizard-bard lens (p. 36). The GM may allow non-wizards who buy a wizard lens and later add a bard lens to save points by taking Bard-Song Talent [5/level] instead of Bardic Talent 1 [8/level], since their Magery *already* lets them cast wizardly spells.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12], or 12 points in existing skill to get Bow (A) DX+4 [16]. • Fast-Draw (Arrow) (E) DX [1]; Traps (A) IQ-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Barbarian-Swashbuckler

+50 points

Weapon Master means bonus damage per die. The barbarian rolls lots of damage dice. Ouch.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a barbarian Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Barbarian-Thief

+50 points

Focus on smashing doors (Forced Entry) and using a two-handed sword to backstab (Stealth). It's quite effective, actually.

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2]. • Forced Entry (E) DX [1], or 1 point in existing skill to get Forced Entry (E) DX+1 [2]. • Raise Stealth (A) DX [2] to Stealth (A) DX+2 [8].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Barbarian-Wizard

+50 points

If you insist, realize that Resisted spells are *hopeless* at skill 10-11. Learn Might and Vigor.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Disadvantages: Delete Language: Spoken (Native)/Written (None) [-3] from barbarian disadvantage options. If you have this, you must buy it off before picking this lens!

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

BARD

Choice Lenses: Cleric, Druid, Swashbuckler, Thief, Wizard.

Marginal Lenses: Barbarian.

Bard-Barbarian

+50 points

The “bardbarian” is both tougher and more useful outdoors than the average bard, but enjoys few remarkable synergies.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10]. • One of Fit [5], Rapid Healing [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ [1] (includes +2 for bard's Voice); Naturalist (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Bard-Cleric

+50 points

Two spells lists, two powers, *and* bardic skills mean never having to say, “I'm out of options.”

Advantages: Clerical Investiture [5]; Power Investiture 2 [20].
Disadvantages: Honesty (12) [-10] *or* Sense of Duty (Coreligionists) [-10].
Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Hidden Lore (Demons, Spirits, *or* Undead) (A) IQ-1 [1]; Meditation (H) Will-2 [1]; Occultism (A) IQ-1 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].
Special Abilities: 28 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Bard-Druid

+50 points

Bards and druids have a classic fantasy (and real-world) link. And like bard-clerics, bard-druids have options galore.

Advantages: Power Investiture 2 (Druidic) [20].
Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-3 [1]; Hidden Lore (Elementals, Faeries, *or* Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1]. • Four of Animal Handling (any), Disguise (Animals), *or* Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds *or* Bird Calls) (H) IQ [1] (includes +2 for bard's Voice); Pharmacy (Herbal) *or* Veterinary, both (H) IQ-2 [1]; *or* Survival (any) (A) Per-1 [1].
Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Bard-Holy Warrior

+50 points

More combat effectiveness? Great! But playing an instrument whilst smiting demons isn't easy – this combo calls for cunning play.

Attributes: +1 ST [10]; +1 HT [10].
Secondary Characteristics: -0.25 Basic Speed [-5].
Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].
Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], *or* Vow (Own no more than horse can carry) [-10].
Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on primary bard Melee Weapon skill, raising it by +1.
Special Abilities: 26 points total in Holy abilities and/or the skills above.

Bard-Knight

+50 points

High-Charisma bard-knights are perfect for players who enjoy leadership (and Leadership). Don't wade into battle armed with just a lute, though!

Attributes: +1 ST [10]; +1 HT [10].
Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].
Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ [1] (includes +1 for bard's Charisma 1); Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary bard Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Bard-Martial Artist

+50 points

Bardic and chi skills together give impressive long-term flexibility. Short-term, this combo requires skimping, saving, and careful play.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].
Disadvantages: Disciplines of Faith (Chi Rituals) [-10].
Skills: Acrobatics (H) DX-2 [1], *or* 1 point in existing skill to get Acrobatics (H) DX-1 [2]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], *or* Judo (H) DX-1 [2] and Karate (H) DX-2 [1]. • Jumping (E) DX [1].
Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Bard-Scout

+50 points

Bard-scouts often carry a "bow-harp," usable as either a bow *or* a harp on any given turn (*any* bow, CF +5, +1.5 lbs.).

Attributes: +1 DX [20].
Secondary Characteristics: -0.25 Basic Speed [-5].
Advantages: Heroic Archer [20].
Skills: *Either* Bow (A) DX+2 [8], *or* 6 points in existing skill to get Bow (A) DX+2 [8] and 2 points on other skills below. • Camouflage (E) IQ [1]; Cartography (A) IQ-1 [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Observation (A) Per-1 [1], *or* 1 point in existing skill to get Observation (A) Per [2].

Bard-Swashbuckler

+50 points

Better skill, defense (Enhanced Parry), *and* damage (Weapon Master) with the bard's starting weapon make this warrior lens ideal!

Attributes: +1 DX [20].
Secondary Characteristics: -0.25 Basic Speed [-5].
Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].
Skills: Acrobatics (H) DX-2 [1], *or* 1 point in existing skill to get Acrobatics (H) DX-1 [2]. • Spend 8 more points on primary bard sword skill, raising it by +2.

Bard-Thief

+50 points

With the bard's social craft and thief's practical cunning, the bard-thief can rival the plain old thief at skullduggery.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Acrobatics (H) DX-2 [1], or 1 point in existing skill to get Acrobatics (H) DX-1 [2]. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1 [1]. • Raise Stealth (A) DX [2] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Bard-Wizard

+50 points

Bardic Magery (p. 20) boosts the bard's spell options almost tenfold. There's no question that this is his best caster lens.

Secondary Characteristics: +3 FP [9].

Advantages: Magery 0 [5]. • Convert Bardic Talent 2 [16] into Bardic Magery 2 [22].

Skills: Alchemy (VH) IQ-3 [1]; Hidden Lore (Magic Items) (A) IQ-1 [1]; Hidden Lore (Magical Writings) (A) IQ-1 [1]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 25 points total in wizardly spells of *any* kind, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Magery.

CLERIC

Choice Lenses: Bard, Holy Warrior, Knight, Wizard.

Marginal Lenses: Barbarian.

Cleric-Barbarian

+50 points

Physical strength is wonderful – although cleric-druid and cleric-holy warrior better match outdoor and fighting ability to the cleric's *existing* strengths.

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Cleric-Bard

+50 points

The cleric-bard can influence mortals *and* demons and undead. Choirboy jokes notwithstanding, he's the perfect "social engineer."

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5]; Voice‡ [10].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Singing (E) HT [1].

Special Abilities: 20 points total in Bard-Song abilities; bardic skills (p. 18); and/or wizardly spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

‡ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Cleric-Druid

+50 points

Being able to cast *something* almost anywhere is wonderful. Players seeking variety might find a "priest-priest" boring, though.

Advantages: Power Investiture 2 (Druidic)* [20].

Skills: Herb Lore (VH) IQ-2 [2]; Hidden Lore (Elementals, Faeries, or Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Veterinary (H) IQ-2 [1]. • Four of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].

Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).*

* Clerical and druidic Power Investiture, abilities, and spells are *unrelated*. A cleric-druid can cast druidic spells in places with no sanctity, while his clerical spells suffer no penalties in unnatural areas!

Cleric-Holy Warrior

+50 points

Stack combat ability *and* Higher Purpose *and* clerical "buffs" *and* Blessed (Heroic Feats) to whip Evil *real* good. Amen!

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

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Shtick (Foes slain personally can't rise as undead) [1].

Skills: Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary cleric Melee Weapon skill, raising it by +1.

Special Abilities: 5 *more* points in Holy Might abilities.

Cleric-Knight

+50 points

The cleric-knight's Combat Reflexes and High Pain Threshold let him cast while beset or wounded – he's a true combat medic!

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary cleric Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Cleric-Martial Artist

+50 points

Spells, special skills, and powers require long-term focus. Chi Mastery's Enhanced Move – for reaching the wounded – is a good start.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].*

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • Either Judo (H) DX-2 [1] and Karate (H) DX-1 [2], or Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

* If desired, this can double as the disadvantage required for Holy Might (choose another -10 points of cleric or martial-artist disadvantages) – but if the cleric strays, he'll lose access to Chi Mastery and Holy Might!

Cleric-Scout

+50 points

Make one of your spells Spell-Archery (p. 41) and use harmless boffer arrows (\$4, 0.1 lb.) to aid distant allies.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Disadvantages: Replace Vow (No edged weapons) [-10] with Vow (Own no more than horse can carry) [-10], if applicable.

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Cartography (A) IQ-1 [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Cleric-Swashbuckler

+50 points

Weapon Master isn't cheap, so this lens mainly suits clerics who "buff up" and fight. Cleric-knight better serves support clerics.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Disadvantages: Clerics who use swords can't take Vow (No edged weapons) [-10]!

Skills: Either choose a cleric Melee Weapon skill and put 8 more points into it, raising it by +2, or add one of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Evil Clerics

The cleric template assumes a cleric of Good – or at least of Reasonably Nice. There are clerics of Evil, though, and they don't have to be hostile NPCs. To create one as a PC, apply the lens below to the regular "good cleric" template.

Evil Cleric

+0 points

Advantages: All Power Investiture, basic or added, becomes Power Investiture (Unholy). • Swap all points in Holy abilities for the same number of points in Unholy abilities (p. 41). • In advantage options, replace Healer 1 or 2 [10 or 20] with Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7] and Resistant to Poison (+3) [5].

Disadvantages: Replace this entire section with: Social Stigma (Excommunicated)† [-10]. • Another -15 points chosen from among Bad Temper [-10*], Gluttony [-5*], Greed [-15*], Jealousy [-10], Laziness [-10], Lecherousness [-15*], or Selfish [-5*]. • A further -25 points chosen from among the previous traits or Bloodlust [-10*], Callous [-5], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Fanaticism [-15], Intolerance ("Good" religions) or (All other religions) [-5 or -10], Paranoia [-10], Stubbornness [-5], or Weirdness Magnet [-15].

Skills: Replace Esoteric Medicine (Holy) (H) Per [4] with Poisons (H) IQ [4]. • Replace First Aid (E) IQ [1], Diagnosis (H) IQ-2 [1], and Surgery (VH) IQ-2 [2] with Interrogation and Intimidation, both (A) IQ [2].

Spells: All spell choices must come from *Evil Clerical Spells* (p. 24).

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

† Helpful spells (such as healing) cast by good clerics work at -3 on you. Harmful ones aren't affected!

Evil Clerics in Other Careers

After applying this lens to the standard "good cleric" template, you can add any lens meant for clerics – except cleric-holy warrior – to become an evil cleric-knight, evil cleric-thief, etc. You can create an evil cleric-unholy warrior by taking the cleric-holy warrior lens, replacing its Higher Purpose and Shtick as indicated for the unholy warrior (p. 27), and turning extra Holy Might into Unholy Might.

Is Evil Cleric Right for You?

Anyone but a good cleric or a holy warrior can join the priesthood of Evil. Use your template's cleric lens, but make all the changes noted on the evil cleric lens above. In particular, replace its required disadvantage with Social Stigma (Excommunicated); learn Poisons instead of Esoteric Medicine; and distribute points in First Aid, Diagnosis, and/or Surgery between Interrogation and Intimidation as desired.

Evil Clerical Spells

Evil clerics (p. 23) use this spell list *instead* of that of good clerics:

PI 1: Armor, Aura, Coolness, Darkness, Death Vision, Debility, Decay, Detect Magic, Detect Poison, Fear, Final Rest, Frailty, Itch, Night Vision, Recover Energy, Sense Life, Sense Spirit, Shield, Silence, Stench, Thunderclap, and Watchdog.

PI 2: Blackout, Blight, Clumsiness, Command, Compel Lie, Compel Truth, Control Zombie, Dark Vision, Foul Water, Gloom, Great Voice, Pain, Panic, Persuasion, Poison Food, Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Pain, Resist Poison, Resist Pressure, Seeker, Shape Darkness, Steal Energy, Strike Blind, Strike Deaf, Strike Dumb, Summon Spirit, Terror, Truthsayer, Turn Spirit, Turn Zombie, Vexation, and Weaken Blood.

PI 3: Affect Spirits, Astral Vision, Body of Shadow, Command Spirit, Destroy Air, Destroy Water, Dispel Possession, Foolishness, Hunger, Icy Weapon, Madness, Magic Resistance, Nightmare, Oath, Paralyze Limb, Pestilence, Repel Spirits, See Secrets, Sensitize, Silver Tongue, Slow Healing, Steal Vitality, Strengthen Will, Suspended Animation, Thirst, Water to Wine, Weaken Will, Wither Plant, and Zombie.

PI 4: Agonize, Astral Block, Banish, Curse, Deathtouch, Dehydrate, Dispel Magic, Divination, Flesh to Stone, Fool's Banquet, Frostbite, Gift of Letters, Gift of Tongues, Mindlessness, Ruin, Stop Healing, Suspend Curse, Total Paralysis, and Vigil.

PI 5: Earthquake, Entrap Spirit, Mass Zombie, Pentagram, Remove Curse, Rotting Death, Storm, and Suspend Mana.

PI 6: Bind Spirit, Drain Mana, Possession, and Summon Demon.

Cleric-Thief

+50 points

Thieving skills let you acquire loot found using Seeker, See Secrets, and divine guidance (for charity, of course).

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: *Either* Stealth (A) DX+1 [4], *or* 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below.

- Climbing (A) DX-1 [1], *or* 1 point in existing skill to get Climbing (A) DX [2].
- Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1 [1].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Cleric-Wizard

+50 points

Access to clerical *and* wizardly spells makes this lens *powerful*. Clerical spells don't count as prerequisites for wizardly ones, though.

Secondary Characteristics: +1 FP [3].

Advantages: Magery 2 [25].*

Skills: Alchemy (VH) IQ-3 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 20 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

DRUID

Choice Lenses: Barbarian, Scout, Wizard.

Marginal Lenses: Martial Artist.

Druid-Barbarian

+50 points

Druids have key barbarian skills, plus Shapeshifting spells for forms with great ST. This makes druid-barbarians ("barbearians") quite viable.

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10]. ●

One of Fit [5], Rapid Healing [5], Resistant to Poison (+3) [5], *or* Striking ST 1 [5].

Skills: Fishing (E) Per [1]; Navigation (Land) (A) IQ-1 [1]; Running (A) HT-1 [1]; Swimming (E) HT [1]; Tracking (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Druid-Bard

+50 points

The druid-bard can influence man *and* beast – a potent combination. Just remember that demons and undead aren't men *or* beasts!

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5]; Voice‡ [10].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 19 points total in Bard-Song abilities; bardic skills (p. 18); and/or wizardly spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

‡ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Druid-Cleric

+50 points

As with the cleric-druid, this choice offers a meaty spell list and safety in redundancy.

Advantages: Clerical Investment [5]; Power Investiture 2* [20].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], *or* Vow (No edged weapons) [-10].

Skills: Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Occultism (A) IQ-1 [1]; Public Speaking (A) IQ-1 [1]; Surgery (VH) IQ-3 [1].

Special Abilities: 30 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.*

* See *Cleric-Druid* (p. 22) for important notes on interactions between druidic and clerical capabilities.

Druid-Holy Warrior

+50 points

Holy warrior abilities accompany you when using Beast Possession, Shapeshifting, etc. You *can* possess weasels and gnaw demons to death.

Attributes: +1 ST [10].

Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1]. • *One* of Holiness 2 [5], Rapid Healing [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on primary druid Melee Weapon skill, raising it by +1.

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Druid-Knight

+50 points

Battlefield-altering magic plus high IQ for Strategy and Tactics can yield an interesting "druid-general" suitable for epic wilderness adventure.

Attributes: +1 ST [10].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10]. • *One* of Fit [5], Rapid Healing [5], or Striking ST 1 [5].

Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 more points on primary druid Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Druid-Martial Artist

+50 points

Shapeshifting spells alongside Chi Mastery abilities can be potent. The combo is marginal because it costs *lots* of points.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], *or* Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Druid-Scout

+50 points

An archer who knows spells like Hawk Vision and Conceal is *scary*. This is the druid-warrior's lens of choice.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Cartography (A) IQ-1 [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Shadowing (A) IQ-1 [1]; Tracking (A) Per-1 [1]; Traps (A) IQ-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Druid-Swashbuckler

+50 points

This lens is marginal only because secretive nature priests rarely become flamboyant barflies. Nothing says *you* can't do it!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a druid Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Druid-Thief

+50 points

Druidic magic greatly assists outdoor thievery, while thieving skills are a valuable fallback in town or underground, where druidic powers falter – a neat balance.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Holdout (A) IQ-1 [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Shadowing (A) IQ-1 [1]; Traps (A) IQ-1 [1]. • Raise Stealth (A) DX [2] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Druid-Wizard

+50 points

An excellent and potent caster combination! Druidic spells, like clerical ones, don't count as prerequisites for wizardly spells.

Secondary Characteristics: +1 FP [3].

Advantages: Magery 2 [25].*

Skills: Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 20 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

HOLY WARRIOR

Choice Lenses: Barbarian, Cleric, Knight, Scout, Swashbuckler.

Marginal Lenses: Druid.

Holy Warrior-Barbarian

+50 points

Outdoor skills to track down Evil where it lives, and more ST to smite it, make this a natural combination.

Attributes: +2 ST [20].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: *Ten* of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Holy Warrior-Bard

+50 points

The holy warrior-bard casts using Singing (instruments are awkward in melee!) and inspires courage with such spells as Bravery.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ-1 [2]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 13 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and

Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Holy Warrior-Cleric

+50 points

This is the holy warrior's best caster lens, beefing up his existing abilities and adding spells to his armory.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]. • Upgrade Holiness 2 [10] to Power Investiture 2 [20].

Special Abilities: 20 points total in *more* Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Holy Warrior-Druid

+50 points

This combination is logical – Nature can be a powerful ally against the unnatural. It's marginal only because druidic capabilities aren't *optimized* for fighting Evil.

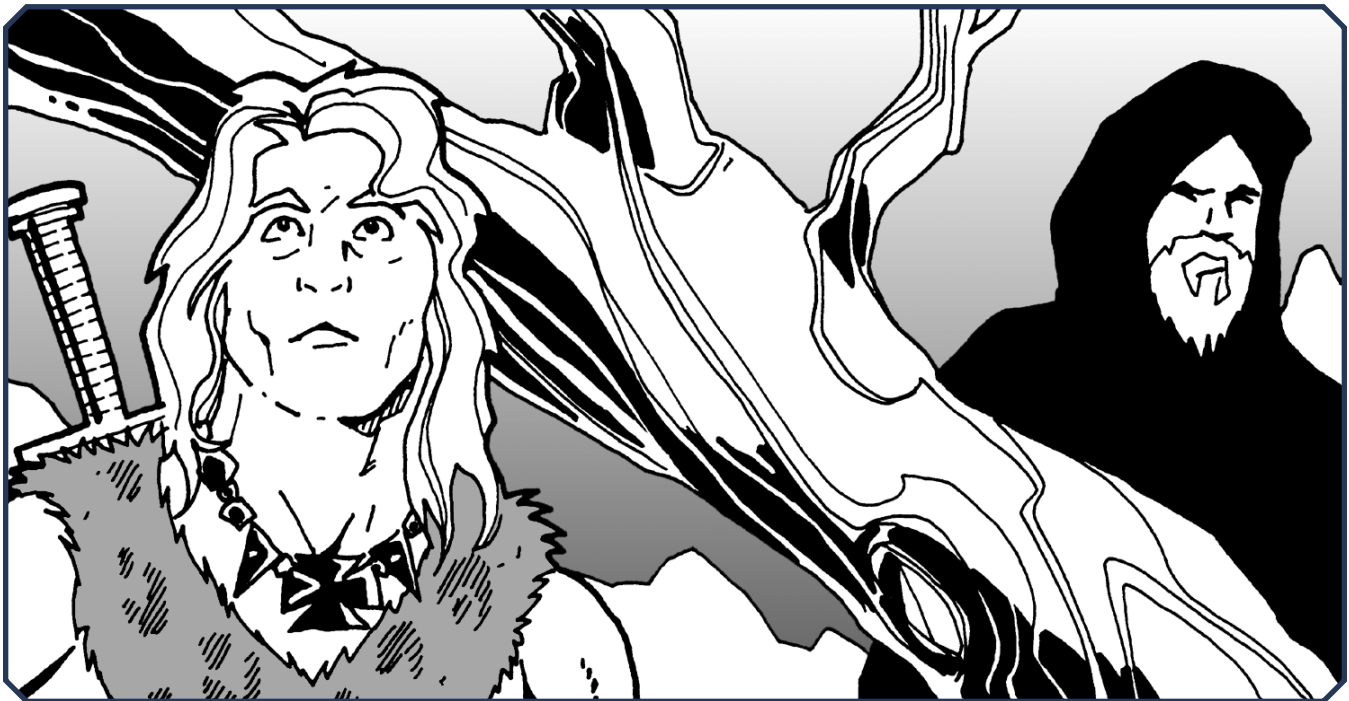
Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Herb Lore (VH) IQ-3 [1]; Hidden Lore (Elementals, Faeries, or Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Survival (any) (A) Per-1 [1].

Special Abilities: 10 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).



Holy Warrior-Knight

+50 points

There's little difference between this lens and a holy warrior who sticks to his role. "Holy knight" *sounds* cool, though.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ-1 [1]; Connoisseur (Weapons) (A) IQ-1 [1]. • Spend 8 points *total* on Axe/Mace, Bow, Boxing, Broadsword, Polearm, Shortsword, Spear, Sumo Wrestling, or Two-Handed Sword, all (A) DX-1 [1], DX [2], DX+1 [4], or DX+2 [8], and/or combat skills *already* known at the 4-point level or higher, where 4 points give +1 and 8 points give +2.

* Gives +1 to Fast-Draw.

Holy Warrior-Martial Artist

+50 points

Abilities that benefit from the holy warrior's Will and IQ make this mix viable. Simply read "chi" as "religious zeal."

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].*

Skills: Acrobatics (H) DX-1 [2]; Jumping (E) DX [1]. • *Replace* Brawling (E) DX+1 [2] with Karate (H) DX [4]. • *Replace* Wrestling (A) DX+1 [4] with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

* See *Cleric-Martial Artist* (p. 23) for important notes on disadvantages.

Holy Warrior-Scout

+50 points

Demons may fly – but a holy warrior's Higher Purpose and Shtick work just fine with a bow. A popular lens!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Holy Warrior-Swashbuckler

+50 points

The Higher Purpose bonus stacks with bonuses for Enhanced Parry and Weapon Master, making the holy warrior-swashbuckler Evil's deadliest foe.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a holy warrior Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Unholy Warriors

The standard holy warrior template can be perverted to serve Evil, yielding a blackguard known as the *unholy* warrior. To take up arms for Evil, apply the lens below to the holy warrior template.

Unholy Warrior

+0 points

Advantages: Replace Higher Purpose (Slay Demons *or* Slay Undead) [5] with Higher Purpose (Slay Servitors of Good)† [5]. • All Holiness, basic or added, becomes Unholiness. • Change Shtick (Foes slain personally can't rise as undead) [1] to Legionary of the Damned‡ [1]. • Swap all points in Holy abilities for the same number of points in Unholy abilities (p. 41). • In advantage options, *replace* Higher Purpose (different from first) [5] with Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7].

Disadvantages: Replace this entire section with: Social Stigma (Excommunicated)§ [-10]. • Another -15 points chosen from among Bad Temper [-10*], Gluttony [-5*], Greed [-15*], Jealousy [-10], Laziness [-10], Lecherousness [-15*], or Selfish [-5*]. • A further -15 points chosen from among the previous traits or Bloodlust [-10*], Bully [-10*], Callous [-5], Code of Honor (Pirate's) [-5], Compulsive Lying [-15*], Fanaticism [-15], Intolerance ("Good" religions) or (All other religions) [-5 or -10], Overconfidence [-5*], or Stubbornness [-5].

Skills: Unholy warriors prefer Physiology and Psychology skills for *good* creatures or humans (torture and manipulation). • Replace Esoteric Medicine (Holy) (H) Per-2 [1] with Poisons (H) IQ-2 [1].

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

† Gives +1 to attack, damage, defense, and resistance rolls vs. angels and celestials, artifacts of Good, and good clerics and holy warriors.

‡ *Legionary of the Damned:* You can safely wield artifacts cursed by evil gods (but *not* by wizards!).

§ See note under *Evil Clerics* (p. 23).

New Horizons for Unholy Warriors

After adding this lens to the holy warrior template, you can apply any lens meant for holy warriors – *except* holy warrior-cleric – and become an unholy warrior-wizard or whatever. To create an unholy warrior-evil cleric, simply buy the holy warrior-cleric lens and interpret everything Holy as Unholy.

The Legions of Evil Want YOU!

Anyone but a holy warrior or a good cleric can take up the sword of Evil. Start with your template's holy warrior lens, but make *all* the changes noted above for the unholy warrior. In particular, replace its required disadvantage with Social Stigma (Excommunicated) and swap Esoteric Medicine for Poisons.

Holy Warrior-Thief

+50 points

Holy warriors *are* too honorable to steal. Nasty surprises (Traps) and backstabs (Stealth) are valid tactics against Evil, though. Really!

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Per [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5].

Skills: *Either* Stealth (A) DX+2 [8], or 7 points in existing skill to get Stealth (A) DX+2 [8] and 1 point on other skills below. ● Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. ● Escape (H) DX-2 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Shadowing (A) IQ-1 [1]; Traps (A) IQ [2].

* Gives +3 to Climbing and Escape.

Holy Warrior-Wizard

+50 points

Most holy warriors would fireball Evil with zeal! This lens uses the points that other warrior-caster lenses invest in IQ to offer enough spells that Banish and Remove Curse are attainable.

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ [2]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 20 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

KNIGHT

Choice Lenses: Barbarian, Holy Warrior, Scout, Washbuckler.

Marginal Lenses: Bard, Cleric, Druid, Wizard.

Knight-Barbarian

+50 points

The knight-barbarian is superior to the pure barbarian for players seeking an outdoorsman-warrior with a more even ST-skill balance.

Attributes: +2 ST [20].

Secondary Characteristics: +1 Per [5].

Advantages: Outdoorsman 2* [20].

Skills: *Five* of Camouflage (E) IQ [1]; Navigation (Land) (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +2 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Knight-Bard

+50 points

Being an *effective* bard with a knight's IQ means emphasizing Singing and casting "buffs" like Hide Thoughts and Rear Vision.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT [1].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Knight-Cleric

+50 points

The knight's best caster lens, if he focuses on Might, various Resist spells, etc., and doesn't risk skill 10-11 healing.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investiture [5]; Power Investiture 2 [20].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-1 [2]; Exorcism (H) Will-1 [2]; Meditation (H) Will-1 [2]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

Special Abilities: 10 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Knight-Druid

+50 points

A lance-wielding knight will find druidic spells valuable for controlling his mount outdoors. Otherwise, this is a niche lens.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Esoteric Medicine (Druidic) (H) Per-1 [2]; Herb Lore (VH) IQ-2 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Survival (any) (A) Per-1 [1]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 10 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Knight-Holy Warrior

+50 points

Many holy warriors are ex-knights who hacked their way to divine favor by killing Evil monsters. They aren't *all* do-gooders.

Attributes: +1 IQ [20].

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

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or the skills above.

Knight-Martial Artist

+50 points

An effective mix *if* you favor skills useful when armed (e.g., Power Blow) over exclusively unarmed ones (e.g., Push).

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Acrobatics (H) DX-2 [1]. • *Replace* Boxing (A) DX [2] or Brawling (E) DX+1 [2] with Karate (H) DX [4]. • *Replace* Sumo Wrestling or Wrestling, both (A) DX [2], with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Knight-Scout

+50 points

Adding the scout's prowess at archery to the knight's melee ability gives what's arguably the most well-rounded warrior combo.

Secondary Characteristics: +2 Per [10].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12], or 12 points in existing skill to get Bow (A) DX+4 [16]. • Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX+1 [1] (includes +1 for knight's Combat Reflexes); Navigation (Land) (A) IQ [2]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Knight-Swashbuckler

+50 points

The knight-swashbuckler is the apex heavy melee fighter. He's viable in a 250-point game and could *start* with skill 23!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a knight Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-2 [1]; Jumping (E) DX [1].

Knight-Thief

+50 points

Kills monsters? Check. Takes stuff? Check. This is an *extreme*-ly versatile combo in the typical dungeon campaign.

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: *Either* Stealth (A) DX [2], or 1 point in existing skill to get Stealth (A) DX [2] and 1 point on other skills below. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2]. • Forced Entry (E) DX [1], or 1 point in existing skill to get Forced Entry (E) DX+1 [2].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Knight-Wizard

+50 points

Resisted and long-range castings *aren't* effective at skill 10-11. Spells like Flaming Armor and Flaming Weapon pay off better.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

MARTIAL ARTIST

Choice Lenses: Holy Warrior, Knight, Scout, Swashbuckler, Thief.

Marginal Lenses: Bard, Cleric, Druid, Wizard.

Martial Artist-Barbarian

+50 points

Pure martial artists can get High Pain Threshold and more ST anyway. This lens suits those embarking on wilderness adventures.

Attributes: +2 ST [20].

Secondary Characteristics: +1 Per [5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: *Five* of Camouflage (E) IQ [1]; Navigation (Land) (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Martial Artist-Bard

+50 points

Chi and bardic abilities offer *many* options. Of course, you'll need *many* points to be good at it all.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT+1 [2].

Special Abilities: 14 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Martial Artist-Cleric

+50 points

This mix pays off best with long-term dedication. Still, clerical “buffs” – especially Armor and Might – are effective right away.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10].*

Skills: Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].



Special Abilities: 15 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

* If desired, Disciplines of Faith (Chi Rituals) *can* serve as the disadvantage required for Holy Might (pick another -10 points of cleric or martial-artist disadvantages). Failure to observe it costs the martial artist-cleric access to Chi Mastery *and* Holy Might!

Martial Artist-Druid

+50 points

Partial Shapeshifting (Tiger Paws) with Karate is just plain cool. The necessary Power Investiture 5 is just plain *expensive*, and must wait until later.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Herb Lore (VH) IQ-2 [2]; Naturalist (H) IQ-1 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Survival (any) (A) Per-1 [1]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 10 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Martial Artist-Holy Warrior

+50 points

Learning Physiology for monsters and using Pressure Points to paralyze them is *potent* – especially against foes your Higher Purpose covers.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].*

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ [4]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-1 [2].

Special Abilities: 24 points total in Holy abilities and/or the skills above.

* See *Martial Artist-Cleric* (left) for important notes on disadvantages.

Martial Artist-Knight

+50 points

This lens' appeal is heavy swung weapon skills to use with Power Blow. Effective ST 24 + halberd = carnage.

Attributes: +1 ST [10].

Advantages: Born War Leader 1* [5]; Combat Reflexes† [15]; High Pain Threshold [10].

Skills: Armoury (Melee Weapons) (A) IQ [2]; Connoisseur (Weapons) (A) IQ [2]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]. • Spend 4 points to learn *one* of Axe/Mace, Bow, Broadsword, Polearm, Spear, or Two-Handed Sword, all (A) DX+1 [4], or to add +1 to a known melee skill.

* Gives +1 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

Martial Artist-Scout

+50 points

Impressive archery skills plus Chi Mastery's Enhanced Move and Perfect Balance turn *any* martial artist into the classic “elven archer.”

Secondary Characteristics: +2 Per [10].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ+1 [2]; Fast-Draw (Arrow) (E) DX [1]; Shadowing (A) IQ [2]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]; Zen Archery (VH) IQ+1 [4] (includes +2 for martial artist's Chi Talent 2). ● Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

Martial Artist-Swashbuckler

+50 points

Having Weapon Master *and* Trained by a Master enables a new option: you can learn variants of “unarmed” chi skills that work with individual weapon skills; e.g., Breaking Blow (Rapier). Clear these with the GM!

Advantages: Combat Reflexes* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a martial artist Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Broadsword, Rapier, or Saber, all (A) DX+2 [8]. ● Fast-Draw (any) (E) DX [1].

* Gives +1 to Fast-Draw.

Martial Artist-Thief

+50 points

Thieves' skills are effective for the high-DX martial artist *and* increase his noncombat contributions. Yes, this is a ninja.

Attributes: +1 IQ [20].

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

Advantages: Flexibility* [5]; Perfect Balance (Chi, -10%)† [14].
Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. ● Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]; Traps (A) IQ [2]. ● Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Acrobatics and Climbing. Martial artists acquire this as a Chi ability. Those who already have it should add 14 points of *other* Chi abilities and skills useful for thievery; e.g., the Catfall advantage and the Light Walk skill.

Martial Artist-Wizard

+50 points

Mastering martial arts and sorcery is *tough*, but Deathtouch-charged Karate punches and Iron Arm parries might just be worth it.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

SCOUT

Choice Lenses: Barbarian, Holy Warrior, Knight, Martial Artist, Swashbuckler, Thief.

Marginal Lenses: Wizard.

Scout-Barbarian

+50 points

Scouts have most of these options on their template. This lens is purely a quick, ST-oriented “level up” package.

Attributes: +3 ST [30]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10].

Skills: *Five* of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Naturalist (H) IQ* [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per+2* [1].

* Includes +2 for scout's Outdoorsman 2.

Scout-Bard

+50 points

An archer, being out of melee, can sing and strum unmolested. He may want a bow-harp; see *Bard-Scout* (p. 21).

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+1 [2].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Scout-Cleric

+50 points

Any party could use a back-ranker who heals *and* shoots. Thus, this lens is ideal for fans of support roles.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: Honesty (12) [-10] *or* Sense of Duty (Coreligionists) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].

Special Abilities: 15 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Scout-Druid

+50 points

Outdoors, a tracker who can't be tracked (Hide Path, Light Tread, No-Smell, etc.) is *potent*. The scout's best caster lens!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-2 [2]; Naturalist (H) IQ [1] (includes +2 for scout's Outdoorsman 2); Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1].

Special Abilities: 14 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Scout-Holy Warrior

+50 points

(1) Buy True Faith. (2) Wade into undead horde. (3) Turn undead. (4) Shoot undead in back. *Fire* arrows work best.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: *One of Honesty* (12) [-10], *Sense of Duty* (Good entities) [-10], or *Vow* (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ-1 [2]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1].

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Scout-Knight

+50 points

Like scout-barbarian, this is fundamentally a quick "level up" package. It emphasizes leadership and melee capabilities.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Born War Leader 2* [10]; Combat Reflexes† [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. ● *One of* Brawling (E) DX [1], Wrestling (A) DX-1 [1], or 1 point to raise one of these by +1 if already known. ● Spend 4 more points on primary scout Melee Weapon skill, raising it by +1.

* Gives +2 to Leadership, Strategy, and Tactics.

† Gives +1 to Fast-Draw.

Scout-Martial Artist

+50 points

Take note: Zen Archery for long shots, Power Blow for use with Heroic Archer's "instant shots" (and a high-ST bow).

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Acrobatics (H) DX-2 [1]; Meditation (H) Will-2 [1]. ● Judo (H) DX-2 [1], or replace existing Wrestling (A) DX-1 [1] with Judo (H) DX-1 [2]. ● Jumping (E) DX [1], or 1 point in existing skill to get Jumping (E) DX+1 [2]. ● Karate (H) DX-2 [1], or replace existing Brawling (E) DX [1] with Karate (H) DX-1 [2].

Special Abilities: Zen Archery (VH) IQ-1 [2]. ● 8 points total in Chi abilities and/or more chi skills (p. 18). Chi skills get +1 for Chi Talent; Zen Archery *already* includes this.

Scout-Swashbuckler

+50 points

This is the ultimate in DX-based ranged *and* melee dominance (but the swashbuckler-scout disagrees). Select a one-handed scout weapon for fast bow-to-blade transitions.

Advantages: Combat Reflexes* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a scout Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, or Smallsword, all (A) DX+2 [8]. ● *Either* Acrobatics (H) DX-2 [1] and Jumping (E) DX [1], *or* Acrobatics (H) DX-1 [2] if Jumping is already known.

* Gives +1 to Fast-Draw.

Scout-Thief

+50 points

The scout-thief is a well-rounded indoor/outdoor information-gatherer with a deadly combat bite, *very* useful for smaller adventuring parties.

Attributes: +1 DX [20]; +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -0.25 Basic Speed [-5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: Acrobatics (H) DX-2 [1]; Escape (H) DX-2 [1]; Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ [2]; Pickpocket (H) DX-2 [1]. ● Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Scout-Wizard

+50 points

Scout-wizards have enough IQ to be (barely) viable. Spell-Archery (p. 41) is desirable, but means saving up for Magery 3.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 11 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

SWASHBUCKLER

Choice Lenses: Holy Warrior, Knight, Martial Artist, Scout, Thief.

Marginal Lenses: Cleric, Druid, Wizard.

Swashbuckler-Barbarian

+50 points

High Pain Threshold *is* nice. Get it here if you foresee wilderness treks, or from swashbuckler-knight if you're the tactician type.

Attributes: +2 ST [20].

Secondary Characteristics: +1 Per [5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10].

Skills: Five of Camouflage (E) IQ [1]; Navigation (Land) (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Swashbuckler-Bard

+50 points

A fitting mix, but low-IQ casters are tricky to play. Focus on Bard-Song, *or* bardic skills, *or* one college of magic.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Bardic Talent 1 [8]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ [4]; Public Speaking (A) IQ [2]; Singing (E) HT [1].

Special Abilities: 15 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ-1 [1] or (VH) IQ-2 [1] with the +1 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Swashbuckler-Cleric

+50 points

The appeal of any warrior-cleric is being able to "buff up" before the fight. This one is no exception.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: Honesty (12) [-10] *or* Sense of Duty (Coreligionists) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-1 [2]; Exorcism (H) Will-1 [2]; Meditation (H) Will-1 [2]; Religious Ritual (H) IQ-1 [2]; Theology (H) IQ-1 [2].

Special Abilities: 10 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Swashbuckler-Druid

+50 points

A swashbuckler has to be clever (both PC *and* player) to make this combination work. Take that as a warning – or a challenge!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-1 [2]; Herb Lore (VH) IQ-2 [2]; Religious Ritual (Druidic) (H) IQ-1 [2]; Survival (any) (A) Per-1 [1]; Theology (Druidic) (H) IQ-1 [2].

Special Abilities: 11 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Swashbuckler-Holy Warrior

+50 points

The swashbuckler's effortless Rapid Strikes double the oomph of many holy gifts. Tip: *cutting* blades, not impaling-ones, vs. undead.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Per [-5].

Advantages: Higher Purpose (Slay Demons *or* Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons *or* Undead) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Physiology (monster type) (H) IQ-1 [2]; Psychology (same monster type) (H) IQ-2 [1]; Strategy (H) IQ-1 [2]; Tactics (H) IQ-1 [2].

Special Abilities: 24 points total in Holy abilities and/or the skills above.



Swashbuckler-Knight

+50 points

This lens – yet another quick “level up” for fighters who want to stay fighters – adds military skills to the civilian swordsman.

Attributes: +1 ST [10].

Advantages: Born War Leader 2* [10]; High Pain Threshold [10]. • One of Enhanced Block 1 [5], Fit [5], Rapid Healing [5], or Striking ST 1 [5].

Skills: Armoury (Melee Weapons) (A) IQ+1 [4]; Connoisseur (Weapons) (A) IQ+1 [4]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 points to learn one of Axe/Mace, Bow, Polearm, Spear, or Two-Handed Sword, all (A) DX+1 [4], or on primary swashbuckler Melee Weapon skill, raising it by +1.

* Gives +2 to Leadership, Strategy, and Tactics.

Swashbuckler-Martial Artist

+50 points

Weapon Master’s damage bonus is per die. With 4d swing damage from Power Blow, that’s +8! Swashbuckler-martial artists can learn variant chi skills for weapons, as noted for the martial artist-swashbuckler (p. 31).

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Replace Boxing (A) DX [2] or Brawling (E) DX+1 [2] with Karate (H) DX [4]. • Replace Wrestling (A) DX [2], with Judo (H) DX [4].

Special Abilities: 11 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Swashbuckler-Scout

+50 points

This is the ultimate in DX-based melee *and* ranged dominance (although the scout-swashbuckler disagrees).

Secondary Characteristics: +2 Per [10].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX+1 [1] (includes +1 for swashbuckler’s Combat Reflexes); Navigation (Land) (A) IQ [2]; Observation (A) Per-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].

Swashbuckler-Thief

+50 points

The swashbuckler-thief is proof that idle hands are the devil’s workshop: when not fighting, he’s applying his impressive DX to crime.

Attributes: +1 IQ [20].

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

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5]. • One of +1 Per [5], +1 Basic Move [5], Ambidexterity [5], or High Manual Dexterity 2† [5].

Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E)

DX [1]; Lockpicking (A) IQ+1 [4]; Pickpocket (H) DX-2 [1]; Traps (A) IQ+1 [4]. • Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand. Bonus becomes +2 with High Manual Dexterity 2.

Swashbuckler-Wizard

+50 points

No doubt combat magic would aid a warrior better, but illusions somehow seem more fitting for *this* flamboyant dabbler!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.



THIEF

Choice Lenses: Bard, Martial Artist, Scout, Swashbuckler, Wizard.

Marginal Lenses: Barbarian.

Thief-Barbarian

+50 points

Urban thieves and primitive tribesmen are near-opposites. Still, this lens *might* suit a thief back from the gulag.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10]. • One of Absolute Direction [5], Fit [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1];

Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Thief-Bard

+50 points

Many dungeon-raiding bards were once common rogues – a viable career path for gamers reluctant to play bards as starting PCs.

Advantages: Bardic Talent 2 [16]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ-1 [2]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+2 [4].

Special Abilities: 17 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Thief-Cleric

+50 points

A thief's IQ makes *any* caster lens viable, although this one has a moral incongruity that won't appeal to everyone.

Secondary Characteristics: +1 Will [5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: Sense of Duty (Coreligionists) [-10] or Vow (No edged weapons) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Thief-Druid

+50 points

Magically training animals to steal is just *fun*. You can do other things, but that's the *cool* part.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-3 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1].

Special Abilities: 25 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Thief-Holy Warrior

+50 points

Cunning holy warriors are a fun change from sword-swingers. Higher Purpose aids Stealth, Traps, etc., when trapping and backstabbing Evil.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: Sense of Duty (Good entities) [-10] or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • *Either* spend 3 more points on each of *two* thief combat skills known at the 1-point level, or add all 6 points to *one* combat skill that's at the 2-point level, to raise the relevant skill(s) by +2.

Special Abilities: 24 points total in Holy abilities and/or the skills above.

Thief-Knight

+50 points

Any thief could benefit from more combat ability. This is the best warrior lens for *thuggish* thieves.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: *Four* of Armoury (Melee Weapons), Connoisseur (Weapons), or Leadership, all (A) IQ-1 [1]; or Strategy or Tactics, both (H) IQ-2 [1]. • *Either* spend 3 more points on each of *two* thief combat skills known at the 1-point level, or add all 6 points to *one* combat skill that's at the 2-point level, to raise the relevant skill(s) by +2.

* Gives +1 to Fast-Draw.

Thief-Martial Artist

+50 points

Many chi skills would aid a thief – *especially* Light Walk! Also, you're a ninja. How cool is that?

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Judo (H) DX-1 [2]; Jumping (E) DX [1]. • *Replace* Brawling (E) DX [1] with Karate (H) DX-1 [2].

Special Abilities: 11 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent. Immovable Stance gets +4 for the thief's Perfect Balance!

Thief-Scout

+50 points

Thieves who prefer to avoid melee (even from behind) often take up archery. The backstabbing rules *do* work with bowshots.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20]; Outdoorsman 1* [10].

Skills: *Either* Bow (A) DX+2 [8], or 7 points in existing skill to get Bow (A) DX+2 [8] and 1 point on other skills below.
• Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1];

Tracking (A) Per-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Thief-Swashbuckler

+50 points

This archetype is *widespread* in dungeon fantasy – arguably more so than the straight-up thief. Weapon Master's damage bonuses certainly help.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

Skills: Jumping (E) DX [1]. • *Either* 3 more points on a thief sword skill at the 1-point level, raising it by +2; *or* 2 points on sword skill at the 2-point level, raising it by +1, and *one* of Shield (Buckler) (E) DX [1], or Cloak or Main-Gauche, both (A) DX-1 [1].

* Gives +1 to Fast-Draw.

Thief-Wizard

+50 points

The thief's best caster lens! A few Movement spells alongside built-in magical loot detection give a massive boost.

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-3 [1]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 22 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

WIZARD

Choice Lenses: Bard, Cleric, Druid, Thief.

Marginal Lenses: Barbarian, Martial Artist.

Wizard-Barbarian

+50 points

This lens suits wilderness campaigns where *everybody* needs outdoor skills. In town or underground, other wizard-warrior combos are preferable.

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

Secondary Characteristics: +1 Per [5]; -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10].

Skills: *Ten* of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

Wizard-Bard

+50 points

The wizard's gifts make him an excellent bard – and Bard-Song adds abilities that work when he's out of energy.

Advantages: Bard-Song Talent 2* [10]; Charisma 1† [5]; Musical Ability 1‡ [5]; Voice§ [10].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 17 points total in Bard-Song abilities and/or bardic skills (p. 18).*

* Wizard-bards learn and cast spells as *wizards*. They add Magery to spells and need not play music to cast. They must still play to use Bard-Song abilities; add Bard-Song Talent (p. 20) to *those* rolls.

† Gives +1 to Leadership, Panhandling, and Public Speaking.

‡ Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

§ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Wizard-Cleric

+50 points

Dual spell lists and partial independence from mana are very tempting. Eventually, most wizards end up worshipping *something*.

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10]. • Wizards with Social Stigma (Excommunicated) [-10] must *either* buy this off *or* keep it, become wizard-evil clerics, and pick a -10-point evil-cleric disadvantage instead of one of the previous three (see *Evil Clerics*, p. 23).

Skills: Diagnosis (H) IQ-2 [1]; Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Surgery (VH) IQ-3 [1]; Theology (H) IQ-2 [1].

Special Abilities: 29 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Wizard-Druid

+50 points

Huzzah for two spells lists! Being excommunicated is irrelevant provided that you respect Nature. *Zombie* pets *would* be pushing it.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Hidden Lore (Elementals, Faeries, *or* Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1]; Veterinary (H) IQ-2 [1]. • *Three* of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].

Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Wizard-Holy Warrior

+50 points

Higher Purpose gives +1 to spells cast against applicable foes, making this combo popular with wizards who oppose Evil.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: One of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10]. • Wizards with Social Stigma (Excommunicated) [-10] must *either* buy this off *or* keep it, become wizard-unholy warriors, and pick a -10-point unholy-warrior disadvantage instead of one of the previous three (see *Unholy Warriors*, p. 27).



Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • Spend 4 more points on primary wizard Melee Weapon skill, raising it by +1.

Special Abilities: 26 points total in Holy abilities and/or the skills above.

Wizard-Knight

+50 points

This is the best option for wizard-warriors who wish to emphasize physical power and toughness.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor or Melee Weapons) (A) IQ-1 [1]; Brawling (E) DX [1]; Connoisseur (Weapons) (A) IQ-1 [1]; Leadership (A) IQ-1 [1]; Tactics (H) IQ-2 [1]. • Strategy (H) IQ-2 [1], or 1 point in existing skill to get Strategy (H) IQ-1 [2]. • Spend 4 more points on primary wizard Melee Weapon skill, raising it by +1.

* Gives +1 to Fast-Draw.

Wizard-Martial Artist

+50 points

Wizard-martial artist is an arduous path. Such adventurers are better than pure martial artists at more cerebral chi skills, however.

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Acrobatics (H) DX-2 [1]; Jumping (E) DX [1]. • *Either* Judo (H) DX-2 [1] and Karate (H) DX-1 [2], *or* Judo (H) DX-1 [2] and Karate (H) DX-2 [1].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Wizard-Scout

+50 points

This is the option of choice for wizard-warriors who prefer ranged combat. Spell-Archery (p. 41) is a must!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Observation (A) Per-1 [1]; Shadowing (A) IQ-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Wizard-Swashbuckler

+50 points

Acrobatics, Enhanced Parry, and higher DX and skill let the wizard-swashbuckler *defend* well, addressing the melee mage's biggest weakness.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a wizard Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Broadsword, Rapier, Saber, or Shortsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Wizard-Thief

+50 points

Spells like Invisibility and Mage-Stealth so effectively compensate for physical shortcomings that the wizard-thief is the mundane thief's biggest rival.

Attributes: +2 DX [40].

Secondary Characteristics: -0.50 Basic Speed [-10].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5].

Skills: *Either* Stealth (A) DX+1 [4], *or* 3 points in existing skill to get Stealth (A) DX+1 [4] and 1 point on other skills below. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ-1 [1]; Pickpocket (H) DX-2 [1]; Traps (A) IQ-1 [1].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

CHAPTER THREE

POWER-UPS

Delvers who *start* in a profession – not those who merely get a lens for it – can buy certain “high-level” options in play, as if those abilities were on their original character template. Below are suggestions compatible with *Dungeon Fantasy: Adventurers*. The GM is encouraged to add others!

Barbarian Power-Ups

Barbarians may exceed normal ST limits, going up to ST 25 (*before* racial modifiers), and buy HP up to $1.5 \times \text{ST}$. As usual, Size, -10% makes ST and HP cheaper. Additional options: Arm ST 1 or 2 (Size, -10%) [5 or 9], Damage Resistance 1 or 2 (Limited, Crushing, -40%; Tough Skin, -40%) [1 or 2], Damage Resistance 1 or 2 (Tough Skin, -40%) [3 or 6], Extra Attack 1 [25], Resistant to Poison (+8) [7], and Unfazeable [15].

Bard Power-Ups

Bards can buy up to Bardic Talent 6 [8/level], and have *no* upper limit on Charisma [5/level] or Wild Talent [20/level]. New Bardic abilities are Mind Probe (Bard-Song, -30%) [14], Scanning Sense (Sonar; Bard-Song, -30%) [14], and Unfazeable (Bard-Song, -30%) [11]. Additional options: Discriminatory Hearing [15] and Extraordinary or Ridiculous Luck [30 or 60].

Cleric Power-Ups

Clerics can acquire *unlimited* Wild Talent (Focused, Clerical, -20%; Holy, -10%) [14/level]. This Holy ability lets the cleric cast *any* clerical spell at skill IQ + Power Investiture, once per game session per level. Additional options: Energy Reserve (Holy) 1-20 [3/level] and Extraordinary or Ridiculous Luck [30 or 60].

Druid Power-Ups

Druids can have *any number* of Alternate Forms (Animal; Druidic, -10%) [Varies]. This Druidic ability costs 14 points + 90% of form’s template cost – or just 14 points per ordinary, *small* animal (bat, cat, etc.). Druids can also have up to Damage Resistance 4 (Limited, Elemental, -20%; Druidic, -10%) [14]. Additional options: Energy Reserve (Druidic) 1-20 [3/level] and Extraordinary Luck [30].

Holy Warrior Power-Ups

Holy warriors can buy *unlimited* Wild Talent (Focused, Clerical, -20%; Holy, -10%) [14/level]; this works as described in *Cleric Power-Ups* (above), but roll against IQ + Holiness. Also as part of Holy Might, holy warriors may purchase up to two “levels” of Blessed (Heroic Feats; Holy, -10%) [9] for *each* of ST,





DX, and HT; Blessed 6 [54], the maximum, gives a +2d boost to all three scores! Holy warriors may improve Higher Purpose as if it came in levels, too; Higher Purpose 3 [15], the maximum, gives a +3 bonus. Additional options: Enhanced Block 2 [10], Enhanced Parry 2 [10], Extra Attack 1 [25], and Extraordinary or Ridiculous Luck [30 or 60].

Knight Power-Ups

Knights may exceed normal HP limits, improving HP to 1.5 × ST. They can also add or improve Melee Weapon skills whenever they have sufficient points – even in battle! Finally, they can buy up to Enhanced Block 3 [5/level], Enhanced Parry 3 [5/level], and Extra Attack 2 [25/level].

New Advantage: Energy Reserve

3 points/level

Each level of Energy Reserve (ER) gives 1 FP that you can *only* spend to cast spells of one type: clerical with ER (Holy), druidic with ER (Druidic), or wizardly with ER (Magical). You can't otherwise expend ER as FP, and external events that drain FP never deplete ER. Your ER recharges *separately* from FP at 1 point/10 minutes, no matter what you're doing. The appropriate Recover Energy spell accelerates this as usual.

Martial Artist Power-Ups

Martial artists can get up to Chi Talent 6 [15/level] and Enhanced Dodge 3 [15/level], and have *no* limit on Wild Talent [20/level]. New Chi abilities are Claws (Blunt; Chi, -10%)* [3] ("iron hands"), Clinging (Chi, -10%)* [18], and Enhanced Time Sense (Chi, -10%)* [41]. Additional option: Extraordinary Luck [30].

Scout Power-Ups

Scouts may exceed normal Basic Move limits, buying up to six levels. They can also acquire *any amount* of Enhanced Tracking (Multiple Lock-Ons, +20%) [6/level]; each level lets the scout specify an extra target when aiming (e.g., five, with ET 4) and claim Aim benefits against them *all*. Additional options: Extra Attack 1 [25], Extraordinary Luck [30], Silence 1 or 2 [5 or 10], and Telescopic Vision 1 or 2 [5 or 10].

Swashbuckler Power-Ups

Swashbucklers can raise Basic Speed up to *four* levels, exceeding normal limits. They may also replace Combat Reflexes [15] with Enhanced Time Sense [45], for 30 points, and buy up to Enhanced Block 3 [5/level] and Extra Attack 2 [25/level]. Finally, Weapon Master enables several chi skills: Blind Fighting, Flying Leap, Kiai, and Power Blow.

Thief Power-Ups

Thieves may exceed normal DX limits, buying up to DX 25 (*before* racial modifiers). They can also have up to Enhanced Dodge 3 [15/level] and Striking ST 10 (Only on surprise attack, -60%) [2/level]. Additional options: Ridiculous Luck [60], Sensitive Touch [10], Silence 1 or 2 [5 or 10], Vibration Sense (Air) [10], and Weapon Master (Knife/Main-Gauche) [20].

Wizard Power-Ups

Wizards may purchase up to IQ 25 (*before* racial modifiers), exceeding normal limits. As well, they can buy *any amount* of Magic Resistance (Improved, +150%) [5/level] and Wild Talent (Retention, +25%; Focused, Magical, -20%) [21/level], and acquire Mana Enhancer 1 [50] (raises mana level a step when the wizard casts on *himself*). Additional option: Energy Reserve (Magical) 1-20 [3/level].

CHAPTER FOUR

NEW

CAPABILITIES

Several popular fantasy-game abilities suit many templates but don't appear on *any* of them. At the GM's option, any of the following might be available – at character creation and/or in play – to anyone with the points and prerequisites.

MORTAL FOE

5 points/class

Prerequisite: Combat skill at 20+.

Some adventurers are exceptionally effective at fighting a particular class of beings. This could be due to special training (“I’m a card-carrying Golem Hunter for the Wizards’ Guild.”), growing up in a rough area (like Hell), or good old hate. Anyone who masters a combat skill – that means skill 20+ – can buy Higher Purpose [5] to reflect this.

This advantage gives +1 on *all* rolls – attacks, defenses, damage, resistance, spells, Traps, etc. – to defeat one specific category of creatures. Valid classes are Constructs, Demons, Dire Animals, Elder Things, Elementals, Faeries, Hybrids, and Undead, all as defined in *Dungeon Fantasy 2: Dungeons*. Every *two* combat skill levels past 20 allow another Higher Purpose (for 5 points more).



Holy warriors may purchase Higher Purpose (Slay Demons) and/or (Slay Undead) regardless of skill level. For them, these rules apply only to *other* classes of foes.

PSIONICS

Cheesy psi powers are a hack-and-slash tradition! The powers in the *Basic Set* aren't especially suitable for delvers, though. Psionic adventurers should use this new power instead. They *must* buy Unusual Background (Psionic) [10] first – mostly to balance the fact that psi bypasses magic and frequently has unintended consequences.

Power Modifier: Psionics

-10%

Psi abilities require 1 FP to activate for a minute and 1 FP/minute to maintain – or 1 FP per *attack*, for Mind Blast. Using such gifts attracts psionic monsters. The GM will roll 3d every time you activate psi abilities and after each battle in which you use Mind Blast. On 6 or less, Astral Things (treat as insubstantial spirits for the purpose of what affects them), mindwarper, or something similar will strike. The odds rise to 9 or less if such monsters are already present in the dungeon!

Psionics Abilities

Clairsentience (PM, -10%) [45]; Damage Resistance 1 to 6 (Limited, Psi*, -20%; PM, -10%) [4 to 21]; Detect (Psionics; PM, -10%) [9]; Mind Blast† [29]; Mind Control (PM, -10%) [45]; Mind Reading (PM, -10%) [27]; Mind Shield 1 to 6 (Limited, Psi*, -50%; PM, -10%) [2 to 10]; Psychometry (PM, -10%) [18]; Scanning Sense (Para-Radar; PM, -10%) [36]; Telecommunication (Telesend; PM, -10%) [27]; and Telekinesis 1 to 10 (PM, -10%) [5 to 45].

* Limited, Psi means DR *only* works against psionic attacks like the mindwarper's psychokinetic lash, and Mind Shield only helps vs. things like Mind Blast.

† *Mind Blast:* Take an Attack maneuver and roll a Quick Contest of Will, at -1/yard, against your foe's Will. Victory stuns him for 3 seconds; he may try a Will roll every 3 seconds to recover. Victory by 5+ knocks him out for *minutes* equal to triple the margin. This is Affliction 1 (Based on Will, +20%; Extended Duration, 3x, +20%; Malediction 1, +100%; No Signature, +20%; PM, -10%; Secondary Unconsciousness, +40%) [29].

Unholy Might

This *evil* version of Holy Might is for evil clerics (p. 23) and unholy warriors (p. 27).

Power Modifier: Unholy

-10%

Unholy abilities are disturbingly easy to get: just sign here, here, and *right here* in blood. They're 10% off because the recipient *must* take Social Stigma (Excommunicated) [-10] (see *Evil Clerics*, p. 23). There's no meaningful behavior code – although a reprobate who destroys a perfectly functional cursed item or slays a demon (one of his gods' pets) will immediately be rendered powerless until he makes a blood sacrifice.

Unholy Abilities

Allies (Demon or undead of equal points; 12 or less; PM, -10%; Summonable, +100%) [19] or (15 or less) [29]; Channeling (PM, -10%; Specialized, Demons, -50%) [4]; Detect (PM, -10%) for evil [18], good [18], or supernatural beings [18]; Dread Touch* [14]; Medium (PM, -10%; Specialized, Demons, -50%) [4]; Patron (Deity; 6 or less; Highly Accessible, +50%; Minimal Intervention, -50%; PM, -10%; Special Abilities, +100%) [29] or (9 or less) [57];

Resistant to Good Supernatural Powers (+3) or (+8) (PM, -10%) [5 or 7]; Spirit Empathy (PM, -10%) [9]; and Terror (PM, -10%) [27].

* *Dread Touch*: A successful unarmed melee attack inflicts 1d toxic damage, bypassing DR. Each attempt costs 1 FP. This is Toxic Attack 1d (Cosmic, Irresistible Attack, +300%; Costs Fatigue, 1 FP, -5%; Melee Attack, Reach C, Cannot Parry, -35%; PM, -10%) [14].

Unholiness

5 points/level

This is the Talent for Unholy Might, intended for unholy warriors. Evil clerics buy Power Investiture (Unholy) instead, at 10 points/level. Each level of Power Investiture both adds to evil clerical spells *and* counts as a level of Unholiness.

Unholy Skills

Miscreants with *any* points in Unholy Might can learn Exorcism (p. B193). Success with this skill *either* casts out the evil spirit or binds it to an hour's service – your choice. Failure means it tries to kill you. There's no honor among scum.

Psi Talent

5 points/level

This Talent gives +1 per level to all Psionics rolls.

Psi Skills

Those with *any* points in Psionics can learn Hypnotism (p. B201), Mental Strength (p. B209), and Mind Block (p. B210).

SPELL-ARCHERY

Some fantasy archers can shoot spells from bows or slings. This requires the special spell below. While it best suits scout-wizards and wizard-scouts, *anyone* who meets its prerequisites can learn it.

Spell-Archery

Special

This spell imbues an arrow or a sling stone with any spell that could be cast by touch. Get your missile weapon ready to shoot, and then choose a spell and energize your projectile with it. This takes the spell's standard casting time. It requires energy equal to the spell's usual cost, reduced for skill with that spell, plus 3 FP, reduced for skill at *this* one. Don't roll yet – that comes later! You may hold the charged projectile ready while you take other actions, but *unloading* the missile weapon wastes the spell.

When you're ready to shoot, make a normal ranged attack. Roll for the spell when the projectile hits something, using the

lower of your level with that spell and Spell-Archery. All standard casting modifiers apply *except* those for distance – the target is affected just as if you had cast the spell by touch! The missile does its usual damage.

Duration: Until shot.

Cost: 3 + underlying spell cost.

Time to Cast: Per underlying spell.

Prerequisites: Magery 3 or Power Investiture (any) 3+, and Bow or Sling at 16+.

TWO-WEAPON FIGHTING

6 points/skill*

Prerequisites: Trained by a Master or Weapon Master, and any one-handed Melee Weapon skill.

* Costs 5 points/skill with Ambidexterity.

Buy this separately for each Melee Weapon skill. Two-Weapon Fighting (Saber) lets you wield two sabers. To fight using a saber and an axe, purchase Two-Weapon Fighting (Axe) as well.

When armed with two suitable melee weapons, you can make a full-skill attack with both. Additional strikes due to All-Out Attack (Double) or Extra Attack can come from *either* weapon. You *can't* combine this with Rapid Strike – you must use just *one* weapon if you do that.

For gamers with *GURPS Martial Arts*, this is the technique Dual-Weapon Attack (H) Skill-0 [5] plus the perk Off-Hand Weapon Training [1]. For those without, the OHWT perk replaces the OHWT technique (p. B232) and lets you ignore the -4 off-hand penalty with the chosen combat skill. Fighters with Ambidexterity don't *need* this perk, hence the price reduction.

CHAPTER FIVE

ADVANCEMENT



Traditionally, hack-and-slash heroes constantly grow in ability. Many *players* regard this as the goal of delving – even if their *characters* do it for jewels and magic swords. Advancement customarily takes the form of “experience points” earned for killing and looting, which differs from the **GURPS** standard of bonus character points for good roleplaying! For an authentic, old-school feel, the GM might want to consider a system like this:

Battle: A battle *lost* or *fled* gives 0 points. A battle *won* gives each hero an award based on the monsters’ toughness:

- *Fodder, clearly weaker than PCs:* 0 points.
- *Worthy monsters, about equal to PCs:* 1 point.
- *Boss monster, clearly more powerful than PCs:* 2 points.

Modify this as follows (minimum 0):

- *Hordes of monsters (lots of fodder, boss and fodder, etc.):* +1 point.
- *Party members killed:* -1 point/death.

Impressive Feats: Overcoming noncombat challenges may give everyone a reward:

- *Defeating important traps and obstacles in a clever way that surprises GM (never just “I roll vs. Traps.”):* 1 point.
- *Exorcising cursed area without any PC getting cursed:* 1 point (not just for the cleric – the others must guard him!).
- *Finding and entering secret area GM has designated a “bonus area”:* 1 point.*
- *Finding and extracting item GM has designated a “quest item”:* 1 point.*
- *Negotiation or trickery that successfully avoids a deadly foe (e.g., *The Devil*):* 1 point.

* Bonus areas and quest items are optional, but many players expect them.

Completion: At adventure’s end, everyone gets 5 points if the party returns to town with enough loot to pay off any sponsor, rest for a week (\$150 apiece), and recharge *all* power items completely. Adjust this as follows (minimum 0):

- *Cleared dungeon (killed every non-random monster):* +1 point.
- *Dead PCs:* -1 point/death.
- *Insufficient loot to meet above needs:* -1 point.
- *Left dungeon less than half explored:* -2 points.
- *Needed divine intervention:* -1 point.
- *Recovered “quest item” requested by sponsor:* +1 point.

ADDING NEW ABILITIES

Advancement is important in dungeon fantasy, but so is niche protection (p. 17). When using character templates, the GM should permit each delver to buy only abilities found on

Changing Professions

Optionally, the GM may rule that delvers who buy lenses can improve only the abilities on their new role’s template until they satisfy its attribute and secondary characteristic minima *and* have all the advantages, skills, etc. (*not* disadvantages or optional abilities) that it gives to *every* member of that profession. After that, they can spend points to advance in either role (including power-ups!). This is an effective way to keep players from cherry-picking abilities and hogging the spotlight – but as it can lock PCs into “contracts” that cost 100+ points, it only suits long-term campaigns.

his original template plus the templates associated with any lenses he has bought, with few exceptions. In general:

Attributes and Secondary Characteristics: Adventurers can buy whatever they can afford, within normal limits (pp. B14-17). If a wizard really *wants* ST 20, he can have it. A barbarian can raise ST more cheaply; a knight, more effectively. Neither risks being overshadowed by Pointy-the-Prestidigitator's steroids.

Advantages and Powers: Heroes can only add advantages – including power Talents and abilities – from their templates. They can raise those that come in levels to the built-in maximum (e.g., Outdoorsman 4) or barring that, to whatever limit the GM decides to set. Delvers who take lenses can do this for *all* their templates.

Skills and Spells: Delvers can improve known skills (regular or special) and spells, and buy new ones on their templates, as they wish. The GM may set limits, but that's optional – dungeon fantasy isn't realistic! All this is also true for lenses.

Lens Omissions: A template gives *every* member of its profession certain advantages and skills; e.g., all thieves start with Perfect Balance and Streetwise. No lens grants all of this stuff. Dungeon-raiders who buy lenses may add any “basic” traits that their lenses omit. If using *Changing Professions* (p. 42), they might not have a choice!

Power-Ups: Treat power-ups (p. 38) as part of the relevant template for delvers who start their career in that profession. Lenses *don't* allow power-ups.

New Capabilities: Everything under *New Capabilities* (p. 40) transcends profession. The listed prerequisites are the only requirements.

Training Expenses

Another proud dungeon fantasy convention is that adventurers can't improve in a vacuum. To “cash in” points for better abilities and advance in their métier, they require training by a guild, mentor, or school, and must pay tuition, bribe Secret Masters, buy spellbooks, etc. The GM need not enforce this – any more than he has to use templates – but it's a fair and balanced way to control wealth (“Do I buy elven mail or learn to turn undead?”) and give delvers an incentive to go a-looting!

A suggested fee schedule:

- *Improve an attribute or secondary characteristic:* Free!
- *Buy a higher level of an advantage, power, skill, or spell on template (including power-ups):* \$20/point.*
- *Buy a completely new advantage, power, skill, or spell on template (including power-ups):* \$40/point.*†
- *Add a new lens:* \$2,000 (regardless of point cost!).*
- *Add anything under New Capabilities (p. 40):* \$40/point.
- *Buy anything else not on template:* \$80/point.‡

* If using *Changing Professions* (p. 42), the GM may opt to double lens costs, and also to double improvement costs until the hero has fully completed his transition. The expense will further discourage spotlight-hogs.

† The first *point* in a skill or a spell, and the first *level* of an advantage, is “new.” Everything after that is a “higher level.” For instance, acquiring Outdoorsman [10/level] costs \$40 × 10 = \$400 for level 1, \$20 × 10 = \$200/level for levels 2-4.

‡ The quasi-merciful GM can allow “cross-training” in other professions but charge dearly for it. (“Trained by a Master? Sure! That's 30 points and \$2,400. Ka-ching!”)

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INDEX

- 0-point races, 10, 14; *goblin*, 10; *halfling*, 14.
- 15-point races, 11, 16; *hobgoblin*, 11; *orc*, 11; *wildman*, 16.
- 20-point races, 5-10, 16; *corpse-eater*, 5; *dark one*, 6; *dwarf*, 6; *faun*, 8; *gnome*, 9; *half-elf*, 7; *half-orc*, 10; *high elf*, 7; *leprechaun*, 9; *mountain elf*, 7; *nymph*, 9; *sea elf*, 7; *shadow elf*, 7; *troll*, 16; *wood elf*, 8.
- 25-point races, 7, 9; *gargoyle*, 9; *pixie*, 9; *winged elf*, 7.
- 30-point races, 15; *dragon-blooded*, 15; *lizard man*, 15.
- 40-point races, 5, 14; *cat-folk*, 5; *minotaur*, 14; *ogre*, 14.
- 75-point races, 5, 12-13; *air-infused*, 13; *celestial*, 12; *coleopteran*, 5; *earth-infused*, 13; *elder-spawn*, 12; *fire-infused*, 13; *infernal*, 12; *water-infused*, 13.
- Advantages, 20, 39-42; *Bard-Song Talent*, 20; *Bardic Magery*, 20; *Energy Reserve*, 39; *Mortal Foe*, 40; *Two-Weapon Fighting*, 41-42.
- Air-infused, 13.
- Alchemy, 18.
- Appearance, Hideous, 5, 14-15.
- Armor, 8, 14; *ogre*, 14; *tiny*, 8.
- Backstabbing, *ranged*, 35.
- Banestorm, 5.
- Barbarian choice races, 5-6, 8-12, 14-16; *corpse-eater*, 5; *dragon-blooded*, 15; *half-ogre*, 15; *half-orc*, 10; *coleopteran*, 5; *dwarf*, 6; *faun*, 8; *gargoyle*, 9; *goblin*, 10; *hobgoblin*, 11; *infernal*, 12; *lizard man*, 15; *minotaur*, 14; *ogre*, 14; *orc*, 11; *wildman*, 16.
- Barbarians, 19-20, 38; *lenses*, 19-20.
- Bard choice races, 7-9; *faun*, 8; *high elf*, 7; *nymph*, 9.
- Bard-Song Talent, 20.
- Bardic Magery, 20.
- Bardic skills, 18.
- Bards, 20-22, 38; *lenses*, 20-22.
- Better Power Items, 6.
- Born Biter, 15.
- Brotherhood of Ghouls, 6.
- Call of the Wild, 16.
- Campaign power level, 4.
- Cat-folk, 5.
- Celestial Nimbus, 12.
- Celestial, 12.
- Changing professions, 42.
- Chi skills, 18, 31; *with weapons*, 31.
- Choice professions, 5.
- Cleric choice races, 6, 9, 12; *elder-spawn*, 12; *celestial*, 12; *dark one*, 6; *dwarf*, 6; *gnome*, 9.
- Clerics, 22-24, 38; *evil*, 23-24; *evil spells*, 24; *lenses*, 22-24.
- Coleopteran, 5.
- Corpse-eater, 5-6.
- Dark One, 6.
- Divine Gifts, 12.
- Dragon-blooded, 15.
- Dread Touch, 41.
- Drench, 13.
- Druid choice races, 6-9, 13; *earth-infused*, 13; *dark one*, 6; *faun*, 8; *gnome*, 9; *high elf*, 7.
- Druids, 18, 24-25, 38; *lenses*, 24-25.
- Dwarf, 6.
- Dwarven Gear, 6.
- Earth-infused, 13.
- Elder Gift Talent, 6, 12.
- Elder things, 6, 12.
- Elder-spawn, 12.
- Elemental races, 13.
- Elven Gear, 6.
- Elves, 6-8; *best-tasting*, 8.
- Energy Reserve, 39.
- Esoteric Medicine specialties, 18.
- Evil, 23-24, 27, 41; *clerics*, 23-24; *evil spells*, 24; *Unholy Might*, 41; *unholy warriors*, 27.
- Expenses, training, 43.
- Faerie folk, 8-9; *gear*, 8.
- Fantasy, 5.
- Faun, 8.
- Fire-infused, 13.
- Flaming Fingers, 13.
- Flaming Hair, 13.
- Forbidden templates, 5.
- Forest Guardian Talent, 7.
- Gargoyle, 9.
- Gear, 8, 14, 21, 23; *boffer arrows*, 23; *bow-harp*, 21; *ogre*, 14; *tiny*, 8.
- Giant Weapons, 10, 14.
- Gnomes, 8, 10; *tiny gear*, 8.
- Goblin-kin, 10-11.
- Goblins, 10.
- Half-elves, 7.
- Half-ogres, 15.
- Half-orcs, 10.
- Half-spirits, 12-13.
- Halfling Marksmanship Talent, 14.
- Halflings, 14; *tiny gear*, 8.
- Herb Lore, 18.
- Hobgoblin, 11.
- Holy warrior choice races, 6, 12; *celestial*, 12; *dwarf*, 6.
- Holy warriors, 25-28, 38, 41; *evil*, 27; *lenses*, 25-28; *Unholy Might*, 41.
- Improving characters, 18.
- Infernal Gifts, 13.
- Infernal, 12.
- Infused, 13.
- Knight choice races, 5-6, 9-12, 14-16; *coleopteran*, 5; *corpse-eater*, 5; *dragon-blooded*, 15; *dwarf*, 6; *gargoyle*, 9; *goblin*, 10; *half-ogre*, 15; *half-orc*, 10; *hobgoblin*, 11; *infernal*, 12; *lizard man*, 15; *minotaur*, 14; *orc*, 11; *wildman*, 16.
- Knights, 28-29, 39; *lenses*, 28-29.
- Lenses, 17-37; *interpreting*, 18.
- Leprechaun Charms, 9.
- Leprechauns, 9; *tiny gear*, 8.
- Leveling, 38-39, 42-43.
- Lizard men, 15.
- Marginal professions, 5.
- Martial artist choice races, 5, 8, 13; *air-infused*, 13; *cat-folk*, 5; *fire-infused*, 13; *water-infused*, 13; *wood elf*, 8.
- Martial artists, 29-31, 39; *lenses*, 29-31.
- Mind Blast, 40.
- Minotaurs, 14.
- Monster races, 11.
- Mortal Foe, 40.
- Niche protection, 17.
- Night-Adapted Vision, 16.
- Ninja, 31, 35.
- Nymphs, 9.
- Ogres, 14-15.
- Orcs, 11.
- Perks, 6, 9-10, 12-14, 16; *Better Power Items*, 6; *Brotherhood of Ghouls*, 6; *Call of the Wild*, 16; *Celestial Nimbus*, 12; *Divine Gifts*, 12; *Drench*, 13; *Dwarven Gear*, 6; *Elven Gear*, 6; *Flaming Fingers*, 13; *Flaming Hair*, 13; *Giant Weapons*, 10, 14; *Infernal Gifts*, 13; *Leprechaun Charms*, 9; *Pixie Shot*, 9; *Puff of Air*, 13; *Stone Fist*, 13; *Stony*, 9.
- Pickaxe Pendant Talent, 6.
- Pixie Shot, 9.
- Pixies, 9; *tiny gear*, 8.
- Points, budgeting and, 4-5, 17-18.
- Power level, 4.
- Powers, 40-41; *Psionics*, 40-41; *Unholy Might*, 41.
- Power-ups, 38-39, 42-43.
- Professions, changing, 42.
- Psionics, 40-41.
- Puff of Air, 13.
- Races, 4-16; *from other books*, 5; *with negative reaction modifiers*, 5-7, 9-12, 14-16.
- Religious Ritual specialties, 18.
- Reptilians, 15.
- Roles, 17.
- Scout choice races, 5, 7-7, 13-16; *air-infused*, 13; *cat-folk*, 5; *faun*, 8; *fire-infused*, 13; *half-elf*, 7; *halfling*, 14; *lizard man*, 15; *mountain elf*, 7; *sea elf*, 7; *shadow elf*, 7; *troll*, 16; *water-infused*, 13; *wildman*, 16; *winged elf*, 7; *wood elf*, 8.
- Scouts, 31-32, 39; *lenses*, 31-32.
- Skills, 18, 31; *bardic*, 18; *chi and weapons*, 31; *chi*, 18; *combining templates and lenses*, 18.
- Social Stigmas, 6-7, 10-12, 14-16; *Half-Breed*, 7; *Infernal*, 12; *Monster*, 6, 14-16; *Savage*, 10, 15-16.
- Spell-Archery, 41.
- Stone Fist, 13.
- Stony, 9.
- Swashbuckler choice races, 5, 9, 12-13; *air-infused*, 13; *cat-folk*, 5; *coleopteran*, 5; *corpse-eater*, 5; *fire-infused*, 13; *infernal*, 12; *leprechaun*, 9; *water-infused*, 13.
- Swashbucklers, 33-34, 39; *lenses*, 33-34.
- Talents, 6-7, 10, 12, 14; *Elder Gift*, 6, 12; *Forest Guardian*, 7; *Halfling Marksmanship*, 14; *Pickaxe Pendant*, 6; *Widget-Worker*, 10.
- Templates, 4-5; *choice*, 5; *forbidden*, 5; *marginal*, 5; *overlapping*, 4-5; *racial*, 4.
- Theology specialties, 18.
- Thief choice races, 5-14, 16; *air-infused*, 13; *cat-folk*, 5; *dark one*, 6; *earth-infused*, 13; *elder-spawn*, 12; *gnome*, 9; *goblin*, 10; *half-orc*, 10; *halfling*, 14; *leprechaun*, 9; *mountain elf*, 7; *orc*, 11; *pixie*, 9; *shadow elf*, 7; *troll*, 16; *winged elf*, 7; *wood elf*, 8.
- Thieves, 34-36, 39; *lenses*, 34-36.
- Training, 43.
- Trolls, 16.
- Two-Weapon Fighting, 41-42.
- Unholy Might, 41.
- Unholy warriors, 27.
- Water-infused, 13.
- Weapons, *tiny*, 8.
- Widget-Worker Talent, 10.
- Wildman, 16.
- Wings, 7.
- Wizard choice races, 6-9, 12; *dark one*, 6; *elder-spawn*, 12; *gnome*, 9; *half-elf*, 7; *leprechaun*, 9; *mountain elf*, 7; *pixie*, 9; *sea elf*, 7; *shadow elf*, 7; *winged elf*, 7; *wood elf*, 8.
- Wizards, 36-37, 39; *lenses*, 36-37.