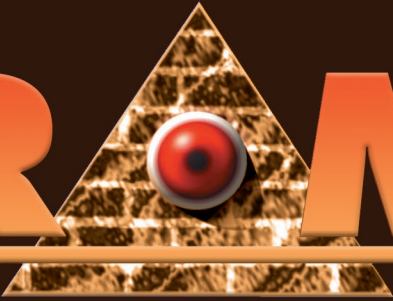


PYRAMID[®]



Issue 3/72 October '14

ALTERNATE DUNGEONS

POINTLESS SLAYING AND LOOTING

by Sean Punch

DUNGEONS OF MARS
by Phil Masters

FROM THE BOTTOM UP
by Matt Riggsby

GOOD DUNGEONS
by David L. Pulver

**DUNGEON FANTASY
VIDEO GAMING**
by Christopher R. Rice

STEVE JACKSON GAMES

Stock #37-2672



CONTENTS



IN THIS ISSUE

FROM THE EDITOR.....	3
POINTLESS SLAYING AND LOOTING.....	4
<i>by Sean Punch</i>	
DUNGEONS OF MARS	14
<i>by Phil Masters</i>	
FROM THE BOTTOM UP.....	22
<i>by Matt Riggsby</i>	
EIDETIC MEMORY: GOOD DUNGEONS.....	27
<i>by David L. Pulver</i>	
DUNGEON FANTASY VIDEO GAMING	30
<i>by Christopher R. Rice</i>	
RANDOM THOUGHT TABLE: TO CONJURE THE UNKNOWN.....	38
<i>by Steven Marsh, Pyramid Editor</i>	
ABOUT GURPS.....	40

*All orc and no play
makes Jack a dull
boy . . .*

ARTICLE COLORS

Each article is color-coded to help you find your favorite sections.

Pale Blue: In This Issue

Brown: In Every Issue (humor, editorial, etc.)

Green: Columnist

Dark Blue: GURPS Features

Purple: Systemless Features

COVER ART

Eric Wilkerson

Everyone loves good old-fashioned crypt-crawling, especially as exemplified by the best-selling *GURPS Dungeon Fantasy* line. But sometimes you want to shake things up. Do things differently. Take your crypt-crawling capers into new and exciting directions. This month's *Pyramid* is here to help.

Are *GURPS* character points getting in the way of having fun *right now*? Then get rid of them, and get on with *Pointless Slaying and Looting!* *GURPS* Line Editor Sean Punch presents a new system for creating characters without character points ("pointless" – get it?). Although specifically geared for *Dungeon Fantasy* campaigns, it also provides tips for designing your own trait packages, plus sample archetypes, abilities, flaws, and wildcard skills.

For a fantasy game that's out of this world, explore the *Dungeons of Mars*. Phil Masters – *GURPS Thaumatology: Alchemical Baroque* author – examines the key features of planetary-romance adventures, including technology, powers, characters, monsters, and locations.

Why should good guys have all the fun? See how the *fodder* half lives and work your way to the top, *From the Bottom Up!* Matt Riggsby – the city planner of *GURPS Locations: Hellsgate* – shows you how to become a *Dungeon Fantasy* monster-adventurer, with seven new *GURPS* templates and lenses, plus suggestions for making monstrous campaigns.

Not all crypts and dungeons were created by sinister masterminds or long-dead evil cults, as this month's Eidetic Memory reveals in its exploration of *Good Dungeons*. David L. Pulver – the lone surviving scribe of a trip to *GURPS Banestorm: Abydos* – ponders the numerous reasons why good guys would want to hole up underground, and why anyone would want to raid their hiding places.

When lots of people hear "RPGs," they think "computer games." Now you can really blur the lines and bring electronic roleplaying to the tabletop with *Dungeon Fantasy Video Gaming*. Frequent *Pyramid* tinkerer Christopher R. Rice serves up *GURPS* game mechanics for over a dozen video-gaming tropes, including a new template, new abilities, and more.

This month's issue wraps up with a look at the big picture from Random Thought Table. Whether you're seeking to play a Martian, monster, or multifaceted mimic, this issue of *Pyramid* will have you playing faster, roaming farther, and having more fun than you ever thought possible!

Editor-in-Chief ■ STEVE JACKSON
GURPS Project Manager ■ STEVEN MARSH
GURPS Line Editor ■ SEAN PUNCH
Assistant *GURPS* Line Editor ■
JASON "PK" LEVINE

Art Director ■ SAMUEL MITSCHKE
Production Artist & Prepress Checker ■
NIKOLA VRTIS
Art Direction ■ MAXINE CLONTZ

Chief Operating Officer ■ PHILIP REED
Managing Editor ■ MIRANDA HORNER
Marketing Director ■ KALI DUGAN
Director of Sales ■ ROSS JEPSON
Page Design ■ PHIL REED & JUSTIN DE WITT

FROM THE EDITOR

A TOTALLY NEW EXPERIENCE! (Still With Elves, Of Course)

Whenever polls are done of what gamers like – and which sales figures seem to bear out – almost invariably the hierarchy has fantasy gaming at the top. There are certainly a couple dozen humanities/sociology paper topics around the reasons of why that is; a good starting point is noting that few modern-day problems can be resolved by hitting them with swords.

Regardless, fantasy is king, and folks like dungeon-fantasy gaming . . . and based on the popularity of *GURPS Dungeon Fantasy*, you really like dungeon-fantasy gaming with *GURPS*. But sometimes you want to push the limits of what “dungeon fantasy” means. This issue is here to help, by starting with the baseline foundation of crypt-crawling treasure-hunters and going from there.

What’s interesting is that the “dungeon fantasy” foundation is so strong, the mere evocation of it conjures specific ideas and trappings. It’s unlikely we could do – say – an “Alternate Space

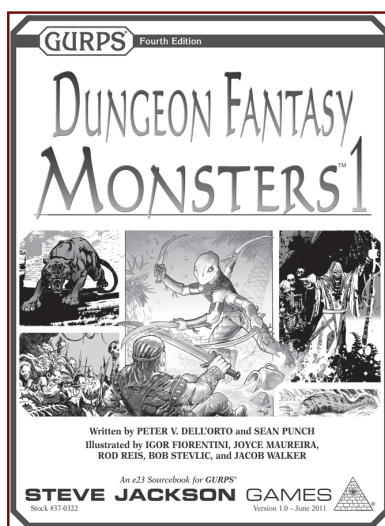
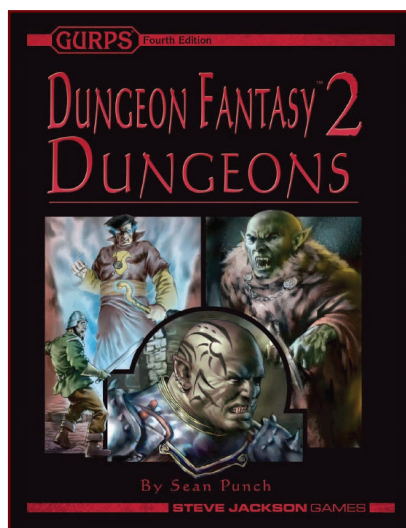
Opera” theme for *Pyramid*, because there isn’t a cemented notion of what would be in a space-opera issue that could be rallied against; “space opera with steampunk-flavored ships” would still be recognizable as space opera.

However, “alternate dungeon fantasy” gaming *does* leave a lot of room for ideas and experimentation, and we’re proud to present some amazing ideas here for shaking things up while maintaining those aspects of fantasy that gamers seem to love . . .

. . . mostly starting with the ability to solve problems by hitting them with swords.

WRITE HERE, WRITE NOW

So, was our trip to the dungeon alternate enough for you? Was there something you especially liked . . . or something that should be locked at the bottom of a dungeon? Let us know how, via a private scribe directed to pyramid@sjgames.com, or the mad magi working publicly around the clock at forums.sjgames.com.



Pyramid, *GURPS*, Warehouse 23, the all-seeing pyramid, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Pyramid* is copyright © 2014 by Steve Jackson Games Incorporated. All rights reserved.

Submission of your photos, letters, humor, captions, and marginalia constitutes permission to Steve Jackson Games Incorporated to use them in all media. All such submissions become the property of Steve Jackson Games Incorporated and will not be returned.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors’ rights is appreciated.

POINTLESS SLAYING AND LOOTING

BY SEAN PUNCH

GURPS Dungeon Fantasy condenses *GURPS* a lot but doesn't eliminate the game's most complex rules concept: character points. There's great flexibility in optimization, fiddling with enhancements and limitations, and fine-tuning with tiny purchases (perks, background skills, etc.), but this comes at a substantial cost in time and character-sheet clutter. Worse, pushing points around becomes a game in itself, with players extracting power at the cost of flavor, often taking disadvantages to pay for "just one more ability" rather than for roleplaying reasons.

GURPS doesn't need the character points, however! *In play*, characters require target numbers (for success rolls), resources (like FP, HP, and cash), reaction modifiers, damage dice, and a few other details. But like the animals and monsters in the *GURPS Basic Set* and *Dungeon Fantasy*, they can get by just fine without point totals.

The system that follows allows adventurous gamers to scrap points, create characters quickly, and start playing. It reduce a lot of complexity to a modest list of wildcard skills (p. B175) that encompass not only dozens of ordinary skills, but also the role of Talents and other advantages, from Magery to Weapon Master. Concepts from *GURPS Power-Ups 5: Impulse Buys* lend a hand, eliminating disadvantages and making those wildcard skills more interesting. Attribute, advantage, and skill choices interact to only a limited degree, largely removing optimization from the equation.

One warning: This system *isn't* compatible with using points (though there *is* advice to the GM on how to use points to build on it). Pick one approach or the other!

ARCHETYPE

Each hero starts life as an *Archetype*: a set of attributes and secondary characteristics that loosely define a broad group of roles. Individual scores are adjustable using Abilities (pp. 5-7) but not directly. Though only four traditional options appear here, the GM is welcome to create others; see *Other Archetypes* (p. 5).

Agile

You're very dexterous and speedy, and reasonably fit. This suits assassins, martial artists, and light skirmishers.

Attributes: ST 11; DX 14; IQ 10; HT 11.

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 10; FP 11; Basic Speed 6.00; Basic Move 7.

Brainy

You're smart, mainly – but also sufficiently agile, fit, and quick to survive dungeon crawls. This befits sages and spellcasters of all stripes.

Attributes: ST 10; DX 11; IQ 13; HT 11.

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 13; Per 13; FP 11; Basic Speed 6.00; Basic Move 6.

Create new characters faster than ever!

Brawny

You're muscular and tough, and agile enough to exploit that in a fight. This is good for toe-to-toe fighters like barbarians and knights.

Attributes: ST 14; DX 12; IQ 10; HT 12.

Secondary Characteristics: Damage 1d/2d; BL 39 lbs.; HP 14; Will 10; Per 10; FP 12; Basic Speed 6.00; Basic Move 6.

Versatile

You're equally capable of feats of precision, intellect, and athleticism. This is good for rogues who plan to do more than leap and stab.

Attributes: ST 10; DX 12; IQ 12; HT 12.

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 12; FP 12; Basic Speed 6.00; Basic Move 6.

ABILITIES

Next, the delver must choose *Abilities*. The recommended number of starting Ability slots is eight, but the GM makes the final call. *Major Abilities* occupy two slots apiece; *Minor Abilities* use up just one.

An Ability's write-up describes the standard traits that it bestows. In *Basic Set* terms, benefits might include attribute bonuses, secondary characteristic bonuses, advantages, perks, skills, or techniques. These work normally except as noted, and subject to a few blanket exceptions:

- Attribute bonuses change secondary characteristics (and Basic Speed bonuses alter Basic Move) *only where spelled out explicitly*. Otherwise, they don't! For instance, "IQ +1" means just +1 to IQ – not to Will or Per – while an Ability that improves IQ as in the *Basic Set* would explicitly indicate "IQ +1, Will +1, and Per +1." There's no math to do beyond adding the *visible* modifiers to the Archetype baseline.

- Techniques with a "1" have no fixed skill base and work with any Wildcard (pp. 9-13) that makes sense.

- Some Abilities affect the Destiny Point Limit (p. 13).

Many Abilities come in levels. Higher levels provide larger benefits. The number of levels permitted to starting adventurers is limited, but the GM may waive Ability limits during character creation or in play.

Some Abilities or Ability levels require others as prerequisites. They're strictly off-limits to heroes without the enabling Abilities. Such requirements appear in brackets in boldface; e.g., [**Druidism**].

Major Abilities

These Abilities consume *two* Ability slots apiece.

Beast Whisperer [**Druidism, Minor Wizardry (Animal), or Wizardry**]. Speak with Animals (p. B87), but *not* with hybrids or other unnatural creatures.

Chi Mastery. An Unusual Background granting access to other Abilities and Chi Control! (p. 10).

Clinging [**Chi Mastery**]. See p. B43.

Conjured Companion [**Demonologist, Druidism, Minor Wizardry, Thanatologist, Theurgy, or Wizardry**]. Ally (Powerful supernatural entity about equal to PC; 12 or less; Summonable, +100%); see pp. B36-38.

Coordinated 1-3. Each level gives DX +1 and Per +1.

Daring. Daredevil (p. B47) and +1 Destiny Point Limit.

Defender [**Warrior Training**]. Armor Mastery and Shield Mastery; see *Power-Ups*, p. 29.

Demonologist. Detect (p. B48), Medium (p. B68), and Spirit Empathy (p. B88) – all specialized strictly to demons and demonic forces.

Detect Evil [**Theurgy**]. Uses the rules for Detect (p. B48).

Druidic Energy 1-3 [**Druidism**]. Each level gives Energy Reserve 7 (Druidic); see *The Next Level*, p. 39.

Druidism. An Unusual Background granting access to other Abilities and the capacity to cast druidic spells using Magical College! specialties (p. 11).

Energetic. HT +1 and FP +6.

Evasion 1-2. Each level gives Basic Speed +1.00 and Basic Move +1. *Evasion* 3 is allowed with [**Chi Mastery**].

Fearless. Will +1 and Unfazeable (p. B95).

Heroic Archer. See *Adventurers*, p. 14. All rolls use Archery! (p. 9).

Intuitive. Intuition (p. B63) and +1 Destiny Point Limit.

Lay on Hands 1-2 [**Theurgy**]. Grants Healing (p. B59), restricted to restoring HP and crippled limbs. Lay on Hands 1 further limits this to other people and can at most cure 12 HP per use (costs 6 FP). The second level lets you heal yourself and has no HP limit.

Linguist. Accented comprehension of *any* language, one language at a time. Built as Comic Power (4 points; Limited, Languages, -50%); see p. B71.

Lucky 1-2. Lucky 1 gives Luck (p. B66) and +1 Destiny Point Limit. Lucky 2 doubles the benefits: Extraordinary Luck and +2 Destiny Point Limit.

Mental Fortress. Mind Shield 5 (p. B70).

Negotiator. Cultural Adaptability (p. B46) and Social Chameleon (p. B86) eliminate *all* social penalties for class, culture, and race. Further gives +1 to *all* reaction rolls.

Nimble 1-2. Each level gives DX +1 and Basic Move +1.

OTHER ARCHETYPES

The GM can offer as many archetypes as he wishes. The canonical four obey these rules:

1. Each is built with 100 points.
2. Minimum ST and IQ are 10, as on almost every standard *Dungeon Fantasy* template.
3. Minimum DX is 11 and minimum Basic Speed is 6.00, to avoid complete combat incompetence.
4. Minimum HT is 11, to prevent easy character death.

Only the first rule is immutable. The GM is free to disregard the others.

Resistant Caster [**Druidism, Minor Wizardry, Theurgy, or Wizardry**]. Magic Resistance 4 (Improved, +150%); see p. B67.

Run and Hit [**Chi Mastery or Warrior Training**]. As *Power-Ups*, p. 12, but works with *all* melee attacks – the Running Attack technique becomes Running Attack!

Scent Tracker. Per +1 and Discriminatory Smell (p. B49).

Serendipitous 1-4. Each level gives a level of Serendipity (p. B83) and +1 Destiny Point Limit.

Shoulder Checker. Per +1 and Peripheral Vision (p. B74).

Situational Awareness. Combat Reflexes (p. B43) and +1 Destiny Point Limit.

Sixth Sense. Danger Sense (p. B47) and +1 Destiny Point Limit.

Smart 1-3. Each level gives IQ +1, Will +1, and Per +1.

Swift Strike 1-2 [**Chi Mastery or Warrior Training**]. Extra Attack 1-2 (pp. B53-54) with *one specific Wildcard*. Specify this Wildcard when selecting the Ability.

Thanatologist. Detect (p. B48), Medium (p. B68), and Spirit Empathy (p. B88) – all specialized strictly to ghosts and undead.

Theurgic Energy 1-3 [**Theurgy**]. Each level gives Energy Reserve 7 (Holy); see *The Next Level*, p. 39.

Theurgy. An Unusual Background granting access to other Abilities and the capacity to cast clerical spells using Magical College! specialties (p. 11). Decide if this counts as Clerical Investment (p. B43); if so, you acquire Religious (p. 8) on top of your other Heroic Flaws.

Turn Undead [**Theurgy**]. True Faith (Turning, +65%) – per *Adventurers*, p. 22 – but strictly limited to genuine *undead* (GM's decision as to what counts!).

Two-Weapon Fighter [**Chi Mastery or Warrior Training**]. Ambidexterity (p. B39) and Dual-Weapon Attack! (p. B230) at full skill remove all penalties to wield a weapon in each hand.

Unarmed Master [**Chi Mastery**]. Four *existing* limbs – normally two arms, two legs – become crushing Strikers (p. B88) that count as weapons when parrying or parried, and get +1 *per die* to punching and kicking damage. Also gives Enhanced Parry 1 (Unarmed) (p. B51).

Uninterrupted Flurry [**Chi Mastery**]. See *Power-Ups*, p. 30.

Wild Talent 1-4. Each level allows one roll for any *non-wildcard* skill per session. Use your *best* Wildcard level and the usual controlling attribute; in effect, the Wildcard temporarily encompasses the skill. Heroes with Druidism, Theurgy, or Wizardry (*not* Minor Wizardry) can use unknown Magical College! specialties; the level is the higher of IQ or an IQ-based roll on Arcane Lore! (p. 9). See pp. B99-100.

Wizardly Energy 1-3 [**Minor Wizardry or Wizardry**]. Each level gives Energy Reserve 7 (Magical); see *The Next Level*, p. 39.

Wizardry. An Unusual Background granting access to other Abilities and the capacity to cast wizardly spells using Magical College! specialties (p. 11).

Minor Abilities

These Abilities consume *one* Ability slot apiece.

Alertness 1-2. Each level gives Per +2.

Animal Companion. Ally (Impressive beast about half as powerful as PC; 12 or less; Summonable, +100%); see pp. B36-38.

Arctic Survivor. Damage Resistance 1 vs. cold and ice (pp. B46-47), Temperature Tolerance 2 toward cold (p. B93), and Terrain Adaptation (Ice) (p. B93).

Backstabber 1-2. The power-up on p. 35 of *Power-Ups*, but in two levels instead of three. Backstabber 1 erases -5 in Stealth penalties for *Backstabbing* (*Dungeons*, p. 11), and gives +1 to hit and +1 to ST when you first strike afterward. Backstabber 2 wipes a total of -9 to Stealth, and adds a net +3 to hit and +3 to ST. Benefits any Wildcard that can act as Stealth.

Blessed Agility 1-2 [**Theurgy**]. Each level temporarily gives +1d to DX, per Blessed (Heroic Feats) (p. B41).

Blessed Hardiness 1-2 [**Theurgy**]. Each level temporarily gives +1d to HT, per Blessed (Heroic Feats) (p. B41).

Blessed Might 1-2 [**Theurgy**]. Each level temporarily gives +1d to ST, per Blessed (Heroic Feats) (p. B41).

Blessing [**Theurgy**]. As Elder's Blessing (*Power-Ups*, p. 33), but make an IQ-based roll against Faith! (p. 10) to place the blessing.

Bow Fencer [**Heroic Archer**]. See *Power-Ups*, p. 32. Use Archery! (p. 9) in place of Bow.

Cat's Eyes. Night Vision 9 (p. B71).

Catfall. See p. B41.

Channeling [**Demonologist, Minor Wizardry (Necromantic), Thanatologist, Theurgy, or Wizardry**]. See p. B41.

NEW ABILITIES

The GM is encouraged to invent new Abilities – especially campaign-specific ones. Some may be available during character creation; others might have to be earned in play.

Minor Abilities are packages of traits that add up to 10 points, ±1 point. *Major Abilities* are bundles that sum to 20 points, ±2 points. Exploit this built-in room for error to accelerate campaign prep – don't sweat one or two points!

Abilities can consist of anything that costs points, including:

- Attribute levels, with or without secondary characteristic improvements.
- Secondary characteristic levels.
- Advantages, vanilla or with modifiers. When not using points, Allies become tricky; the GM may build them on points “behind the scenes.” Regardless, treat an Ally about equal to the PC as a Major Ability – either Ally (Equal to PC; 12 or less; Summonable, +100%) [20] or Ally (Equal to PC; Constantly) [20] – and for simplicity's sake, make “About half as powerful as PC” half as valuable, a Minor Ability.
- Perks, though these can be “free” except where unusually useful.

- Bonuses to standard skills (e.g., “+1 to Stealth”), priced as *racial* bonuses; see p. B452. These benefit all Wildcard rolls for that one skill.

- Techniques, usually at triple cost to make them “wildcard techniques” that benefit all applicable Wildcards.

- Destiny Point Limit, at 5 points per +1.

- Equipment, at 1 point per +50% starting cash in value; see *Extra Money* (*Adventurers*, p. 23).

- Power-ups from *Dungeon Fantasy 11: Power-Ups*. These often require rebalancing; e.g., to make Master at Disarms (*Power-Ups*, p. 12) useful with any combat Wildcard, Disarming (H) Skill+5 [6] might become Disarming! Skill+5 [18], and Striking ST 2 (Only to disarm with one combat skill, -60%) [4] might become Striking ST 1 (Only to disarm, -40%) [3], for 21 points – close enough.

Greater Abilities

Some gamers may regret the absence of gifts whose smallest cost exceeds 20 points. No problem! The GM can introduce *Greater Abilities* that consume any number of Ability slots, giving capabilities worth 10 points per slot. These make excellent rewards to be earned in play – but that, too, is up to the GM.

Charm 1-2. Each level gives +2 to *all* reactions, *all the time* due to a combination of appearance, conduct, voice, or even supernatural compulsion.

Combat Medic. As Combat Medic 2 (**Power-Ups**, p. 22) – one-second bandaging at -1 (*no* penalty with a kit) – with any Wildcard that includes Esoteric Medicine or First Aid.

Desert Survivor. Damage Resistance 1 vs. heat and fire (pp. B46-47), Temperature Tolerance 2 toward heat (p. B93), and Terrain Adaptation (Sand) (p. B93).

Dismissive Wave [Theurgy]. As Dismissive Wave (**Power-Ups**, p. 22) with any Wildcard that allows Exorcism.

Eagle Eyes. Telescopic Vision 2 (p. B92).

Empath 1-2. Empath 1 gives the roll noted for Empathy (p. B51) at IQ-2, and +2 to all Wildcard rolls for Body Language, Detect Lies, Diplomacy, Fortune-Telling, and Psychology. Empath 2 improves the Empathy roll to full IQ and the skill bonus to +4.

Fitness 1-2. Fitness 1 gives HT +1, FP +1, and Fit (p. B55). Fitness 2 improves Fit to Very Fit.

Foe of Evil 1-3 [Theurgy]. Each level gives a level of Higher Purpose (Slay Demons) and Higher Purpose (Slay Undead) (p. B59), granting +1 per level to *all* rolls – attack, defense, damage, resistance, etc. – to defeat demons and undead.

Forceful Strike [Chi Mastery or Warrior Training]. Striking ST 2 (pp. B88-89).

Fortunate 1-8. Each level gives +2 Destiny Point Limit.

Gear 1-8. Each level gives an additional \$5,000 worth of starting equipment.

High Pain Threshold. See p. B59.

Iron Will 1-2. Each level gives Will +2.

Jack of All Trades 1-3. See **Power-Ups**, p. 28. If *none* of your Wildcards would cover a *mundane* task, forcing a default roll, add your Jack of All Trades level to your default. This cannot raise the default above attribute-2 before situational modifiers. No effect on *supernatural* tasks or skills your Wildcards cover.

Learned 1-2. Each level gives IQ +1.

Loyal Henchman. Ally (Henchman about half as powerful as PC; Constantly); see pp. B36-38. Pick an Archetype, four Ability slots, five Heroic Flaws, and five Wildcard levels. Gets *no* Destiny Point Limit boost from Wildcards, only from Abilities – but can *temporarily* accumulate DP from Heroic Flaws.

Magic-Resistant. Magic Resistance 5 (p. B67).

Massive 1-2 [Warrior Training]. Each level gives HP +5.

Medium [Minor Wizardry (Necromantic), Theurgy, or Wizardry]. See p. B68.

Mighty Leap 1 [Chi Mastery or Warrior Training]. Super Jump 1 (p. B89). *Mighty Leap 2*, giving Super Jump 2, is allowed with **[Chi Mastery]**.

Mimicry. See p. B68.

Minor Wizardry. An Unusual Background granting access to other Abilities and the capacity to either cast wizardly spells with *one specific* Magical College! (p. 11) or use Spellsmith! (p. 12). Choose the specialty when selecting the Ability.

Pack Mule. Lifting ST 3 (pp. B65-66).

Perfect Recovery. See **Power-Ups**, p. 12. Works with any Wildcard that allows Acrobatics.

Photographic Memory. See p. B51.

Prepared. Each level gives Gizmos 2 (pp. B57-58). Maximum level is one plus the Wildcard bonus for Artificing!

Rage [Chi Mastery or Warrior Training]. Temporarily gives +1d to ST, per Blessed (Heroic Feats) (p. B41).

Recovery. See p. B80.

Resistant. Resistant to Metabolic Hazards (+3) (pp. B80-81).

Spirit Empathy [Minor Wizardry (Necromantic), Theurgy, or Wizardry]. See p. B88.

Strong 1-8. Each level gives ST +1 and HP +1.

Strong-Arm. Arm ST 2 (p. B40) in two arms.

Swift Sprint 1-2 [Chi Mastery]. Swift Sprint 1 gives Enhanced Move 0.5 (Ground) (p. B52), while Swift Sprint 2 gives Enhanced Move 1 (Ground).

Toughness 1-2 [Chi Mastery or Warrior Training]. Each level gives HT +1, FP +1, Damage Resistance 1 (Tough Skin) (pp. B46-47), and Hard to Kill 1 (p. B58).

Warrior Training. An Unusual Background granting access to combat Abilities.

Weapon-and-Shield Fighter 1-2 [Warrior Training]. Each level gives Enhanced Block 1 and Enhanced Parry 1 (p. B51) – but only when armed with a shield *and* a one-handed weapon. If either is missing, you get *no* bonus!

Weapon Specialist 1-2 [Chi Mastery or Warrior Training]. Each level gives +1 to hit (above and beyond Wildcard level), Enhanced Parry 1 (p. B51), and Striking ST 1 (pp. B88-89) with *one specific melee weapon* – axe, broadsword, halberd, katana, maul, nunchaku, pick, quarterstaff, rapier, spear, etc. For this purpose, *all* knives count as one weapon.

HEROIC FLAWS

Each hero must choose five *Heroic Flaws*. These aren't disadvantages, but words or short phrases describing the delver's weaknesses – in a sense, quirks (pp. B162-165) writ large. By paying Destiny Points (p. 13) to the player, the GM can invoke these to cause problems in either of two ways:

- He can pay DP to use *Buying Success* (p. B347) to improve enemies' success rolls – or to invert that rule to worsen success rolls made by *the delver* or *someone trying to aid him* – as long as the bad results befit the Flaw.
- He can inflict -10 points of *suitable* disadvantage effects that *aren't* simply success-roll modifiers – say, Fright Checks for Phobias, or reaction penalties for Odious Personal Habits – per DP paid. All effects end after one “scene”: battle, search of a room, social encounter, etc.

These DP go to the player, who can spend them later, though never to offset *ongoing* effects of a Heroic Flaw. However, when the GM makes an invocation, the player may instead pay out DP equal to the GM's offer in order to avert the disaster in the first place; e.g., if the GM offers 3 DP to turn success into critical failure, the player could take the 3 DP and critically fail or *pay* 3 DP and keep the success.

Below are sample flaws with examples of “suitable disadvantages.” These are simply suggestions . . . if the shoe fits, the GM can ask the hero to wear it. If it doesn't, the GM should be kind.

Avaricious: Disaster results from being distracted by valuables. Suitable disadvantage effects include Greed, Kleptomania (when valuables are to hand), and Miserliness.

Cantankerous: Any social situation invites disaster, usually due to arguing. Suitable disadvantage effects include Bad Temper, Intolerance (especially of stupid people!), No Sense of Humor, and Stubbornness.

Close-Minded: Disaster results from ignoring information. Suitable disadvantage effects include Hidebound, Incurious, Stubbornness, and any Delusions needed to remain ignorant.

Clumsy: Disaster results from trying to use DX precisely. Suitable disadvantage effects include Ham-Fisted, Klutz, and Noisy.

Cursed: Disaster results from a supernatural curse; the GM will match effects to the entity that cursed you. Suitable disadvantage effects include Divine Curse, Frightens Animals, Unluckiness, and Weirdness Magnet.

Dark Side: Disaster results from being somewhat Evil, and typically affects social or supernatural situations. Suitable disadvantage effects include Frightens Animals, Phobia (Sun), Social Stigma (Excommunicated), and glimpsed Supernatural Features.

Foreigner: Any social situation invites disaster, usually due to misunderstanding. Suitable disadvantage effects include Odious Personal Habits, Social Stigma (Minority Group), and low literacy in the common language.

Gung Ho: Disaster results from leaping before looking. Suitable disadvantage effects include Delusions of competence, Impulsiveness, Overconfidence, Short Attention Span, Vow (Never refuse a challenge), and bouts of On the Edge whenever hope seems lost.

OPTIONAL RULE: EXCHANGES

A key goal of these rules is to avoid the wheeling and dealing that comes with character points. Still, the GM may want to be *somewhat* flexible – if only to support interesting character concepts – by allowing some or all of the following trades at character creation:

- One Ability slot for one fewer Heroic Flaws.
- Two Ability slots for three Wildcard levels.
- Three Wildcard levels for two Ability slots.
- Half starting money (start with \$500) for one Ability slot.*
- All starting money (start with \$0 and a set of filthy clothing) for two Ability slots.*

* This puts the Gear and Prepared Abilities off-limits!

Hardened: Disaster results from ignoring polite conduct to do what needs doing. Suitable disadvantage effects include Bloodlust, Callous, Loner, No Sense of Humor, and even Low Empathy.

Honorable: Disaster results from following a code too rigidly (specify whether you're a knight, ninja, samurai, etc. so the GM knows how to tease you). Suitable disadvantage effects include Code of Honor, Compulsive Vowing, Honesty, Sense of Duty (Nation), and endless Vows.

Inquisitive: Disaster results from ignoring trouble to satisfy your curiosity. Suitable disadvantage effects include Absent-Mindedness, Curious, and Xenophilia.

Ivory-Tower Academic: Disaster results from being ill-prepared for real life. Suitable disadvantage effects include Absent-Mindedness, Clueless, Gullibility, and Oblivious.

Loyal: Disaster results from being distracted by friends – especially friends in need. Suitable disadvantage effects include Chummy, Gregarious, and Sense of Duty.

Man-Mountain: Disaster results when you try to squeeze into/around anything, cross thin ice, etc. Suitable disadvantage effects include Fat and Gigantism – plus Gluttony to feed your bulk.

Mean: Any social situation invites disaster, usually due to borderline-evil behavior. Suitable disadvantage effects include Bully, Callous, Sadism, and reaction penalties akin to Odious Personal Habits.

Murderous: Disaster results from ignoring everything else in order to slaughter your enemies. Suitable disadvantage effects include Bad Temper, Bloodlust, Callous, and Intolerance of monsters or enemy groups.

Mystical: As *Religious* (below), but your tradition is more internal.

Naive: Disaster results from being a predictable rube, easily shaken by the delving life. Suitable disadvantage effects include Easy to Read, Gullibility, Post-Combat Shakes, Squeamish, and Truthfulness.

Nature Boy: Disaster results from putting bunnies and trees ahead of your survival. Suitable disadvantage effects include Intolerance (Urbanites), Odious Personal Habit (Unwashed), Phobia (Crowds), and Sense of Duty (Nature).

Nervous: Disaster results from being jumpy – **BOO!** Suitable disadvantage effects include Cowardice, Paranoia, Post-Combat Shakes, and almost any Phobia when creepy things happen out of the blue.

Nutter: Disaster results from being crazy. Suitable disadvantage effects include Delusions, Paranoia, Phantom Voices, Pyromania, and any combination of Disturbing Voice and Odious Personal Habits (“It puts the lotion on its skin.”).

Obsessed: Disaster results from always putting some personal quest first – name it! Suitable disadvantage effects include Compulsive Behavior, Delusions, Fanaticism, Obsession, and Vows.

Old: Disaster results from not being as spry as you were 40 (50, 60, . . .) years ago. Suitable disadvantage effects include Absent-Mindedness, Bad Sight, and Hard of Hearing.

Primitive: Disaster results when dealing with cities, grooming, machines, writing, etc. Suitable disadvantage effects include Innumerate, Low TL, Odious Personal Habits (like “Scruffy primitive”), Phobia (Machinery), Social Stigma, and low literacy.

Religious: Disaster results from putting faith before practical concerns. Suitable disadvantage effects include *religious* Code of Honor, Disciplines of Faith, Fanaticism, Sense of Duty, and Vow.

Saintly: Disaster results from putting Good and Right ahead of breathing. Suitable disadvantage effects include Charitable, Compulsive Generosity, Honesty, Selfless, and Sense of Duty.

Scummy: Any social situation invites disaster, especially around genteel folk. Suitable disadvantage effects include reaction penalties consistent with Odious Personal Habit and Social Stigma (Criminal Record), and being bound by Code of Honor (Pirate’s).

Self-Important: Disaster results because you believe your social position absolves you from wrong and even harm. Suitable disadvantage effects include Delusions of grandeur, Jealousy, Selfish, and occasional Megalomania.

Self-Indulgent: Disaster results from being distracted by life's pleasures. Suitable disadvantage effects include Compulsive Carousing, Gambling, and Spending – not to mention Gluttony, Laziness, and Lecherousness.

Troublemaker: Disaster results from courting it. Suitable disadvantage effects include Compulsive Lying, Kleptomania, and Trickster.

True Believer: Disaster results because you put a cause ahead of yourself – name it! Suitable disadvantage effects include Fanaticism, Intolerance (of rival causes), and Sense of Duty (Nation).

Untrusting: Disaster results from focusing on threats that aren't there rather than ones that are. Suitable disadvantage effects include Loner, Paranoia, and reaction penalties due to Odious Personal Habits.

WILDCARDS

*Wildcard*s are enhanced versions of wildcard skills (p. B175). Like those skills, they replace sets of ordinary skills. However, they *also* raise the Destiny Point Limit (p. 13), and many grant bonuses elsewhere, such as to damage or reaction rolls.

Wildcard^s aren't the skills on p. 18 of *Adventurers*. They correspond to *tasks* rather than *templates*. Players are challenged to invent novel niches by taking the combinations they find interesting!

Most important, Wildcards *replace* the standard skills in the **Basic Set**, which become tasks that can be accomplished using Wildcards, not traits bought independently of them.

Wildcard^s come in levels. The recommended starting number of Wildcard levels is 10, but the GM is free to vary this. Levels work as shown on this table:

<i>Wildcard Level</i>	<i>Skill Roll</i>	<i>Wildcard Bonus</i>	<i>Half Bonus</i>
1	Attribute-1	0	0
2	Attribute	0	0
3	Attribute+1	+1	+1
4	Attribute+2	+2	+1
5	Attribute+3	+3	+2
6	Attribute+4	+4	+2
+1	+1	+1	+1/2 (round up)

Wildcard Level: The number of levels dedicated to the Wildcard. Visualize this as an advantage level, not a skill level. The GM sets the maximum number of starting levels allowed in any one Wildcard; five is recommended.

Skill Roll: The target to roll against for a task. "Attribute" means the usual controlling attribute for the skill governing that task. For instance, somebody with three Wildcard levels might roll vs. DX+1 for Stealth or IQ+1 for Shadowing. Block and Parry are 3 + [(DX-based skill roll)/2].

Wildcard Bonus: Used to assess certain benefits of high Wildcard levels.

Half Bonus: Some powerful benefits, like reaction bonuses, use *half* the Wildcard bonus, rounded *up*.

Using Wildcards Together

If several Wildcards can stand in for a skill for the task at hand, *total* their levels for the roll. The attribute modifier will be the total level, minus two; e.g., two Wildcards at level 3 act as level 6, for a roll of attribute+4.

For the Wildcard bonus, use the *highest* bonus among the relevant Wildcards. Never sum Wildcard bonuses or calculate a bonus from a sum. In the example, the bonus would be +1 for level 3 – *not* +2 for two level 3 bonuses, much less +4 for the total Wildcard level of 6!

Wildcard List

Wildcard^s allow all uses of the indicated skills except where qualified, plus any other application the GM deems thematic.

Arcane Lore! Alchemy, Hazardous Materials (Magical), Occultism, and Thaumatology. Also, Connoisseur to evaluate magic items; *supernatural* specialties of Hidden Lore (that's most of them!); Physiology, Surgery, etc. to find or extract monsters' mana organs; Research in magical libraries; and Savoir-Faire when dealing with wizards. Users with Wizardry get a Per-based roll to recognize magic items on seeing or touching them, and may add their Wildcard bonus to all uncontested rolls to see through magical tricks such as illusions. Delvers with Demonologist or Thanatologist may make Will-based rolls for Exorcism vs. demons or ghosts, respectively; with Wizardry, the attempt is allowed but at -4.

Archery! Bow, Crossbow, Sling, and related Fast-Draw. Also, any use of Armoury or Connoisseur to recognize, evaluate, or repair suitable weapons, and any Per-based skill (Observation, Scrounging, etc.) when the goal is to locate spent arrows or well-shaped sling stones; a single Per-based roll after battle will recover *and* repair one used arrow, plus one per point of success. Archers with Heroic Archer or Warrior Training add the Wildcard bonus to ST when using relevant weapons, and to Will rolls to keep Aim with them. Those with Heroic Archer may further make IQ-based rolls for Zen Archery, and not only add Acc when they don't Aim, but also get extra Acc equal to *half* the Wildcard bonus when they *do* Aim! Finally, users with Druidism, Theurgy, or Wizardry may cast Spell-Archery (**The Next Level**, p. 41) using the lower of Archery! or the pertinent Magical College!

Artificing! Armoury, Architecture, Engineer, Jeweler, Knot-Tying, Leatherworking, Smith, and any other crafting skill. Also, Fast-Draw (Gadget and Potion), Lockpicking, Scrounging to find parts, and Traps to *set* or *disarm* (though never to *spot*) a trap. This cinematic trait *replaces* Quick Gadgeteer, and enables its use as described on pp. 4-5 of **Sages**. In that capacity, it works as Alchemy, too.

Assassination! Blowpipe, Crossbow, Garrote, Holdout, Knife, Poisons, Shadowing, Thrown Weapon (Knife), and Traps. Also, Acting or Stealth for the specific purpose of getting close enough to make a surprise melee attack, definitely including *Backstabbing* (**Dungeons**, p. 11); any *melee-weapon*-related Fast Draw; and Streetwise for contacting the underworld to buy poisons, traps, etc. Add the Wildcard bonus to ST when wielding weapons covered by this talent, or to damage when deploying poisons or traps. After using Assassination! to surprise a victim, it can stand in for *any* Melee Weapon skill for the roll to hit – and add its Wildcard bonus to ST – for the first strike.

Bardic Arts! Dancing, Mimicry (Speech), Musical Composition, Musical Instrument, Performance, Poetry, Singing, and Ventriloquism. The user may add *half* his Wildcard bonus to the next reaction roll made by or Influence roll he attempts on anybody who witnesses a *successful* performance.

We are all serving a life-sentence in the dungeon of self.

– Cyril Connolly

Bards with Wizardry can *further* use Bardic Arts! for Hypnotism, Musical Influence, and all Enthrallment skills (Wildcard level replaces Charisma level for determining audience size).

Basic Combat! Intimidation, Knife, Shield (Buckler), Shortsword, Sling, Staff, Throwing, and Thrown Weapon (Dart and Knife). Also allows Brawling and Wrestling moves in unarmed combat, and permits DX-based use to attack and defend with plain, unadorned branches, sticks, and rocks – and tools (axe, hatchet, maul, scythe, etc.) – at no penalty for these items being “improvised weapons.” Adventurers with Chi Mastery or Warrior Training add the Wildcard bonus to ST when fighting with this talent.

Battlefield Weapons! Axe/Mace, Broadsword, Crossbow, Flail, Intimidation, Polearm, Shield, Shortsword, Spear, Tactics, Two-Handed Axe/Mace, Two-Handed Flail, and Two-Handed Sword. Also, Armoury or Connoisseur to recognize, evaluate, or repair suitable weapons; any related Fast-Draw; and Forced Entry when wielding such armament. Heroes with Chi Mastery or Warrior Training add the Wildcard bonus to ST when fighting with Battlefield Weapons!

Beastmaster! Animal Handling, Disguise (Animals), Falconry, Mimicry (Animal Sounds and Bird Calls), Packing, Riding, Teamster, and Veterinary, along with all uses of Naturalist concerning animals. Shapeshifters can further use it as Flight and Mount when in beast form. Add *half* the Wildcard bonus to reaction rolls when interacting with animals . . . but heroes with Beast Whisperer can waive this to attempt an Influence roll using this capability. In a hostile encounter with a *mundane* IQ 1-5 animal, Beastmaster! works in concert with combat Wildcards to increase effective skill.

Burglar! Climbing, Escape, Filch, Forced Entry, Lockpicking, Search, and Stealth. Also, Acrobatics for negotiating ledges and reducing falling damage; Architecture for assessing building access and finding secret rooms; Crossbow and Throwing for lobbing grapnels (but *not* fighting); Observation for “casing the joint” ahead of time; Streetwise for contacting the underworld to trade in thieves’ tools or swag; and Traps specifically to *spot* or *disarm* traps. Add the Wildcard bonus to ST for all purposes related to break-ins – battering down doors, bending window bars, lifting gates, etc. – and to Per rolls to notice guards.

Chi Control! Meditation and Philosophy. More important, users with Chi Mastery – usually the only delvers who take this Wildcard – can attempt *any* chi skill (*Adventurers*, p. 22) based on its usual attribute, with the exception of Throwing Art and Zen Archery (Hurled! and Archery!, respectively, cover those feats). To combine two skills – such as Breaking Blow and Power Blow – use the longest time requirement, roll *once* at -1 per skill past the first, and combine FP costs.

Chivalry! Axe/Mace, Broadsword, Flail, Lance, Riding, Shield, Tactics, and Two-Handed Sword. Also, Animal Handling when dealing with a war mount; Armoury or Connoisseur

to recognize, evaluate, or repair suitable weapons; and any related Fast-Draw. In courtly situations, the GM may permit DX-based rolls for Dancing, IQ-based ones for Heraldry and Savoir-Faire, and other genteel applications. Heroes with Warrior Training add the Wildcard bonus to ST (theirs or their mount’s!) when fighting with this talent.

Con-Man! Acting, Carousing, Counterfeiting, Disguise, Fast-Talk, Forgery, Gambling, Holdout, Propaganda, Smuggling, and Streetwise. Also, Fortune-Telling when needed as part of a con, plus Savoir-Faire when posing as a member of polite society. Add the Wildcard bonus to all rolls to *spot* or *resist* nonmagical deception – including most rival uses of Con-Man!

Dungeoneering! Specifically *in the dungeon*, acts as Area Knowledge in a previously explored tunnel system; Cartography when mapping; Forced Entry for kicking in doors; Observation to find hidden doors, identify the more-traveled corridor, etc.; Prospecting; Traps to set simple noise-makers around camp; and *any* skill the GM calls for to manage marching order, lighting, or trains of loot-laden mules. Also allows Per-based rolls for any skill required to recognize the dungeon’s nature (*Dungeons*, p. 17): Architecture for buildings, Hidden Lore for labyrinths built by lost civilizations, Naturalist for warrens, Streetwise for prisons, Urban Survival for sewers, etc. Add the Wildcard bonus to all Per rolls to listen at doors or spot dungeon oddities – and add *half* of it to “saving throws” against dungeon traps.

Faith! Meditation, Philosophy, Religious Ritual, and Theology. Also, Fortune-Telling, Hidden Lore, and Occultism pertaining to divine or demonic entities, spirits and undead, curses, possession, and similar matters of Good and Evil, higher realms, and the afterlife; Leadership, Public Speaking, and Teaching when shepherding the faithful; and Savoir-Faire to deal with temple officials. Faithful with Theurgy can *further* make Will-based rolls for Exorcism, and receive Per-based rolls to recognize holy items (and may use Faith! as Religious Ritual to pray to learn the details of such relics). Such folk add *half* their Wildcard bonus to reaction rolls when dealing with *allied* entities, or to Will when resisting the evil powers of *opposed* entities.

Fast Hands! Filch, Knot-Tying, Pickpocket, and Sleight of Hand. Also, Escape when untying knots; *every* sort of Fast-Draw, not merely to ready weapons but also to *sheathe* them, as for Quick-Sheathe (*Power-Ups*, p. 11), and to juggle them between hands, all as free actions; Holdout for small, hand-held items; Search for pat-downs or as a prelude to palming loot (roll once for the entire procedure); and any use of Traps the GM deems DX-based. The Wildcard bonus adds to raw DX rolls to snatch items, as when swiping trapped treasures or rolling Quick Contests to grab something *first*; to DX rolls to catch things thrown to you by allies; and to all rolls to grasp ledges or ropes to save yourself (e.g., from a pit).

Fixer! All uses of Carousing, Connoisseur, Current Affairs, Merchant, Propaganda, Scrounging, Smuggling, or Influence skills (notably Streetwise) to buy, evaluate, locate, move, or sell goods; find jobs, rumors, or sponsors; or advertise the party's availability for quests. If any of this depends purely on reaction rolls – not skill rolls – add *half* the Wildcard bonus to reactions. Finally, Wildcard *level* (not *bonus*) sets effective Wealth when selling goods: 1-2 is Comfortable, 3-4 is Wealthy, 5-6 is Very Wealthy, and 7+ is Filthy Rich. This Wildcard is mostly for town but also aids dealings with caravanserais, merchant caravans, dungeon-based shops, etc.

Green Thumb! Any and all skill uses where plants are pivotal, including Camouflage and Survival in jungle, swamp, and woodlands; Hazardous Materials when handling dangerous flora; Hidden Lore, Occultism, Physiology, Psychology, etc. to identify plant monsters and deduce their weaknesses; all plant-related uses of Naturalist; Pharmacy (Herbal); and Poisons when preparing plant-based poisons. Users with Druidism append Esoteric Medicine (Druidic) and Herb Lore to the list. Add *half* the Wildcard bonus to all reaction rolls made by intelligent plants and nature-loving entities. Against IQ 0-5 plant monsters, Green Thumb! works in concert with combat Wildcards to increase effective skill.

Healer! Diagnosis, First Aid, Pharmacy (Herbal), Surgery, and Veterinary. Also, Alchemy and Herb Lore for anything involving healing or antidote preparations, and Poisons for the specific purposes of identifying poisoning and finding antidotes. Healers with Chi Mastery, Druidism, or Theurgy can attempt the associated forms of Esoteric Medicine, too. Add the Wildcard bonus to the 1d-3 HP restored to others by bandaging, any similar roll for HP healed by this capability, and to patients' HT rolls to recover after treatment with this talent.

Huntsman! Blowpipe, Bolas, Camouflage, Disguise (Animals), Falconry, Fishing, Lasso, Net, Spear, Stealth, Thrown Weapon (Harpoon, Stick, and Spear), and Tracking. Also allows Per-based Survival rolls to set traps for IQ 0-5 prey (though not *general* use of Survival or Traps), and all Naturalist, Poisons, and Survival rolls specifically to find or extract useful animal products from carcasses. Add the Wildcard bonus to ST when using weapons this talent covers.

Hurled! Make a DX-based roll to throw *anything*, including a projectile that calls for Bolas, Dropping, Spear Thrower, Throwing, or any specialty of Thrown Weapon. Also allows Armoury and Connoisseur to recognize, evaluate, or repair throwing weapons; any Fast-Draw for throwable items; Parry Missile Weapons against thrown attacks; and Scrounging or similar Per-based skill rolls to find stones for throwing. Add the Wildcard bonus to ST when using this talent – and also to all rolls for *Catching* (p. B355). For delvers who can cast Missile spells, Hurling! works in concert with Magical College! to improve attack rolls.

Investigator! Body Language, Current Affairs, Detect Lies, Interrogation, Observation, Research, and Search. Also, Criminology, Forensics, and Intelligence Analysis, if the GM uses those skills; Diagnosis and Poisons to identify causes of death; and any Influence skill when the specific goal is to obtain information (*not* aid, combat concessions, goods, or loyalty). Add the Wildcard bonus to raw IQ or Per rolls to notice *anything* or to resist mundane deceptions (Fast-Talk, Pickpocket, Sleight of Hand, etc.).

Leader! Diplomacy, Leadership, Public Speaking, Savoir-Faire, Strategy, and Tactics – and also Intelligence Analysis, if the GM uses it. Your *side* adds your Wildcard bonus to rolls to hear you, and whenever they must make Fright Checks or resist mind control (use the *best* bonus among the group's leaders). Finally, you may coordinate any effort involving two or more other people, adding *half* your Wildcard bonus to any rolls they must make in a situation where *No "I" in "Teamwork"* (**Dungeons**, p. 11) applies.

Magical College! Each college of magic is a separate Wildcard, allowing someone with Druidism, Theurgy, or Wizardry to cast suitable spells; e.g., with IQ 14, Druidism, and Body Control! at level 2, you could cast any Body Control spell at 14, subject to the rules for druidic magic. Allowed colleges and spells are as usual for **Dungeon Fantasy**, and three *non-colleges* qualify: Demonology! permits those with Demonologist, Minor Wizardry (Demonology), or Wizardry to cast *Demonology Spells* (**Summoners**, p. 8); Shamanism! lets delvers with Druidism, Minor Wizardry (Shamanism), Theurgy, or Wizardry cast *Shamanic Spells* (**Summoners**, p. 19); and Thanatology! enables people with Minor Wizardry (Thanatology), Thanatologist, or Wizardry to cast *Deathly Spells* (**Summoners**, p. 15). Make DX-based rolls for Body Sense or Innate Attack when casting. Where Magery determines a spell's maximum effect, use *half* the Wildcard level, rounded *up*.

Optional Rule: Closed Spell Lists

The GM who prefers the narrower clerical and druidic spell lists in standard **Dungeon Fantasy** might rule that Druidism and Theurgy are *Minor Abilities* that have six levels, each granting access to spells of the matching Power Investiture level . . . but also that such magic uses a *single* Wildcard (Druid Spells! or Cleric Spells!). For instance, a cleric who desires PI 6 spells would use six Ability slots for Theurgy 6 and cast all of his spells with Cleric Spells! The GM could also do this for shamanic spells, but those are so few that it's fairer to allow Shamanism! as a single skill to anyone with standard Druidism, Theurgy, or Wizardry.

Martial-Arts Weapons! Jitte/Sai, Kusari, Thrown Weapon (Shuriken), Tonfa, and Whip. Also, Axe/Mace for a kama, Broadsword and Two-Handed Sword for a katana, Flail for a nunchaku, Shortsword for a ninja-to, Smallsword for a short staff or jo, Staff for a longer staff or bo, and anything else the GM allows for strangely named weapons; all uses of Acrobatics and Jumping in combat; Armoury or Connoisseur to recognize, evaluate, or repair suitable weapons; and any related Fast-Draw. Those with Chi Mastery or Warrior Training add the Wildcard bonus to ST when fighting with this talent.

Mobility! Acrobatics, Body Sense, Climbing, Escape, Jumping, Running, and Stealth. Can also be used for a Feint, just as if it were a combat skill. Add the Wildcard bonus to *any* basic attribute roll related to movement, including ST rolls to break free of enemies or bonds; DX rolls to avoid falling down, evade foes or traps, or negotiate bad footing; HT rolls to avoid FP losses to athletics; and Will rolls to use extra effort for movement.

Monsters! Hazardous Materials, Heraldry, Hidden Lore, Naturalist, Occultism, Physiology, Poisons, Psychology, Surgery, Survival, and Thaumatology for the specific purposes of identifying monsters, recognizing their symbols and spoor, recalling their weaknesses, and finding and extracting materials from their corpses. For most delvers, the Wildcard bonus merely cancels any *extra* penalty to target monster vitals – but for heroes with Theurgy, it *also* adds directly to damage when battling entities specifically opposed to their deity (as personified by the GM), while Demonologist or Thanatologist grants this bonus against demons or undead, respectively.

Outdoorsman! Boating, Camouflage, Fishing, Hiking, Navigation, Prospecting, Riding, Skating, Skiing, Survival, Swimming, Tracking, and Weather Sense. Also, Area Knowledge in regions previously explored by the user; Naturalist to find shelter, water, etc. (but *not* to identify strange plants and animals); and Traps in any capacity related to classic *outdoor* threats such as deadfalls, pits, and snares.

Sage! Cartography, Research, Speed-Reading, Teaching, and Writing. Also, Hidden Lore specialties for *mundane* topics (but *not* divine, magical, or otherwise supernatural ones); Savoir-Faire when dealing with priests, wizards, and fellow sages; and any IQ/H “knowledge skill” the GM requires, including Naturalist and skills only rarely needed in **Dungeon Fantasy**: Archaeology, Cryptography, Expert Skill (Natural Philosophy), History, Literature, Mathematics, Philosophy, etc. Add the Wildcard bonus to *all* basic IQ rolls pertaining to learning, memorization, or recall.

Scouting! Body Language, Camouflage, Lip Reading, Observation, Running, Shadowing, Stealth, and Tracking. Also, Area Knowledge in areas previously scouted by the user; Cartography to map a scouted area; Gesture and Mimicry (Bird Calls) to signal fellow scouts; and Traps to *spot* (but not

set or *disarm*) traps. When actively observing or looking for things, add the Wildcard bonus to *all* basic Per rolls to notice details and IQ rolls to understand them.

Sea Dog! Boating, Fishing, Knot-Tying, Navigation (Sea), Seamanship, Survival (Island/Beach), Swimming, Thrown Weapon (Harpoon), and Weather Sense. Also, any Acrobatics or Climbing roll involving ropes; Area Knowledge in previously visited ports; Carousing and Streetwise in coastal towns and pirate havens; and naval uses of Tactics. Add the Wildcard bonus to DX and HT rolls for rocking decks, seasickness, and similar shipboard hazards – and add *half* the bonus to *noncombat* reactions in nautical encounters (with aquatic races, pirates, etc.).

Socialize! Acting, Body Language, Carousing, Detect Lies, Diplomacy, Fast-Talk, Intimidation, Panhandling, Public Speaking, Savoir-Faire, Sex Appeal, and Streetwise. The user may add *half* the Wildcard bonus to the *next* reaction roll made by anyone he successfully affects with one of those skills.

Spellsmith! Lets adventurers with Wizardry or Minor Wizardry (Spellsmith) use the power-up of this name (**Power-Ups**, p. 18) to modify magic items and other artifacts of power, as well as the Artifact Lore power-up (**Power-Ups**, p. 17) to identify and analyze such articles. This always involves an IQ-based roll with Spellsmith!, never Artificing! or Magical College! This Wildcard also stands in for all uses of Alchemy.

Street-Savvy! Carousing, Forced Entry, Gambling, Intimidation, Panhandling, Streetwise, and Urban Survival. Also, all uses of Area Knowledge and Current Affairs in previously visited towns, plus Observation, Scrounging, Shadowing, Stealth, and Tracking in *any* town. Add the Wildcard bonus to basic IQ or Per rolls to notice trouble (physical, social, or otherwise) in town, and add *half* the bonus to all reaction rolls made by town-based scum.

UNDER THE HOOD

For tinkerers, here’s the hidden math:

- An Archetype is a 100-point attribute set.
- Minor Abilities bestow traits worth *approximately* 10 points; Major Abilities, *approximately* 20 points. The recommended eight Ability slots therefore add up to 80 points.
- Heroic Flaws collectively replace the -50 points of disadvantages on most standard templates. Since they do nothing until invoked and always generate the same degree of effect in return for DP payouts, they’re all created equal. It’s fair to think of them as being worth -10 points apiece.
- Wildcards are priced as wildcard skills (p. B175), starting at attribute-1 so that each level costs 12 points. Thus, the suggested 10 levels are worth 120 points. The Wildcard bonus replaces damage bonuses for Karate and Weapon Master, reaction bonuses from Talents, etc.
- Destiny Point Limit is mostly a zero-cost side effect of wildcard skills – the equivalent of Wildcard Points from **GURPS Power-Ups 5: Impulse Buys**. Unlike Wildcard

Points, Destiny Points aren’t sorted into skill-specific bins that refresh fully each game session. To balance the fact that they fill the same bucket and can be spent anywhere, they behave like what **Impulse Buys** also calls Destiny Points: they recharge at 1 DP/session and cost 5 points/level as Abilities.

That totals $100 + 80 - 50 + 120 = 250$ points.

Exchanges (p. 8) honors these point equivalences with two exceptions. First, it equates two Ability slots [20] to *three* Wildcard levels [36] to curb optimization abuse – one of this system’s goals! Second, it handles halved starting money as Wealth (Struggling) [-10], giving an extra Ability slot [10], and simply doubles this for *no* starting gear.

For lower-powered characters, give out less stuff. Half-powered Allies get an Archetype [100], four Ability slots [40], five Heroic Flaws [-50], and five Wildcard levels [60], and “sell back” their Destiny Point Limit from Wildcards [-25], totaling 125 points. The GM *could* do this for low-end PCs, but might let them keep their DPL – it’s fun!

Swordplay! Broadsword, Cloak, Knife, Main-Gauche, Rapier, Saber, Shield (any), Shortsword, Smallsword, and Thrown Weapon (Knife). Also, Acrobatics and Jumping in combat; Armoury or Connoisseur to recognize, evaluate, or repair one-handed blades; Brawling to whack someone with a sword pommel; and any related Fast-Draw. Heroes with Chi Mastery or Warrior Training add the Wildcard bonus to ST when fighting with this talent. *Swordplay!* is considered a *fencing* skill: encumbrance penalizes all attacks and parries with one-handed blades, but retreating parries get +3 (not +1) and penalties for multiple parries are halved.

Teamwork! This capability only matters when working with one or more teammates. It counts as Body Language and Gesture to “read” and signal allies; First Aid to bandage them; and Climbing, Hiking, Stealth, or any other mundane skill in a scenario where the whole team must roll and you lack another applicable Wildcard. In *Part of the Solution or Part of the Problem* situations (*Dungeons*, p. 11), you always count as if you “know the skill.” In *With a Little Help From My Friends* (*Dungeons*, p. 11) circumstances, an IQ-based roll enables you to “do something useful” – and you give your friend *half* your Wildcard bonus, if better than the standard complementary skill bonus. Finally, add the full Wildcard bonus to your rolls to spot impostors in your party.

Unarmed! Any barehanded strike, grapple, or defense covered by Boxing, Brawling, Judo, Karate, Sumo Wrestling, Wrestling, or basic DX. Add your Wildcard bonus to ST in unarmed combat. Parries with Unarmed! have +3 (not +1) when retreating, and no penalty against weapons. Also replaces Acrobatics and Jumping in combat; Forced Entry when kicking in doors; and Intimidation against *unarmed* opponents.

DESTINY POINTS

Delvers have a *Destiny Point Limit* (DPL) equal to their total number of Wildcard levels (normally 10), plus any Ability bonuses granted by Daring, Fortunate, Intuitive, Lucky, Serendipitous, Situational Awareness, or Sixth Sense. They start play with *Destiny Points* (DP) equal to this limit.

Destiny Points can be spent in place of character points on *Buying Success* (p. B347) and *Last Ditch* (*Dungeons*, p. 15). The GM may allow options from *GURPS Power-Ups 5: Impulse Buys*, too; see p. 20 of that supplement for what’s fitting. If no DP remain, no DP can be spent – DP can’t go negative. Spent DP refresh at the rate of 1 DP at the start of each game session until the DPL is reached.

As explained in *Heroic Flaws* (pp. 7-9), the GM can also give the player DP to invoke Flaws, while the player can spend DP to avoid these invocations. A hero’s DP total *can* exceed his DPL as a result of this. However, DP above the DPL only last until the end of the game session, at which point DP in excess of DPL evaporate. Use ‘em or lose ‘em!

IMPROVEMENT IN PLAY

Removing character points *does* complicate the matter of character advancement. The time-honored solution is a “level-up” system in which completing each major objective

– typically clearing a dungeon or completing a quest – earns a benefit. If the objective is huge, completion might confer *several* benefits.

What qualifies as a benefit? That’s up to the GM, who might want to alternate, say, Wildcard level, Minor Ability, Wildcard level, Minor Ability, Wildcard level, Major Ability . . . ad infinitum. Alternatively, he could assign each monster, trap, and treasure a fine-grained “experience point” value, and have experience points buy benefits; e.g., 1,000 for a Minor Ability, 1,200 for a Wildcard level, and 2,000 for a Major Ability. If the GM wants to favor skill growth, he can make Wildcard levels more common in an alternating scheme (insert extra Wildcard levels between Ability awards), or use math like that in *Exchanges* (p. 8) with experience points; e.g., 1,200 for a Wildcard level, 1,800 for a Minor Ability, and 3,600 for a Major Ability.

The GM may want to give out incidental awards specific to quests, too. Without character points to worry about, there’s no question of cost! If the reward for saving the Elf Forest is a “Defender of the Elves” Ability that gives +1 reactions from elves and 1 HP/hour Regeneration in forests, then just write it down. And if the gods want somebody to have +1 DPL, make it so – there’s no need to worry about Abilities or Wildcards.

Finally, be aware that the suggested limits on maximum Ability and Wildcard levels are for starting characters. Wildcards have no upper limit in play. This is probably too generous for Abilities, but the GM can certainly allow higher-than-starting levels – if only as incidental quest awards.

Nonhumans?

In pointless *Dungeon Fantasy*, racial templates are packages of mandatory Abilities, Heroic Flaws, and Wildcards. Nonhumans are also good candidates for *Other Archetypes* (p. 5). Members of those races *must* take these racial traits; only the slots remaining after doing so are discretionary. For instance, if a race has two Minor Abilities, a Heroic Flaw, and three Wildcard levels, then a PC built using the recommended power level would have six Ability slots, four Flaws, and seven Wildcard levels left to choose. To compensate for reduced flexibility, the GM may allow levels or Abilities that are off-limits to humans; e.g., Toughness 3 or Infravision (a Minor Ability).

ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell’Orto), *GURPS Zombies*, and the *GURPS Action, GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . among other things. Sean has been a gamer since 1979. His non-gaming interests include cinema, mixology, and Argentine tango.

DUNGEONS OF MARS

BY PHIL MASTERS

There are two parts to dungeon fantasy – *dungeon* and *fantasy*. The “dungeon” part is about combat specialists rushing into restricted environments, picking fights with monsters, and taking their stuff. The “fantasy” part mostly means “classic” pseudo-medieval fantasy, full of wizards in pointy hats and swordsmen in clanking armor. The two halves go together well, but it’s possible to separate them and play around with the details.

The pairing of ideas that makes up dungeon fantasy has many roots, but a big part of its origin can be traced back to the pulp-magazine fantasy stories of the first half of the 20th century. Characters such as Conan the Barbarian are key archetypes, and Conan did his share of rushing into somewhat dungeon-like environments, stabbing monsters, and taking their stuff. But classic pulp adventure fiction extends beyond pseudo-medieval sword-and-sorcery, so let’s take a look at one of the other big pulp-era fantastical genres and how to use it as a dungeoneering campaign theme.

PLANETARY ROMANCE

Terminologies are always a bit debatable, but a “planetary romance” can broadly be defined as a type of fantastical story set on some specific world, in which the world in question becomes an important part of the tale – almost a character in its own right. Planetary romance worlds are almost always well-populated by one or more sapient races from the start of the story; these aren’t tales about colonization. Indeed, the populations tend to be well-established, with complex societies for heroes to interact with.

Generally the world seems bigger than any one story could describe; the planet’s interest doesn’t end just because one question is answered or one mystery is solved. If the world is actually Earth, as happens occasionally, it is Earth in the very far future, or perhaps a fantastic distant past, and more or less unrecognizable as our own world.

Planetary romances are usually science fiction, or at least science fantasy (that is, fantasy that uses the trappings of science and technology rather than leaning purely on the overtly supernatural). Some fantasy stories look a lot like planetary romances, especially when the author puts a lot of work into detailing the world, but part of the point of a planetary romance is often that this is known to be one world among many, which usually implies a science-fictional sort of background – especially if the protagonist is a visitor from *another* world (which may actually be Earth).

Nonetheless, classic planetary romances don’t tend to be very *hard* science fiction. They’re about the wonders of the world and its people, not the technology used to get there or gritty scientific explanations of the local ecology. Hard-science-fiction stories about the natures of alien worlds exist, but they don’t tend to be very “romantic,” whereas planetary romances are traditionally a bit flamboyant and garish. Also, hard-science-fiction “world stories” often lose interest in the planet after just one story.

One of the earliest authors of planetary romances was Edgar Rice Burroughs, especially in his Barsoom series, set on Mars and mostly starring the heroic John Carter. The general idea was borrowed by various other pre-WWII writers, often in the pulp magazines, before spreading through science fiction and fantasy in variant forms. A few modern science-fiction and fantasy stories can count as planetary romances, but they tend to take the theme in new directions; this article is about the core stereotype, which fits well with the “dungeon adventuring” idea.

As a Campaign Theme

A brief look at the traditional planetary-romance form suggests that it makes a good alternative to classic fantasy as a setting structure for dungeoneering, even disregarding the extent to which the two overlap. Planetary-romance worlds tend to be not only wild and exotic (because that makes them more “romantic” and suited to adventurous exploration), but also full of strange creatures and nonhuman races (because that makes them interesting in their own right). Likewise, the heroes of planetary romance, going right back to John Carter, are often mighty warriors, comparable to the brawny barbarians of sword-and-sorcery fantasy – although science-fiction heroes may manage a *little* more thoughtfulness on average. Likewise, planetary-romance worlds frequently incorporate the sort of constrained settings that can function as “dungeons.”

GURPS offered a few supplements (all for Third Edition) that focused on the planetary-romance genre. Some were based on licensed settings: **GURPS Planet Krishna** is set on L. Sprague de Camp’s world of Krishna, and **GURPS Planet of Adventure** features Jack Vance’s Tschai. **GURPS New Sun**, which deals with Gene Wolf’s tales of Urth, describes a sophisticated planetary-romance set on a far future Earth. **GURPS Blue Planet** serves as an example of hard science fiction with a touch of planetary romance about it.

Third Edition also had one original planetary-romance setting: “Dying Mars,” detailed in chapter 7 of *GURPS Mars*. The rest of the article uses that as a worked example.

Note that there’s a lot more to planetary romances than fighting monsters in underground maze. As those *GURPS* supplements listed above demonstrate, all sorts of stories and adventures can be set within the genre. However, this article is about merging the form with dungeon fantasy, and it deliberately pulls

as much as possible out of the *GURPS Dungeon Fantasy* series and twists it to fit.

*Bring a touch of science fiction to
your next **Dungeon Fantasy** campaign!*

EXOTIC POWERS AND LOST TECHNOLOGY

Dungeoneering games traditionally involve *low technology*, so that heroes must fight toe-to-toe with monsters rather than just shooting them down on full automatic. They also exhibit some kind of *exotic powers* – magic, in the case of conventional dungeon fantasy – which make things more varied and interesting, empower some exotic monsters, and grant some crucial abilities. (The *most* crucial is healing, which makes dungeoneering a slightly less insanely dangerous profession, and allows adventures to keep going even if some of the protagonists get a little unlucky in a fight.) Planetary-romance worlds can manage some of this, but they tend to do things a little differently.

TECHNOLOGY

Leaving aside any pure fantasy planetary romances, the genre tends to assume relatively high technology, up to and including interstellar travel. However, this technology is often very unevenly distributed. In fact, it’s hard to sustain many classical planetary romance plots given widespread advanced technology. The plots tend to involve lengthy cross-country journeys, bringing the protagonists into contact with all sorts of interesting inhabitants and bits of scenery, and those inhabitants often live in isolated communities with idiosyncratic cultures. This isn’t so easy if everyone can fly around in aircars, or watch television broadcasts from central stations.

Hence, many planetary-romance worlds are relatively low-tech. If there are off-world visitors with higher technology, they may have rules against spreading it around too freely. (See L. Sprague de Camp’s Krishna novels for such a set-up.) Sometimes, local communities are divided and quarrelsome; those groups who have high technology *refuse* to distribute it, perhaps out of sheer spite, and they may have difficulty maintaining an adequate industrial base. (See Jack Vance’s Planet of Adventure novels for something on these lines.) In other cases, the world has a geological shortage of important minerals or energy sources, with any imports being prohibitively expensive. This is sometimes combined with the idea that the world is declining or has suffered a catastrophic social collapse. If “ancient ones” used up most of the metals and fossil fuels, the current population will have trouble maintaining a high-tech culture, even if they have libraries of textbooks.

“Dying Mars” in *GURPS Mars* exhibits these ideas to various degrees. As a result, it is functionally a TL4 setting,

with a lot of TL3 areas, and pockets of higher technology. Quite a few Cave Martians have one or two levels of High TL, enabling them to run TL5 or TL5+1 workshops and operate advanced gadgets. Science Priests can buy levels of High TL equal to their Religious Rank, which can advance up to 6. Members of the First Race can take up to High TL 7, although not all bother. Starting PCs should probably not be permitted to take more than a couple of levels of High TL, whatever their background.

A lost age of *really* high technology can also provide a source of weird powers, or a passable substitute, to stand in place of magic. (Or alongside it; see Tekumel, the world of the classic roleplaying games *Empire of the Petal Throne* and *Tékumel*, or the Dying Earth of some of Jack Vance’s earlier stories in that series.) If the old technology hit TL11+ in *GURPS* terms, and maybe featured a bit of superscience, Clarke’s Law kicks in; this is the sort of sufficiently advanced technology that’s indistinguishable from magic. Local experts can know just enough about the old technology to recognize some common types of gadget, read the labels (if any) on the controls, and maybe guess how some things will interact, but there’s no way they can really *understand* these things. Similarly, if the planet is in contact with an interstellar culture that restricts local access to its technology, their devices may be seen as similarly wondrous – although visitors should have a better clue about them, and can deny that they’re “magic” if asked. A new Expert Skill – Advanced Technology – can help bridge the gap a little, if the GM permits it; see p. 17.

Power Sources

A shortage of useful energy sources may be a way of keeping high technology under control. However, if the campaign will feature some ultra-tech devices, perhaps standing in for “magic items,” it also needs a workaround for that problem. Old or imported devices that the GM wants to keep in play indefinitely can, say, have built-in “cosmic power units” rather than power cells, allowing them either to ignore questions of power supply or to recharge rapidly between uses from “ambient energies.” That said, if many useful devices require power cells, those cells are difficult or impossible to recharge, and a fair but not infinite number of spare cells are available, gaining access to a cache of spare cells can be a nice discovery in itself. They can be used to keep the PCs’ fancy gadgets working, or sold for high prices in emergencies.

Weapons

In dungeon adventuring, one of the most important options for technology is destruction. Seriously deadly advanced tech can play havoc with dungeoneering games, but fortunately for the GM, weapons encounter special problems in a technologically declining or restricted society. High-tech weapons may need expendable ammunition that isn't at all easy to manufacture, or they could consume insane amounts of power. Very-high-tech weapons also may have built-in "access control" systems that make them unusable for adventurers who just happen to pick them up (see *GURPS Ultra-Tech*, p. 150).

All this in turn means that high-tech weapons that are *designed* for low-tech use or circumstances of minimum support or supply will be the equivalent of highly desirable magic items, e.g., the partisan needler on p. 140 of *Ultra-Tech*.

"Dying Mars," for one example, has strong effective limitations on firearms: severe shortages of both metals and chemicals suitable for explosives manufacture (see *GURPS Mars*, p. 116). The setting has some guns, but most are TL4 – single-shot weapons that won't cause too much trouble in dungeon games, especially given that they fire lightweight clay or glass bullets with abysmal armor penetration. The setting also has a few weird-tech options courtesy of the Cave Martians. For reference, see the table below for two relatively common Martian sidearms; check *GURPS Mars* for more explanation.

Armor

Advanced armor could be an even bigger problem than high-tech weapons; even the fanciest high-TL body armor doesn't necessarily require power cells, rarely has security locks, and can have DR values that make the wearer functionally immune to swords and arrows. The GM just may have to declare that it's very rare, perhaps because offense regularly outpaces defense in ultra-tech societies, so that armor is seen as pointless among the people who might otherwise have made it. Also, very advanced societies may end up equipping all their troops with complex power armor, which *does* require power cells and difficult maintenance. (And if only the king has a working suit of the old stuff . . . don't annoy the king, okay?) If advanced armor does show up anyway, it can always be limited to a few individual pieces

that cover only one part of the body; the GM should then apply hit location rules, of course. This can lead to interesting details in fights scenes, as skilled fighters who normally go for head shots are forced to diversify against opponents wearing "magic" helmets.

"Dying Mars" is a setting that's notably light on armor; by the book, most non-nobles are limited to leather or bone armor. (Bone armor is discussed in *GURPS Low-Tech*; even if Martian craftsmen can treat it to avoid it being semi-ablative, it still only gives DR 3 while being fairly heavy.) Players might want to fudge this a little for dungeoneering adventures; dungeon survival for frontline fighters is all too often dependent on decent protection. Adventurers in the setting may gain access to metal armor, as a necessity of their profession, though they might have to pay more for it – which in turn might mean more of them choosing to operate as "swashbucklers" rather than "knights."

OTHER POWERS

Relic or imported gadgets aren't the only possible source of exotic abilities, even in the absence of magic.

Psi

Given the soft-science-fiction/science-fantasy mode of many of these stories, psionics are another option. Psionic adepts may well be the "wizards" and "clerics" of the setting – natural talents with lengthy specialist training, from either secular colleges or religious seminaries, which unlocked their psionic gifts. Alternatively, psionic power may be a side effect of lengthy training in exotic *physical* disciplines, making adepts more like monkish martial artists who can add psi powers on top of their combat skills.

If psi is going to, in effect, replace magic for most adventurers' purposes, a wide range of effects should be available. Raid *GURPS Psionic Powers* and its supporting material, rather than merely employing the limited psi powers documented in *GURPS Dungeon Fantasy 3: The Next Level* or *GURPS Dungeon Fantasy 14: Psi*. It will often fit the feel of these sorts of settings best to split Animal Telepathy out from Telepathy, and to divide Psychic Healing into Biokinesis and Psychometabolism, as discussed in *Psionic Powers*.

Martian Weapons

Guns (Pistol) (DX-4 or most other Guns-2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	Notes
4	Flintlock Pistol	1d-1(0.5) pi++	2	20/210	1.3/0.005	1	1(20)	7	-2	2	\$250	[1]
5+1	Peroxide Pistol	1d imp	2	66/720	0.85/0.002	3	10	8	-1	1	\$450	[2]

Notes

[1] The flintlock pistol is already fine (accurate *and* reliable) quality, with an Acc bonus that bends the rules in *GURPS Low-Tech* (Martian gunsmiths are very experienced, and have access to unusual materials), and can't be upgraded to fine again. It has Malf. 15. A very fine (reliable) version would cost \$375, and would have Malf. 16.

[2] The cost of the peroxide pistol has been increased to bring it into line with firearms in *GURPS Fourth Edition*

generally. Similarly, ammunition and propellant should cost \$10 per 125 darts. Even so, these prices may only apply in areas where TL5+1 equipment is generally available – meaning mostly the Underground Empire and the trade quarters of the larger Marineris city-states. In areas where the pertaining technology is strictly TL4, multiply all these costs by four. Of course, that doesn't stop the pistol from being popular among wealthy Martians. The cost of poisons to go on the darts is up to the GM.

Psonics and weird technology can be combined in the form of “psi-tech,” providing a setting that uses psonics as a substitute for magic with its own very wondrous “magic items.” *GURPS Psi-Tech* has a number of broadly appropriate devices, psi-drugs, and ideas, although many of the items in that supplement are too bulky for adventurers to carry around with them. Instead, the gear can show up as fixtures in laboratories owned by mad scholars, or amazing still-functional systems in dusty sealed underground installations dating from an ancient lost age of knowledge. See *Power Sources* (p. 15) for some problems to consider here.

Planetary-romance psi-tech should generally be described as looking really cool and steampunk-baroque, with lots of brass and crystal in the construction and *probably* superfluous twiddles in the design. Meanwhile, psi-drugs can be the products of quasi-alchemical science, or perhaps sometimes prepared by very skilled herbalists from rare and obscure sources such as orchid pollens or underground fungi (or, for darker effect, from substances extracted from the brains of psonic creatures – or people).

Extra-Dimensional Incursions

A pulpish-science-fiction or science-fantasy setting may feature other *dimensions* in addition to other worlds. This suggests another source of exotic powers – creatures from other universes might be capable of almost anything. People who can somehow communicate with them, perhaps using weird science, might gain indirect access to those powers. For that matter, merely being able to shift in and out of reality can be a formidable power itself. A fair bit of overlap exists with the whole theme of psonics here, as in conventional dungeon fantasy.

This sort of thing isn’t quite so common in stories, and if it’s used as a source of character powers, it has either to be very slow and indirect, or just look like some traditional form of magic – but it’s an option. It adds a touch of

the pulp horror to the pulp-science-fantasy mix, often with a healthy dose of Lovecraftian tentacled terror; extradimensional creatures don’t usually look human, think like humans, or care much for human concerns. It also provides a good excuse for the more exotic and unnerving sorts of wildlife that can show up in games; those species too may be extradimensional introductions.

EXPERT SKILL (ADVANCED TECHNOLOGY)

In a setting where advanced technology exists but isn’t widely available, or at least isn’t really understood, characters may be permitted to learn this Expert Skill (p. B193), which allows them to get some use out of it regardless.

You have a broad but very shallow knowledge of any science and technology from *above* your personal TL (p. B22) that may turn up in your society. This skill can substitute for *any* relevant technology operation or repair skill, and even occasionally for engineering or science skills – but only for the simplest purposes. For example, even if you come from a society with no electrical engineering of its own, you may have the same sort of vague understanding of what electricity *is* that any ordinary child will acquire in higher-TL settings. You also know some very basic jargon; if you are literate, this can easily be a lifesaver, as on a successful roll, you know when to take “Danger” signs especially seriously (e.g. when the next word is “Radiation”). Other successes may enable you to recognize common devices (e.g. guns, radios, or cars), and to say what they can do (“cause lethal damage to things they’re pointed at,” “receive sounds from other radios,” “move fast on reasonably smooth surfaces”). They may even allow you to perform the sort of routine tasks that someone from a higher-TL world could perform without a roll (e.g. pressing an on-switch, even if it isn’t labeled).

Obviously, this skill can never substitute for a higher personal TL. However, it can sometimes give useful access to technology from several levels higher than your personal level. The only drawback is that critical failures can be good for comedy, as you may have some terribly misguided ideas.

CHARACTERS

With the basic parameters of the setting established, the GM can say what kinds of characters will be suitable. There are all sorts of possibilities in planetary romance in general, but as this article is about setting dungeoneering games there, let’s take the archetypes defined by the templates in *GURPS Dungeon Fantasy 1: Adventurers* as reference points.

Fighters

Planetary romance traditionally has plenty of scope for warriors. *Knights* could hail from the great rural areas between the ancient ruins. *Scouts* might wander the exotic-monster-infested wildernesses. *Swashbucklers* and

thieves can be found in ancient, decadent, complex cities. *Barbarians* could travel from regions of the planet that have fallen furthest from the heights of sophistication – or never got there in the first place. These templates can mostly be used as-is, with a little commonsense adjustment to remove any references to magic as such and to allow some higher-tech skills.

Martial artists may be possible if chi abilities or something analogous exist in the setting; alternatively, strike out everything relating to those abilities, and spend the points this frees up on psonic abilities that are taught to these ascetic adepts. (The Psychometabolism power can be used to produce very chi-like effects.)

Holy warriors are relatively unlikely, but they might represent a group of warriors with a sideline in minor psionic powers, focused by intense mental, physical, and moral discipline and mystical ideas. Strike out the Holy abilities and replace them with psionic abilities – perhaps from just one or two powers that fit the style, such as Anti-Psi or Biokinesis.

“Spellcasters”

If magic is replaced by psionic powers, there are a number of options for replacement “magic-using” templates: Adapt the spell-casting templates in *Dungeon Fantasy 1*, use a variation of the mentalist in *Dungeon Fantasy 14*, or build a template or two to fit the specific setting. For those who want to preserve a lot of the classic dungeoneering flavor, it might be best to transform the two primary spellcaster templates from *Dungeon Fantasy 1* into psionic specialists of various kinds, rather than relying only on the mentalist and the baggage that comes along with that adventuring type.

“Wizards” would be secular scholars who master powers of the mind through abstract meditation, deep knowledge, and natural talent. Strike out Magery, all the spells, and any magic-related skills that are simply inapplicable in the setting, and spend the points thus freed up on psionic powers and skills, and maybe on Expert Skills such as Advanced Technology (p. 17) or Psionics.

“Clerics” would be priests who learn psionics through studies in a temple or seminary that gives the instruction a distinctly spiritual air. The points for *their* psi abilities come from losing Power Investiture, Holy abilities, and spells.

To preserve niche protection in the classic dungeoneering mode, give wizards and clerics access to different sets of powers. Animal Telepathy, Astral Projection, Dream Control, and Telepathy might be allowed to either or both. “Wizards” might be the only ones with access to Ergokinesis, ESP, Probability Alteration, Psychic Vampirism, Psychokinesis, Psychometabolism, and Teleportation. Similarly, only “clerics” might be allowed Biokinesis or maybe Anti-Psi. Any of these powers alternatively might be limited to other character types.

Bards and *druids* usually fit less well into a planetary romance milieu, but something akin to either might exist. A “bard” could be a wandering adventurer with skills enhanced by a touch of telepathic ability; divert points from Bardic

Talent, Bard-Song abilities (although those could actually be quasi-telepathic), and spells into the Telepathy power or maybe Dream Control. A “druid” might be a psionist who has refined his abilities while alone in the wilderness, far from the babble of other sapient minds, and developed a bond with the natural world in the process. Transfer the points from his magical abilities and spells into Animal Telepathy, Biokinesis, and Psychometabolism.

If magic is being replaced by something else, you’ll need to take another approach again; for, say, a setting with lots of old technology and improvisational superscience, characters based on the artificer from *GURPS Dungeon Fantasy 4: Sages* might work quite well, perhaps with some points diverted to raise their personal TL well above the campaign baseline.

NONHUMAN RACES

Planetary-romance worlds typically have multiple sapient races – maybe implausibly many, in some cases, though there is usually some kind of explanation in the background. Most of them may, say, turn out to be descended from off-world colonists, or the products of ancient mad science.

The nonhumans of a planetary romance world are more likely to be present as interesting “NPC” encounters for human protagonists, rather than themselves providing protagonists for the story, but this isn’t a hard and fast rule. Still, these races are perhaps likely to be *radically* nonhuman, rather than resembling the near-human elves, dwarfs, and halflings of typical dungeon fantasy. Again, this isn’t a rigid rule; near-human races may be explained as having evolved from human stock over the world’s long history, or as having been created by genetic tinkering at some point, or as the result of some kind of mutation. Still, they probably won’t be *called* “elves” or “dwarfs.”

A lot of planetary-romance nonhumans also have societies and psychological profiles that are just as dramatically nonhuman as their physical forms, again making them better as exotic encounters than as protagonists. As adventurers, those with nonhuman minds may have their own peculiar motives for dungeoneering. “The egg-queen finds it amusing!” or “Cleansing the land of our ancient foes ensures me a superior reincarnation!” could be just as good a reason as “For the loot,” after all.

GURPS® Fourth Edition

DUNGEON FANTASY™

BY SEAN PUNCH! AVAILABLE NOW!

gurps.sjgames.com/dungeonfantasy



STEVE JACKSON GAMES

Hence, several of the nonhuman templates in *Dungeon Fantasy 3* may fit into these sorts of games, but in this case, the weirder ones may actually be best. Delete any references to magic, or switch them for something related to psionics or unusual knowledge of advanced technology, as fits the setting. Coleopterans and lizard men would definitely fit in some sorts of planetary romance, for a start.

The Martians

“Dying Mars” presents a number of races (see *GURPS Mars*, pp. 109-110). In Fourth Edition terms, tweaked for dungeoneering games, these have the following templates.

The First Race: ST -2 [-20]; IQ +1 [20]; Above Suspicion* [1]; Attractive [4]; Immunity to Disease [10]; Laziness (12) [-10]; Status 2 [10]. (Remember that being Unaging is not considered a significant feature in dungeoneering games – nor for that matter is being a member of a dying race.) 15 points.

Lowland Martians: ST -2 [-20], -20 points.

Upland Martians: ST -1 [-10]; HT +1 [10]; Code of Honor (Pirate’s) [-5]; Fit [5]; Martian Language (Native/Accented) [-1]; Proud [-1]. -2 points.

Cave Martians: ST -3 [-30]; DX +1 [20]; Night Vision 8 [8]. -2 points.

Sand Martians: ST -2 [-20]; DX +1 [20]; HT +1 [10]; Claws (Talons) [8]; Ham-Fisted 1 [-5]; Limited Camouflage (Martian Desert)† [1]; Low TL 3 [-15]; Martian Language (Native/None) [-3]; Nictitating Membrane 1 [1]; Night Vision 6 [6]; Social Stigma (Uneducated) [-5]; Survival (Martian Desert) (A) Per [2]. In a lowlands-based campaign, add Social Stigma (Minority Group) [-10]. 0 or -10 points.

* Works much like Honest Face, but is based on respect rather than real trust. Other Martians will tend to assume that one of the First Race will be acting in a legal, appropriate, or necessary way, because the First Race define what’s “correct.”

† Gives +2 to Camouflage and Stealth when you are posed stationary and unclad against a background of the Martian desert surface.

THE AZURITES

The races of “Dying Mars” lack one thing that dungeoneering games tend to demand, so we can add an extra race, the *Azurites*, to meet that need.

Azurites are found in limited numbers everywhere on Mars that the other races live, but do not have their own lands. They do not dominate any Martian community larger than a small village, but are often seen in the great cities of Marineris and along the world’s more active trade routes. They are an odd-looking race to other Martians’ eyes, with five-fingered hands and tiny eyes. They are also short – rarely as tall as even a full-grown Lowland Martian – but burly and physically powerful, with a range of skin tones from pink-tinged ivory to dark brown. They frequently work in freelance occupations, as merchants, mercenary guards (in small bands), traveling entertainers, or adventurers. The smartest of them play on the fact that most members of the other races see them as neutral and fairly harmless, while respecting their physical strength.

Biologically, the Azurites are a puzzle to scholars. They are the one Martian race who are *completely* incapable of interbreeding with any of the others. Some students of biology among the Science Priests believe that the first Azurites may have been created by the First Race from a long-extinct order of Martian animals to serve as slaves or warriors, although if that is true, their creators neglected to design them for obedience. Their own, obscure origin myths make numerous mystical references to the Blue Star, which would seem to link them to some branches of Acidalian theology, but both groups reject any suggestion of a connection, and Acidalian priests are frequently very hostile to Azurite folk-beliefs. The very few Azurite citizens in the Theocracy have to engage in ostentatious displays of piety to avoid periodic accusations of heresy from their neighbors.

It costs no points to play an Azurite.

THE DUNGEONS

Dungeoneering also needs dungeons – those constrained environments full of hostile entities, with some incentive for heroes to visit, if only the ever-popular rooms full of treasure.

Planetary-romance settings can feature any of the categories of “dungeon” mentioned in *GURPS Dungeon Fantasy 2: Dungeons* (pp. 16-17), with occasional twists. In particular, cities in planetary romances tend to be big, old, and complicated, which means that the cellars, sewers, and any other subterranean spaces beneath them can get *really* interesting. Many will have been *built up* over centuries or millennia, with older buildings in effect becoming the foundations for new construction, their internal spaces becoming cellars and dungeons. If those spaces were originally temples, shrines,

armories, or treasure-houses, some *stuff* may somehow have been left over. This is not to say that defenses against intrusion will always have been neglected – or always remembered.

Some of these complexes may also still exist under ruined and abandoned cities. For that matter, those abandoned cities may themselves make interesting adventuring environments, especially if they were built of rugged high-tech materials, so that the walls and roofs are still largely intact.

The “Dying Mars” setting has plenty of examples of all of this. The Marineris cities are old and *big*, and doubtless have interesting underground levels (including perhaps places the Cave Martians have established a local outpost to their own taste). Countless ruins and lost cities are out in the wilderness.

In some cases, these may be associated with the canal system, and the desire to keep that running as well as possible may provide a justification for “dungeoneering” expeditions: A party might be hired by the Science Priests to escort a small engineering team who are needed to restore a pumping station located under an abandoned city. (They’re welcome to keep any treasures they find along the way, but shouldn’t get too sidetracked.)

There also might be things to investigate (and plunder) under the great pyramids outside the city of Cydonia, or under the nearby Face of God, but good luck evading the Inquisitors and their hordes of fanatical guards on the way in or out of there. Mars also has a whole underground *civilization*, in the form of the Underground Empire. It’s generally unwise and impolite to treat that as one giant dungeon to plunder, as the Cave Martians are technically a civilized race, but they’re also warlike slavers, so sneaking in and out of their territory on secret missions may sometimes be a useful idea – just not a safe one.

THE MONSTERS

The GM may have to design a lot of monsters from scratch to fit the style and history of their own chosen romantic planet. However, with a little tweaking and adjustment of appearances, it’s quite possible to convert available dungeon-fantasy creatures into something a bit more appropriate for science fiction. Anything too blatantly magical can be a problem, unless the magic can be tweaked into “psionics” or “mutant powers” with a sufficiently straight face. Many “constructs”

can become sufficiently advanced and eccentric robots or androids with very little trouble.

Of the creatures listed in *GURPS Dungeon Fantasy 2: Dungeons*, the acid spider, crushroom, dire wolf, erupting slime, foul bat, frost snake, giant rat, siege beast, and trigger all fit right into a planetary-romance setting. The mindwarper, peshkali, and toxifier could work as extradimensional horrors. The golem-armor swordsman and the stone golem are distinctly magical automatons, but could serve as inspirations for creations of advanced mad science.

The Undead and Unliving

The ever-popular “undead” category of monsters may seem a poor fit to science-fantasy settings, being traditionally very supernatural in their justifications. But actually, many can be changed to fit, especially the material types. After all, there are plenty of “zombie” movies that give their metabolically unconventional horrors a nonmagical justification. Sufficiently advanced and (more importantly) deranged and depraved technology can help here, as can alien neural parasites or horrible self-propagating diseases. *GURPS Zombies* has a whole range of categories of “zombie” on pp. 90-107. Any of the nonsupernatural variants could show up in some planetary-romance dungeon somewhere. In particular, the three types listed in the “Constructs” category have exactly the sort of steampunk-gothic mad-science style that suits the sub-genre. More powerful, free-willed material undead might seem harder to justify, but many of these could be the tragic-horrific products of unwise experiments in immortality. (“The treatment maintains the nervous system with full

function, and empowers the metabolism with etheric energy. But to preserve the flesh in the absence of conventional nutrition, it renders it inflexible and reduces its volume, and the power systems extract further energy from any living thing with which it comes in contact.”) Also, these days, dropping in the word “nanotech” can excuse a multitude of dubious creature features while adding a token contemporary touch.

Immaterial undead (and for that matter, other immaterial monsters) are a little harder to excuse, but they can always be explained as “psionic remnants,” “energy creatures built on the template of a living thing that was destructively scanned,” or extra-dimensional entities that cannot entirely complete the transition to our reality. Or they could just be ghosts and specters; planetary romances *do* sometimes tip into magical fantasy, and a touch of the gothic and inexplicable may sometimes be warranted.

ABOUT THE AUTHOR

Phil Masters is a long-time roleplaying game writer, the *Transhuman Space* Line Editor, and the author or co-author of *GURPS* books from *Arabian Nights* to *Thaumatology*, including *GURPS Dungeon Fantasy 7: Clerics*, *GURPS Dungeon Fantasy 9: Summoners*, and the upcoming *Discworld Roleplaying Game, Second Edition*. He’s made a number of appearances in the third incarnation of *Pyramid*, and he had a number of articles in previous versions.

MARTIAN CREATURES

GURPS Mars provides a small array of dangerous and quite dungeon-worthy creatures for “Dying Mars.” Adjust them for Fourth Edition as follows.

Sand-Sharks: Change ST (and HP) to 18, but sand-sharks have Striking ST 5, so bite damage becomes 2d cut with Reach C, 1, while Dodge becomes 9. Will is 10, Per is 12, Speed is 6.50, and SM is 2.

Riding-Lizards: Change ST (and HP) to 20; bite damage becomes 2d-2 cut with Reach C-2, trample becomes 2d-1 cr (1d-2 cr on an overrun), and Dodge becomes 9. Will is 10, Per is 11, Speed is 6.25, and SM is 3. Riding-lizards have the Cold-Blooded disadvantage at the -5 point level; a full set of properly fitted furs effectively gives them two levels of Temperature Tolerance.

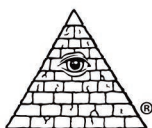
Night Horrors: Change ST to 14 (and HP remains at the same value), and Dodge becomes 10. Night horror talons do 1d-1 cut or imp on a punch, 1d cut or imp on a kick, while their sharp teeth do 1d-1 cut; all their attacks have Reach C, 1. Will is 11, Per is 12, Speed is 7.00, and SM is 1. Night Horrors have Night Vision 8.

Also, of course, sneaky and devious Cave Martian slavers with clockpunk trap technology, or Sand Martian bandits, are always good for hostile encounters.

CAR WARS®

The Right Of Way Goes To The Biggest Guns

**In stores
in October!**



STEVE JACKSON GAMES
carwars.sjgames.com

FROM THE BOTTOM UP

BY MATT RIGGSBY

The traditional dungeon crawl has a band of human-ish adventurers going down deep holes in search of treasure, fighting tougher monsters, and getting bigger rewards the deeper they go. But almost from the beginning of fantasy role-playing games, there's been a desire to do it the other way

around: Monsters come up from the depths of the dungeons to raid the surface world for loot and strike back against those who come down to attack them. These guidelines let you do just that. *Be a thing!* Defend your stuff! And work your way to the top, from the bottom up.

MONSTER CHARACTERS

To play a monster character in *GURPS Dungeon Fantasy*, it helps to have character templates. These fall into three categories. A few are cheap racial lenses, which may be applied to the regular adventurer templates normally. Most monsters, though, are more expensive. Several cost too much to reasonably apply to the standard templates. But they *can* be added the cheaper templates from *GURPS Dungeon Fantasy 15: Henchmen*, turning supernumeraries into capable monsters. Finally, a few are sufficiently expensive that they require full-blown templates of their own.

BLOB

250 points

The blob is a sentient entity related to slimes, oozes, and similar jellied hazards. Unlike its corrosive brethren, it relies on mere physical force. A blob's usual approach is to sneak up on its prey (for a large mass of protoplasm, it's remarkably stealthy), grab it, and crush it to death or encase it with a fast-hardening secreted resin for later consumption.

Blobs are very hard to hurt with regular weapons; they have a thick skin, but if pierced, the undifferentiated protoplasm within simply flows back together and the wound quickly seals itself. They can extend pseudopods to manipulate tools, albeit clumsily. Though they have slightly odd personalities, their ability to move quietly and observe their surroundings in detail makes them good scouts. They're not great combatants, but they do a reasonably good job of hiding, which allows them to act as traps.

Attributes: ST 16 [60]; DX 13 [60]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d+1/2d+1; BL 51 lbs.; HP 16 [0]; Will 10 [0]; Per 12 [10]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0].

Advantages: Ambidexterity [5]; Binding 2 [4]; Chameleon 1 [5]; Constriction Attack [15]; Damage Resistance 3 (Tough

Skin, -40%) [9]; *and* Injury Tolerance (Diffuse) [100].
• 30 points chosen from among Acute Senses [2/level], Amphibious [10], Doesn't Breathe (Gills, -50%) [10], Peripheral Vision [15], Stretching [6/level], additional Binding [2/level], additional Chameleon [5/level], or additional Damage Resistance (Tough Skin, -40%) [3/level].

Disadvantages: Bad Grip 1 [-5]; Increased Consumption 1 [-10]; Invertebrate [-20]; No Legs (Slithers) [0]; Social Stigma (Monster) [-15]; *and* Weakness (Salt, 1d/minute) [-20].
• -30 points chosen from among Bad Grip 1 [-5], Bad Temper [-10*], Bestial [-10], Curious [-5*], Gluttony [-5*], or Odious Personal Habit [-5 to -15].

Primary Skills: Brawling (E) DX+2 [4]-15; Camouflage (A) IQ+1 [4]-11; Stealth (A) DX+1 [4]-14; *and* Wrestling (A) DX+2 [8]-15.

Secondary Skills: *Four* of Forced Entry or Swimming, both (E) DX+1 [2]-14; Climbing (A) DX [2]-13; or Observation, Survival (any), or Tracking, all (A) Per [2]-12.

Background Skills: *Four* of Shield (E) DX [1]-13; Axe/Mace or Shortsword, both (A) DX-1 [1]-12; Holdout (A) IQ-1 [1]-9; or spend 1 point on any unchosen secondary skill at one level lower.

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

Blob Power-Ups

Possible power-up for blobs include a more sophisticated network of light-sensitive spots (360° Vision); external digestive processes (Innate Attacks, notably corrosive ones); the ability to split into independent bodies (Duplication (No Sympathetic Injury, +20%; Shared Resources, -40%) [28/duplicate]); and extra limbs in the form of Extra Arms and Strikers. Blobs have no upper limit on ST. However, as they get stronger, they get bigger, occasionally increasing their SM. Use the Growth advantage as a guideline to determine maximum ST for any given SM.

DRAGON

250 points

Dragons are, first and foremost, big and strong. They start at SM +1, and between that and their lack of fine manipulators, ST is exceptionally cheap for them. They're also quite versatile. They fly and have multiple attack modes that have decent damage, as well as a formidable breath weapon. Moreover, unlike many other monsters, they're *not* particularly vulnerable to conditions of holiness, low magic, etc.

Their main drawback is that they're all but non-technological. It's very difficult for them to use any kind of equipment, so they must rely on innate abilities. They're also quite venal, with personalities balancing arrogance and acquisitiveness.

Despite a certain sophistication, dragons are perhaps closest to the barbarian template: Large size means difficulty in armoring, but high ST (and high HP) gives them durability and high carrying capacity. Modest skills but other good traits mean that they're not combat specialists, but are able to hold their own. Both are also at their best when they've got room – barbarians in the outdoors, dragons in places where they've got room to fly.

Attributes: ST 23 (Size -10%; No Fine Manipulators -40%) [65]; DX 13 [60]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 2d+1/4d+1; BL 106 lbs.; HP 23 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.25 [0]; Basic Move 6 [0]; Aerial Move 12 [0].

Advantages: Biting Mastery† [1]; Burning Attack 4d [20]; Claws (Sharp) [5]; Damage Resistance 4 (Flexible, -20%) [16]; Extra Legs (Four Legs) [5]; Flight (Winged, -25%) [30]; Striker (Tail; Crushing) [5]; Strikers (Two Wings; Crushing; Weak, -50%) [5]; *and* Teeth (Fangs) [2]. • 25 points chosen from among Alertness [5/level], Combat Reflexes [15], Danger Sense [15], Dark Vision [25], Discriminatory Smell [15] *or* Discriminatory Smell (Emotion Sense, +50%) [23], Extra Attack [25], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Infravision [10], Magery 0 [5], Magery 1-6 [10/level], Nictitating Membrane [1/level], Night Vision 1-9 [1/level], Peripheral Vision [15], additional Burning Attack [5/level], *or* additional Damage Resistance (Flexible, -20%) [4/level].

Disadvantages: Greed (12) [-15]; Horizontal [-10]; No Fine Manipulators [-30]; *and* Social Stigma (Monster) [-15]. • -20 points chosen from among Bad Temper [-10*]; Berserk [-10*]; Bloodlust [-10*]; Bully [-10*]; Callous [-5]; Jealousy [-10]; Laziness [-10]; Megalomania [-10]; Miserliness [-10*]; *or* Selfish [-5*].

Primary Skills: Aerobatics (H) DX [4]-13; Innate Attack (Breath) (E) DX+3 [8]-16; Intimidation (A) Will [2]-12; *and* Karate (H) DX+1 [8]-14.

Secondary Skills: Seven of Forced Entry (E) DX+1 [2]-14; Dropping *or* Stealth, both (A) DX [2]-13; Connoisseur (Jewelry), Hidden Lore (Dragons), *or* Navigation (Air *or* Land), all (A) IQ [2]-12; Flight (A) HT [2]-12; Survival (any) (A) Per [2]-12; *or* Detect Lies (H) Per-1 [2]-11.

Background Skills: Five of Diplomacy (H) IQ-2 [1]-10; Fast-Talk (A) IQ-1 [1]-11; Savoir-Faire (High Society) (E) IQ

[1]-12; *or* spend 1 point on any unchosen secondary skill at one level lower.

Features: Dragons have Born Biter (*GURPS Dungeon Fantasy 3: The Next Level*, p. 15). Dragons can wear armor tailored for them, but not on their wings; see *Winged Races in The Next Level*, p. 7.

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

† Allows Karate damage bonus to apply to bites.

Dragon Power-Ups

Although they can acquire a great deal of historical lore and may pursue intellectual pastimes, dragons mostly get bigger, stronger, and tougher. They may increase their DR, buy off the Flexible limitation, increase the strength of their Burning Attack, add enhancements such as Cone and Area Attack, buy versions of it as Alternate Abilities (for example, separate Area Attack, Cone, and Jet versions), upgrade their claws to Talons or Long Talons, and so on. Like blobs, dragons have no upper limit on their ST and get bigger as they get stronger.

Do You Really Want to Live Forever?

GURPS Dungeon Fantasy ignores the Unaging trait, since centuries-long survival is rarely an issue. However, several of these monsters can last for a very, very long time. Should it become relevant, dragons, liches, specters, and vampires should have Unaging. The lack is particularly ironic for liches, who go to a lot of trouble to escape the bonds of mortality.

CAVE APE

-10 points

The cave apes, recognized by their pale fur and wide eyes, are sometimes regarded as halfway between relatively clever but still unintelligent animals such as gladiator apes on one side and intelligent peoples on the other. They're smart, but just barely. Consequently, they run into slightly less disdain than many other monster-ish races. They're sometimes unclear on the idea of dividing up treasure (or, indeed, having it), but they're very good at hitting things until they fall over.

Cave apes are large but broad rather than tall, particularly with their stooped posture, so they're just barely SM +0. This lens can be applied to any standard delver template. It works best with knights and barbarians, but a cave-ape martial artist can be an interesting twist.

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

Advantages: Acute Hearing 1 [2]; Brachiator [5]; Damage Resistance 2 (Tough Skin, -40%) [6]; Night Vision 5 [5]; *and* Striking ST 2 [10].

Disadvantages: Berserk (12) [-10]; Bestial [-10]; Ham-Fisted 1 [-5]; Semi-Upright [-5]; *and* Social Stigma (Savage) [-10].

Racial Skills: Brawling (E) DX+2 [4]; Climbing (A) DX+3 [4]*; *and* Wrestling (A) DX+1 [4].

Features: Cave apes are shaped differently enough from other humanoids that they cannot wear the same armor and clothing.

* Includes +2 from Brachiator.

Cave Ape Power-Ups

Cave-ape characters get most of their power-ups from their template, but there are few other things they might pick up: Arm ST [5/level], Discriminatory Smell [15], an extra point of DR for the skull for better head butts (Skull only, -70% [2]), and more Night Vision and Striking ST.

LICH

+5 points

Some wizards are so obsessed with pursuing their goals that they're willing to die for them. Of course, they only do so in order to come back and continue that pursuit without being interrupted by such petty annoyances as eating, drinking, sleeping, and breathing. A wizard who ritually kills himself only to return as an undead skeleton of himself becomes a lich.

A dead wizard is still a wizard. Use a wizard template or the necromancer template from *GURPS Dungeon Fantasy 9: Summoners* with the lens below. A variant lich might be based on an evil cleric rather than a wizard, replacing Dependency on Mana with a Weakness based on Sanctity. Liches based on other templates are a theoretical possibility, but, say, a lich-knight or a lich-martial artist is a *terrible* idea.

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

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; and Injury Tolerance (No Blood; No Brain; No Eyes; No Vitals; Unliving) [40].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Fragile (Brittle) [-15]; No Sense of Smell/Taste [-5]; Skinny [-5]; Social Stigma (Monster) [-15]; Unhealing (Partial) [-20]; and Vulnerability (Crushing x2) [-40].

Features: Liches are affected by Pentagrams. The player and GM must work out the specifics of Unhealing.

Lich Power-Ups

A lich can take power-ups from its underlying template, but it may also work toward traits in the lich monster description in *GURPS Dungeon Fantasy Monsters 1*, p. 23 (Dark Vision, Unkillable, etc.).

SCORPIMAN

+125 points

The scorpiman is a large, intelligent scorpion. The foreclaws are fully functional manipulators, but they retain an edge that allows them to do cutting damage. A scorpiman has armored scales, formidable mandibles and a powerful sting-tipped tail arching over its back. The tail carries a poison that, on a failed HT roll, paralyzes the target for 10 minutes times the margin of failure. Scorpimenes enjoy long periods of inactivity, but are easily provoked and very fast in combat.

Though they have a horizontal posture (that is, longer than they are tall), their limbs are arranged so that they don't walk using their first pair of limbs. Thus, they don't qualify for the Horizontal trait. This lens should be combined with a 125-point template from *Henchmen*.

Attribute Modifier: DX+2 [40].

Secondary Characteristic Modifier: Basic Speed+0.5 [10].

Advantages: Affliction 1 (HT; Extended Duration 10x, +40%, Follow-Up to striker, +0%; Paralysis +150%) [29]; Claws (Sharp) [5]; Damage Resistance 6 [30]; Extra Legs (Six Legs) [10]; Peripheral Vision [15]; Striker (Tail; Impaling) [8]; Striking ST 6 (Tail Only, -60%) [12]; and Teeth (Sharp) [1].

Disadvantages: Bad Temper (12) [-10]; Laziness [-10]; and Social Stigma (Monster) [-15].

Features: A scorpiman occupies two hexes. It cannot use armor and clothing made for other races, but can use the same weapons and other tools.

Scorpiman Power-Ups

In addition to power-ups appropriate to their template, scorpimenes may enhance their sting with further Striking ST (Tail Only, -60%) [2/level] or with Armor Divisor (2) for +4 points. They can improve their venom with further Extended Duration (+2 points for 30x, +4 for 100x, etc.) or by upgrading Paralysis (+150%) to Coma (+250%) for a net +10 points.

SPECTER

+188 points

The specter is a usually insubstantial entity that is tied to the physical world. It appears as a person-shaped figure in ragged gray robes. It can use a poltergeist-like telekinesis to move physical objects, cast spells at material targets if the individual specter has that ability, or even manifest (at great effort and greater risk) to manipulate items. However, their most notable ability is the power to possess living creatures (attempting this costs 2 FP; success costs a further 1 FP per minute to maintain).

Their personalities vary, but they're all . . . a little off. They all seem a little mad, preoccupied with their own thoughts, or obsessed with achieving their own goals.

The specter lens should be applied to one of the 62-point bargain henchman templates from *Henchmen*.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Unliving) [20]; Insubstantiality (Affect Substantial, +100%; Usually On, -40%) [128]; Possession (Costs Fatigue, 2 FP, -10%; No Memory Access, -10%; Spiritual, -20%) [60]; and Telekinesis 3 [15]. • 30 points chosen from Will +1 to +6 [5/level], Affliction [Varies], Dark Vision [25] or Night Vision [1/level], Terror [30], or additional Telekinesis [5/level].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Dread (Holy symbols; 6 yards) [-15]; Fragile (Unnatural; Combustible) [-55]; and Social Stigma (Monster) [-15]. • -15 points chosen from among Chronic Depression [-15*], Confused [-10], Delusions [-5 to -15], Hidebound [-5], Impulsiveness [-10*], Indecisive [-10], Lunacy [-10], or Obsession [-5* or -10*].

Features: Specters are affected by True Faith and Pentagram.

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

The Friendly Ghost

For a spectral ally, reduce the specter's 30 points on optional advantages to 29, spend some of them on skills, and you've got a 187-point henchman. See *Other Optics*, *Henchmen*, p. 36.

Specter Power-Ups

Specters tend toward growth in their optional advantages, such as Telekinesis and Night Vision. They may also buy a special Energy Reserve (Only to Become Substantial, -80% [0.6/level, rounded up], which can keep them substantial longer and the Can Carry Objects enhancement (starts at +10% for No Encumbrance).

UNKNOWABLE THING

250 points

The Unknowable Thing is a very minor relative of Elder Things. It's not clear if their relationship is as allies, pets, prey, or parasites, and the Unknowable Things have yet to provide answers that make sense (they're not *trying* to be obtuse; they just can't help it if other beings don't understand that penumbral scorn putrefacts the meridian's bleeding gref sidely, Ia! Ia!). Their behavior does make sense, though, as an attempt to gather information. All of it. They seem unconcerned about what that knowledge will be used for (an invasion of Elder Things?), but feel compelled to learn as much as they can.

An Unknowable Thing has no legs (imagine a sort of faun, only half-slug rather than half-goat), four ramified tentacles instead of two arms, sticky surfaces that allow it to walk on walls and ceilings, a corrosive second tongue, eyes on stalks, psionic powers, and a profound indifference to others. Weird and off-putting as they may be, they're functionally something between a psi and a sage, but with very peculiar mobility and fighting modes.

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0]; Basic Speed 5.50 [0]; Basic Move 5 [0].

Advantages: 360° Vision (Easy to Hit, -20%) [20]; Book-Learned Wisdom 2 (4, 4) (*GURPS Dungeon Fantasy 4: Sages*, p. 8) [26]; Clinging [20]; Corrosive Attack 2d (Melee Attack, Range C, -30%) [14]; Extra Arms 2 [20]; Psi Talent 3 [15]; and Unusual Background (Psionics) [10]. • 35 points in Psionics abilities (*GURPS Dungeon Fantasy 14: Psi*, pp. 5-11). • Another 20 points chosen from among Will +1 to +4 [5/level], Amphibious [10], Slippery [2/level], Unfzable [15], Vibration Sense [10], or more psi abilities.

Disadvantages: Cold-Blooded (50°) [-5]; Low Empathy [-20]; No Legs (Slithers) [0]; Obsession (Gather knowledge) (12) [-10]; and Social Stigma (Monster) [-15]. • -10 points chosen from among Berserk [-10*], Bloodlust [-10*], Frightens Animals [-10], Megalomania [-10], No Sense of Humor [-10], or Odious Personal Habit [-5 to -15].

Primary Skills: Brawling (E) DX+1 [2]-13; Hidden Lore (Elder Things) (A) IQ [2]-13; Mental Strength (E) Will+1 [2]-13; Mind Block (A) Will+1 [4]-14; and Wrestling (A) DX [2]-12.

Secondary Skills: Stealth (A) DX [2]-12. • *Three* of Shield or Thrown Weapon (any), both (E) DX+2 [4]-14; or Cloak, Saber, or Shortsword, all (A) DX+1 [4]-13.

Background Skills: *Four* of Forced Entry (E) DX [1]-12; Hazardous Materials (Magical), Heraldry, Occultism, or Prospecting, all (A) IQ-1 [1]-12; Architecture, Naturalist, Poisons, or Tactics, all (H) IQ-2 [1]-11; Thaumatology (VH) IQ-3 [1]-10; Swimming (E) HT [1]-10; Intimidation (A) Will-1 [1]-12; or Survival (any) (A) Per-1 [1]-12.

Features: Unknowable Things cannot use armor and clothing meant for other races.

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

Unknowable Thing Power-Ups

In addition to sage and psi power-ups, Unknowable Things can develop further Extra Arms (and Extra Attack [25/level]); Amphibious [10] and Doesn't Breathe (Gills, -50%) [10]; and Regeneration [Varies].

Other Monsters

A number of races in *The Next Level* are suitable for monster-centric campaigns as-is. They include coleopterans, corpse-eaters, Dark Ones, gargoyles, all of the goblin-kin, minotaurs, ogres, reptilians, and trolls. A few exceptional members of other races might be used in such a campaign, but they'd likely be outcasts from their own people or at best from an outcast group.

VAMPIRE

+125 points

Vampires can be a diverse lot, but what they have in common is the need for the blood of intelligent humanoid creatures – humans, elves, dwarves, etc. All the races in *The Next Level* are equally nutritious, though individual vampires may have strong taste preferences. Since they lose HP on a daily basis, they *must* have blood regularly in order to survive, which keeps them out and adventuring.

This template is a minimalist vampire. It is strong, resistant to a range of environmental threats, and can turn into a bat. It is also vulnerable in various ways to sunlight, holiness, and garlic. It is *not* capable of infecting others with vampirism, turning into a mist, or hypnotizing potential victims. It should be combined with one of the 125-point occupational templates from *Henchmen*.

Attribute Modifier: ST+6 [60].

Secondary Characteristics Modifiers: HP+2 [4]; Per+3 [15].

Advantages: Alternate Form (Bat) [15]; Dark Vision [25]; Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Unliving) [20]; Unkillable 2 (Achilles Heel, Wood, -50%) [50]; and Vampiric Bite [30].

Disadvantages: Draining (Blood of sentient humanoids) [-10]; Dread (Garlic) [-10]; Dread (Holy symbols; 5 yards) [-14]; Supernatural Features (No Body Heat; No Reflection) [-15]; Uncontrollable Appetite (Blood of sentient humanoids) [-15]; Unhealing (Partial) [-20]; and Weakness (Sunlight, 1d/minute) [-60].

Features: Vampires are affected by True Faith and Pentagram.

Vampire Power-Ups

Some obvious power-ups include the ability to infect others (Dominance) and the ability to turn into a mist (Insubstantiality). If they live long enough, some vampires can become powerful magicians, so Magery and spells are a reasonable thing to allow.

MONSTER CAMPAIGNS

In a monster-centric campaign, things are a bit backward. The lowest levels of the dungeon are the least challenging. This makes some logical sense; they're farthest away from the food supplies and other resources available closer to the surface, while the upper regions are plagued by monster-fighting adventurers. Those creatures not strong enough to resist invaders from the surface would have to flee below, resulting in a population of monsters who can't make it anywhere else.

Almost all of the templates here and several of those from *The Next Level* have Social Stigma (Monster). Each can interact with its own kind without problems (see *Almost Monsters, The Next Level*, p. 11), but social interaction with other, different monsters is still an issue. Going to town for healing and supplies is problematic, since few monster races are sociable enough to have towns, let alone allow other monsters in. However, powerful subterranean entities may control semi-neutral markets or temples for reasons of their own.

Dungeon Fantasy monsters seem to like a good fight, even if they're not much on other interactions. Unintelligent monsters will take on anybody, and even intelligent ones are frequently ill-tempered, if not compulsively violent. Few have any particular reason to work together. A party of adventuring monsters, who have presumably overcome any interpersonal issues, can fight other monsters just as easily as more typical adventurers can. Likewise, they can fight those more typical adventurers. Most character templates can be used to build opponents for a monster party; low-level adventurers from *Henchmen* might constitute fodder "monsters."

Whether monster-delvers face other monsters or surface-dwellers, the opposition must be carefully selected. Immunities and injury tolerances are rife, making it tricky to find a mode of attack to which at least one monster will not be highly resistant, if not invulnerable. A specter, for example, can wreak terrible havoc on a group of opponents who can't do anything about insubstantial creatures. Dragons can drop rocks at will on outdoor enemies with poor ranged capabilities, while blobs and liches laugh at swashbucklers and scouts who have built up their skills enough to regularly target eyes and vitals.

However, many monsters also have a *lot* of weaknesses that can get in their way. The templates have a number of obvious ones: Liches are hard to heal when damaged, vampires can be driven away by holy symbols, Unknowable Things are sensitive to climate, and so on. Some problems, though, are less obvious. For example, a number of monsters have at best modest skills, and while they may have good stats and/or interesting bonuses and special effects (poisons, corrosion, fire, etc.), they may not do as much raw damage or have as much base skill as a party of focused adventurers with excellent equipment.

Another problem with a monster party is that while they're great at bloody violence and a properly constituted group can have significant logistical support, there's a big hole when it comes to healing. None of the monster races here are particularly well-suited to being a cleric. Cave apes aren't very smart, liches use the wrong kind of supernatural abilities, and other monsters require too many points to take the cleric template. At best, a few can use the Initiate template from *Henchmen*, notably the scorpiman and the vampire (and ignoring jokes

about "paging Dr. Acula," the GM may be reluctant to allow holy men repulsed by their own holy symbols). That might be all right for a one-shot adventure or a short campaign, where ongoing survival isn't an issue, but for long-term play, it's worth strongly considering the monsters from *The Next Level* or even a non-monster race to fill the healer role. Perhaps a particularly broad-minded cleric has descended into the deepest dungeons to do missionary work. Otherwise, the dungeon should be stocked with lots of healing potions.

Treasure must also be carefully tailored to an adventuring party. Most monsters are unable to wear the most common armor and garments, and a number of them have trouble with other tools. However, anyone can use magical items such as wands, amulets, rings, potions, and scrolls, and everyone can cash in jewelry. A GM might want to come up with special treasures suitable for a monster party, such as:

- Armored bags for blobs.
- Armor designed for dragons, cave apes, scorpimen, and Unknowable Things.
- Preservatives that keep blood fresh for vampires, and ointments or garments that protect them from the sun (*GURPS Magic Items* has several items that could be adapted).
- Items that allow specters to materialize for longer periods of time, and gear that can go insubstantial with them.
- Repair kits for Unhealing monsters.

A monster campaign provides the GM with an unusual opportunity to go at the same territory in different ways. For example, a brief monster-centric campaign, where the adventuring monsters come up from the depths to take over shallower tunnels or a temple or fortress on the surface, might precede another campaign wherein a group of more conventional delvers explore the earlier location and fight its current occupants; that is, the previous set of PCs. If the second campaign is set directly after the first, it can quickly lead to a direct confrontation between two batches of PCs; the GM may want to tweak the monsters a bit in order to provide the players with some surprises. If it's set significantly later (say, after a generation or two of monster occupation), the monsters may be descendants or followers of the now significantly more powerful monsters, who can serve as bosses.

Take note of your special weaknesses.

ABOUT THE AUTHOR

Matt Riggsby has been playing roleplaying games since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice that slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for artificers of engines of great healing. The marching order for the rest of his party includes a sorceress, a sixth-level rogue, and a pack of dogs.

EIDETIC MEMORY

GOOD DUNGEONS

BY DAVID L. PULVER

When dungeon-fantasy PCs face the same kinds of monsters all the time, it can be a struggle to keep things interesting. I've found one way to occasionally shake things up is to replace traditional foes like orcs or zombies with a class of creatures parties rarely fight: "good" monsters such as elves, dwarves, or holy servitors. In fact, an entire dungeon oriented around the theme of a "stronghold for good" can be an exiting change of pace for adventurers – and not just for champions of evil!

In a fantasy or weird-science setting, survivable conditions may extend far deeper, into vast caverns or a hollow world, perhaps inhabited by exotic creatures or civilizations – and intrepid adventurers may explore those realms.

– *GURPS Underground Adventures*

WHY LURK UNDERGROUND?

Dwelling in darkness is usually associated with evil creatures, but there are many justifications for a subterranean stronghold of benign entities.

Dwarf Strongholds

Dwarves are the good race most noted for establishing underground lairs or mines filled with gold, jewels, magic items, and other valuables. These dwarf encounters come in various types: axe-wielding warriors, pick-armed miners, a proud clan-lord in a throne room, artificers armed with gadgets or explosive devices, and temples with clerics who serve earth and fire gods. An allied gnome-inhabited section of dungeon is a great excuse to go nuts with both exotic traps and gadgeteer-steampunk-style constructs created using the rules for

artificers (from *GURPS Dungeon Fantasy 4: Sages*). If captured, these also make great treasures.

In addition to dwarves, denizens could include magical-mechanical constructs created by dwarf artificers, gnomish allies, or even a human sorcerer studying dwarf magic. Strong-backed giants, earth elementals, or industrious insect-people may be hired to work as miners, or a fire elemental could be bound into their forges. Maybe there are tame or chained-up dungeon monsters like siege beasts pressed into service as underground watch dogs! There might also be a prison holding captive enemies (orcs, elves, etc.) who would be grateful allies if rescued.

Earth Temples

Earth gods and goddesses worshiped by humans or other races may have a benign nature, and the natural location for their temple complex would be an underground dungeon-cavern complex. (An island in an underground river or lake could even have a water god's temple!) An Earth temple could have a labyrinth, healing wells, caverns filled with natural gemstones, libraries of holy scrolls, quarters, oracular chambers (with hallucinogenic vapors), and burial crypts for the priests and faithful.

GURPS Dungeon Fantasy 7: Clerics offers many options for creating variations on priests and holy warriors with unique powers and divine servitor allies. A temple to a god of "Earth, War, and Fire" is quite different from one devoted to "Earth, Peace, and Love."

Other creatures associated with temples could include earth elementals, snake women (naga), and minotaurs. Besides serving as personal allies, divine servitors make good solo monsters to stock a temple's rooms, especially if using the option to create animal servitors, e.g., a pack of holy hounds or serpents whose aspects are Fear, Earth, and Good and who exist to strike terror into evildoers! Nor should undead be neglected even in a "good" dungeon: a temple's crypts can include ghosts (or even mummies) of former clergy or holy warriors that are bound to protect it if disturbed. A visiting angelic emissary or mighty spirit of place can be a powerful "boss monster" for a temple's inner sanctum.

Elf or Faerie Stronghold

These sylvan folk are associated with wilderness adventures, but can also dwell in dungeons. Mountain elves might have underground halls, and a huge tree in the forest could have a door in its trunk that leads down to a wood-elf- or faerie-owned complex sprawling beneath the great tree's roots. This could be connected to a mix of animal burrows and natural caves beneath the woods that provide alternative entrances.

Besides elves and their kin, woodland creatures that might have dens or rooms underground include animated plants, normal or talking animals, cat-folk, fauns, half-spirits, leprechauns (well known for their treasure!), nymphs and dryads, unicorns, pixies, druids and their holy servitors, and shifters like werebears or wereboars.

The Good Stuff

Loot in a good dungeon is often more "themed" than random, as its occupants are less likely to have stolen it. Many good entities (like dwarves or elves) are renowned as crafters, so rooms often have beautiful and valuable furnishings (usually well lit, as well). Good beings often prize knowledge, so rare books and scrolls are likely. Of course there, may well be a central treasury full of gold and jewels! Personal magic items and, for temples, artifacts such as holy relics (see *Clerics*) are major prizes.

Good Wizard's Cellar

The basement of good mages (particularly if they recently passed away!) might be a dungeon full of wonders and terrors. These could include magical artifacts they were studying or locked away for safe keeping (some good, some evil, some just weird), prized grimoires, ongoing enchantment projects dangerous in the wrong hands, gates to other dimensions, familiars (perhaps now breeding out of control), magical creations such as snow maidens, or an alchemical lab. The mages may have set up defenses such as magical traps, golems, and the like. However, a good wizard's traps may be intended more to frighten off, discourage, or expel intruders (tricks like fearsome illusions or teleporting them naked into a nearby cesspool). It's also quite likely that things like major artifacts of evil being held here to "keep them out of the wrong hands" be protected by deadly wards such as mighty golems or spirit swords.

A variation on the good wizard's cellar is the fortified underground library complex built to house forbidden knowledge, perhaps manned by an order of scholar-knights, scholar-clerics, or scholar-martial artists. Stock it full of the items described in *Sages*, like exotic manuals, spell books, maps, and scrolls.

Monster Lairs

A dungeon complex could be built around a benign but frightening nonhuman monster, such as a "good" dragon. Such creatures often hoard knowledge or beautiful things, making them tempting targets. Historically, angels assigned to guard powerful treasures or holy sanctuaries were often

monstrous, such as fiery serpents, multi-headed giants, or sword-wielding griffons.

Occupied Territory

A classic trope is the dwarf stronghold that is now occupied by a dragon or orcs, but why not reverse this? Have a monstrous dungeon that was recently cleansed of evil inhabitants, but that is now newly garrisoned by the forces of good (a cadre of holy warriors, dwarves, clerics, or rangers, for example). Naturally, ill-gotten treasures and relics of evil might not have been removed yet (and perhaps some evil secrets wait to be exposed). Meanwhile, surviving villains scheme to retake it. Perhaps a villain that escaped the attack will offer to sell a "back door" secret passage into the dungeon to a group of mercenary adventurers . . .

WHY RAID THE GOOD GUYS?

The easiest answer is a party of anti-heroes or villains – if the dungeon's worth looting, who cares who the occupants are? Good folk may be weaker! However, for adventurers with scruples, what could motivate an assault on a "good" dungeon?

Ethical Rogues

Adventurers may not support a violent assault on a good-inhabited dungeon, but rogues might be okay with a dungeon raid to steal valuables or an artifact *without* slaughter. An emphasis on stealth, minimal violence, and non-lethal fighting techniques or spells would give it a unique flavor.

Racial Conflicts

In many fantasy worlds, rivalries exist between "good" races that occasionally flare into open conflict – a classic example being dwarf-elf feuds. For example, an uninvited dwarf mine encroaching in a mountain elf territory could motivate a party of elves, half-elves, and human allies to launch an assault on the clan's dungeon stronghold.

All's Fair in War

A simple good/evil dichotomy can fall by the wayside in a world with rival kingdoms or factions divided by politics rather than morality. If war breaks out and the good dungeon is part of enemy territory – for example, a stronghold of the other kingdom's court wizard, the lair of an enemy-allied creature, or a prison holding POWs who need to be rescued – then an attack on it falls under the rules of war!

Oops

The guardian monster may be a "good" dragon or other creature, but no one told the PCs! For a one-off adventure, a good party might raid a good monster's lair only to learn at the last minute (or after the fact) that their target wasn't evil. Perhaps the adventurers were duped by jealous rivals or prejudiced villagers who wanted its treasure. (But don't do this too often, or your players may get annoyed.)

The Greater Good

What if a powerful artifact is held by one “good” faction in a subterranean temple or stronghold, but another, equally good group believes they require it to bring about their noble goals? If negotiations fail but the stakes are high, they may feel justified in launching a raid to take it by force. As with *Ethical Rogues*, this may require minimum force. A classic conflict between good factions is in Tolkien’s *Lord of the Rings* where disputes over the One Ring (use as a weapon, hide it, or destroy it?) breed betrayal.

Corruption

A wizard, demon, vampire, or evil artifact with mind-control or possession abilities could take over the inhabitants of a “good” dungeon and subtly turn them to evil. Now they must be stopped! It may be unnecessary to control every denizen: Possessing or controlling the leader, or impersonating him (via shapeshifting) might be enough, if the followers are blindly loyal. The party may be employed to infiltrate or attack

Other Residents

Not all denizens of a “good” dungeon need be benign creatures, of course. Any underground complex may have its share of wandering dungeon vermin who just happen to live in odd corners or side passages, such as giant rats, oozes, or spiders.

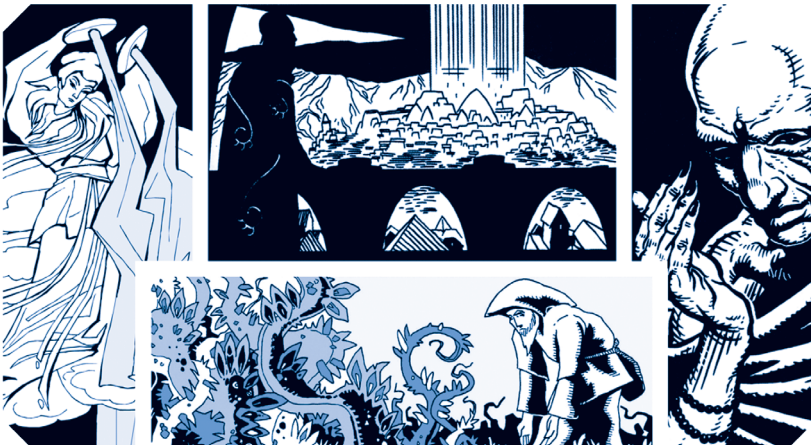
the dungeon to thwart the evil plan or stop the corruption before it can spread. Or they might have been taken captive and have to fight their way out of the dungeon.

Blackmail

Suppose a powerful, greedy, or evil entity has the party over a barrel, having captured one of their members or loved ones, or having something else they desperately need for the greater good. They might be offered a deal: In exchange for what the adventurers want, they have to raid a “good” dungeon and steal a particular treasure.

GURPS Fourth Edition

DUNGEON FANTASY™ CLERICS™



**PRAY TO THE DEITIES –
THEN PREY ON YOUR ENEMIES!**

gurps.sjgames.com/dungeonfantasy7

STEVE JACKSON GAMES

The Undercover Dungeoneer

What if the PCs have to infiltrate or spy on an evil cult, band of marauders, wicked baron, or dark lord, posing as ruthless mercenaries? While undercover, they may have to participate in some minor villainies to build credibility, such as raiding a good dungeon. The characters’ challenge is to appear evil, or at least cunning and ruthless, while reducing any loss of life against their innocent targets. This may require throwing fights, allowing enemies to “barely escape” and carefully misdirecting their pretend-allies while not being killed for real by their good opponents.

ABOUT THE COLUMNIST

David L. Pulver is a Canadian freelance author. An avid science-fiction fan, he began roleplaying in junior high with the newly released *Basic Dungeons & Dragons*. Upon graduating from university, he decided to become a game designer. Since then, David has written over 70 roleplaying game books, and he has worked as a staff writer, editor, and line developer for Steve Jackson Games and Guardians of Order. He is best known for creating *Transhuman Space*, co-authoring the *Big Eyes, Small Mouth* anime RPG, and writing countless *GURPS* books, including the *GURPS Basic Set*, *Fourth Edition*, *GURPS Ultra-Tech*, and the *GURPS Spaceships* series.

DUNGEON FANTASY VIDEO GAMING

BY CHRISTOPHER R. RICE

Early video games had their roots in earlier roleplaying games. As this trend continues, the lines between video games and roleplaying games have blurred.

This article explores 10 such video game tropes that work well in tabletop games and how to use them in one of *GURPS'*

most popular lines, *Dungeon Fantasy*. Why try to emulate a video game in a tabletop role-playing game? Why not just play a video game? The answers to these questions vary from person to person, but the most likely answer is that it would be totally cool.

NOT ONE, BUT ALL

Video game series like *Disagea* and *Final Fantasy* feature a “job system,” allowing players to create a character who is incredibly multitasking, but not *all* the time. The following new template can be used alongside the standard templates, or, more radically, it could be the *only* template in the campaign.

IMITATOR

250 points

Your friends call you a “mimic.” Technically, that’s true. Given enough time, you can “become” *any* character template (with all that entails). You might even be good at impersonation, acting, and similar mimicry-related skills. When you’re not imitating other character templates, you’re rather boring, with few discernible features and abilities of your own. You’re always welcome in delving parties due to your skill at becoming any type of adventurer they might need.

Your abilities might be due to strange alchemical or biological powers (the default assumption), spiritual gifts (you’re a special kind of medium who channels long-dead adventurers), or simply “remembering” abilities (either from some sort of specialized collective racial memory or drawing memories from another time stream). If this changes, the Imitation power modifier (p. 31) changes as well.

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

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

Advantages: Emulation 2 (Two templates of choice; 150 points) [170] (see pp. 31-33) and Imitation Talent 1 [5].

• 125 points in a higher level of Emulation, bigger template pool, or Imitation abilities (see p. 31). • A further 30 points in additional improvements from the previous list, increased attributes or secondary characteristics, or Cultural Familiarity [1/culture] or Cultural Adaptability [10], Eidetic Memory or Photographic Memory [5 or 10], Forgettable Face† [1], Gizmos 1-3 [5/level], Honest Face [1], Language Talent [10], Languages (any) [2-6/language], Luck or Extraordinary Luck [15 or 30], Signature Gear [Varies], Wealth [varies], Wild Talent 1 (Retention, +25%; Focused, Skill must appear on a Emulated character template’s list, -20%) [21].

Disadvantages: Unusual Biochemistry [-5‡]. • -20 points chosen from among Absent-Mindedness [-15], Chummy or Gregarious [-5 or -10], Compulsive Lying [-15*], Curious [-5*], Delusion (“I’ve always been a [emulated template!]”) [-10], Frightens Animals [-10], Impulsiveness [-10*], Increased Consumption 1 [-10], Loner [-5*], Magical Susceptibility (Body Control, Communication and Empathy, or Mind Control spells only, -70%) 1-5 [0.9/level], Obsession (Master all character types) [-10*], Odious Personal Habit (Bland or Boring) [varies], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], Short Attention Span [-10*], Split Personality [-15*], Trickster [-15*], Unnatural Features 1-5 [-1/level], Weirdness Magnet [-15].

Skills: None! But earned character points or points from quirks may be spent on the following: Savoir-Faire (E) IQ [1]; Acting, Disguise, and Streetwise, all (A) IQ-1 [1]-9; Mimicry (Speech) (H) IQ-2 [1]-8; or Body Language (A) Per-1 [1]-9.

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

† This perk lets you really *blend in*. Your face is hard to pick out or remember. You get +1 to Shadowing in crowds, while others have -1 to rolls made to recognize you from a lineup or mug shots – or even to recall meeting you!

‡ In addition to drugs and other chemical concoctions, this includes alchemical potions, strange alcoholic brews, etc.

Customization Notes

Although the imitator allows the ultimate in customization, there are three possible focuses.

The *jack of all trades* specializes in breadth of character templates, rather than depth. Higher levels of Emulation are *de rigueur* for such characters, but don't neglect putting points into the template pool.

The *master of disguise* specializes in traits that allow him to blend in no matter where he is. Invest points in Mimicry, Acting, and so on.

The *expert* specializes in two or three particular character templates. Spend the most points on the template pool.

Quirks carry over to emulated character templates, so imitator players should choose ones that can best fit in with all of the preferred template choices.

*Outside the dream
world, life can be harsh,
even cruel, but it is life.*
– Auron,
in Final Fantasy X

IMITATION POWER

Imitators derive their powers partly from their strange metabolism (also see p. 30) and partly from their studies. They are by their very natures observers and imitators; this allows them to become others.

Power Modifier: Imitation

-10%

Your abilities are partly tied to your unique body chemistry. You must have Unusual Biochemistry (p. B160); if you ever roll a 4-5 for that disadvantage, the drug or potion in question works, but the “harmful effect” is always losing access to *all* of your Imitation abilities for 1d minutes. With Emulation, you don't lose the traits that you're currently emulating, but you cannot begin meditating to *change* your template until you recover. Before you spend points on any *new* ability, you must spend extra time studying. This time is one hour per 10 character points the ability costs. Finally, because of your odd digestive tract, you pay 50% more to get special rations, exotic spices, etc. Failure to do so requires a roll just

as if you had ingested a drug not designed for you; see p. B160 for the effects.

Imitation Abilities

Alternate Form (Humanoid race; Cosmetic, -50%; PM, -10%) [6/form]; Elastic Skin (PM, -10%) [18]; Emulation (see below) [Varies]; Flexible or Double-Jointed (PM, -10%) [5 or 14]; Growth 1 (PM, -10%) [9]; Hermaphromorph (PM, -10%) [5]; Metabolism Control 1-3 (PM, -10%) [5, 9, or 14]; Mimicry (PM, -10%) [9]; Resistant to Transformation Effects (+3), (+8), or Immunity (PM, -10%) [2, 3, 5]; Protected Power (PM, -10%) [5]; Shrinking 1-6 (PM, -10%) [4.5/level].

Imitation Talent

5 points/level

Imitation Talent adds to rolls to use all Imitation abilities (above). It also adds to the imitator's IQ for determining how many character templates he can learn when his Emulation level reaches 6. Finally, it adds to all rolls for disguise or impersonation.

NEW IMITATION ABILITY: EMULATION

10 points/level, plus template pool

Prerequisite: Imitation Talent 1.

By meditating for an hour, you can assume the traits of another character template, adding them to your own. This allows you to be exceptionally multit talented. When you acquire or improve this advantage, “spend” the points from your template pool on a different character template: its improved attributes and characteristics, advantages, disadvantages, skills, and powers. (Select only -25 points in disadvantages, and make sure they don't conflict with your own.)

Whenever you assume this template, you gain these *specific* traits; you don't get to choose new ones every time you swap! There is no visible component to your change unless a specific trait forces a change; you still look like you.

With Emulation 1-5, you can learn a number of templates equal to your Emulation level. You *can* acquire multiple variants of the same template (e.g., an “assassin bowman” scout and a “nature boy” scout), but each counts as its own template. Adding a new level of Emulation requires you to study the template you're adding for at least an hour (in addition to spending the character points); this usually means watching someone in action, but the GM may allow book learning to count as well. Once you reach Emulation 6 (the maximum), you can learn a number of templates equal to your (unmodified) IQ plus Imitation Talent *and* you may choose to forget a known one in order to study a new one.

Denote this ability with the templates you know and your total template pool; e.g., “Emulation 3 (Bard, Knight, Wizard; 250 points) [280]. Your template pool must be at least 150 points; there is no limit on how large it can be, and its size is not tied to your Emulation level. If you have the points, you can add a profession lens to an assumed template, though this requires GM permission.

UNDER THE HOOD: THE IMITATOR'S POWERS

The imitator makes use of a new modifier for Shapeshifting.

Shapeshifting

see pp. B84-85

The following new modifier is useful for cinematic polymaths, telepaths, alien metamorphs, etc.

New Special Enhancement

Occupational-Shifting: Instead of assuming a new racial template, you can assume a new *character* template. Any time that you first assume a new template, choose the advantages, disadvantages, skills, etc. normally. Whenever you assume this particular template, you use these traits (you can't choose new ones every time you change "forms"). If your game includes disadvantage limits (p. B11), then any disadvantages from this acquired template count against it. If you have a character template, this *does not* subsume that one (you keep all of that template's traits). This is similar to Modular Abilities (p. B71).

Imitator Prerequisite Chain

Basic	Expert	Advanced
Agent (DF15 , p. 4)	Bard (DF1 , p. 5), Innkeeper (DF10 , p. 8), or Thief (DF1 , p. 12)	Monster Slaver (#3/47, p. 20) or Justicar (#3/10, p. 4)
Apprentice (DF15 , p. 6)	Wizard (DF1 , p. 13)	Demonologist, Elementalist, Necromancer (DF9 , p. 6, 9, 13), Grey Necromancer, Infernal Diabolist (#3/50, p. 9), or Mystic Knight (#3/13, p. 16)
Archer (DF15 , p. 8)	Knight or Scout (DF1 , pp. 8, 10)	Demolisher*, Musketeer (#3/36, pp. 4, 17), or Mystic Knight (#3/13, p. 16)
Brute (DF15 , p. 9)	Assassin (DF12 , p. 9), Barbarian (DF1 , p. 4), or Knight (DF1 , p. 8)	Mystic Knight (#3/13, p. 16)
Cutpurse (DF15 , p. 10)	Assassin (DF12 , p. 9) or Thief (DF1 , p. 12)	–
Dwarf (#3/50, p. 4)	Demolisher* (#3/36, p. 4).	–
Elf (#3/50, p. 6)	Scout or Wizard† (DF1 , p. 13)	Mystic Knight† (#3/13, p. 16)
Initiate (DF15 , p. 12)	Cleric‡, Druid, Holy Warrior‡ (DF1 , pp. 6-7)	Shaman (DF9 , p. 16)
Killer (DF15 , p. 14)	Assassin or Ninja (DF12 , pp. 8-9)	–
–	Mentalist (DF14 , p. 15)	–
Sage (DF15 , p. 15)	Artificer or Scholar (DF4 , pp. 4, 8)	Demolisher or Musketeer (#3/36, pp. 4, 17)
Skirmisher (DF15 , p. 16)	Martial Artist (DF1 , p. 9), Ninja (DF12 , p. 9), or Swashbuckler (DF1 , p. 11)	Musketeer (#3/36, p. 17)
Squire (DF15 , p. 17)	Holy Warrior or Knight (DF1 , pp. 7-8)	Mystic Knight (#3/13, p. 16)

* Requires the dwarf racial template (*GURPS Dungeon Fantasy 3: The Next Level*, p. 6) unless one of the imitator's character templates is the dwarf as a profession (*Pyramid* #3/50: *Dungeon Fantasy II*, pp. 4-6).

† Requires the elf racial template (*GURPS Dungeon Fantasy 3: The Next Level*, pp. 6-8) unless one of the

If you can only assume new character templates, this costs +0%. If you can change your racial template as well, this costs +50%. This enhancement is incompatible with most Morph limitations (Mass Conservation, Retains Shape, etc.) unless you can also change your racial template.

Optionally, the GM could require that imitators emulate specific templates before others, creating a prerequisite chain such as the one below.

Lenses have been omitted from the table because they already allow a character to have multiple professions. If the GM wants imitators to be able to choose lenses as a part of their emulated character templates (and is using this chart), then he should require that the imitator have at least the Basic version of the profession he is lensing into.

To conserve space, references abbreviate *Dungeon Fantasy* volumes as boldface, italic numerals preceded by "DF." For example, "(**DF1**, p. 5)" is short for "page 5 of *GURPS Dungeon Fantasy 1: Adventurers*." Issues of *Pyramid* are abbreviated to just the volume and issue number. For example, "(#3/47, p. 20)" refers to p. 20 of *Pyramid* #3/47: *The Rogue's Life*.

imitator's character templates is the elf as a profession (*Pyramid* #3/50, pp. 6-8).

‡ This includes unholy clerics/warriors, variants (see *GURPS Dungeon Fantasy 7: Clerics*), elder clerics/warriors (*Pyramid* #3/43: *Thaumatology III*, pp. 11-12), and saints (*Pyramid* #3/50: *Dungeon Fantasy II*, pp. 8, 16).

Advantage: Alternate Form (Immediate Preparation Required, 1 hour, -75%; Occupational-Shifting (p. 32), +0%; Once On, Stays On, +50%; PM, -10%) [10/level]. Level 6 replaces this with Morph (Immediate Preparation Required, 1 hour, -75%; Needs Sample, Must study template, -5%; Occupational-Shifting (p. 32), +0%; Once On, Stays On, +50%; PM, -10%) [60]. The template pool is in addition to these costs, using the standard rules for assuming more powerful forms via Shapeshifting (pp. B83-85).

IMITATOR POWER-UPS

Imitators can spend any number of points in their Emulation ability at any time. They also have the following options.

- Energy Reserve (Imitation) [3/level], with *no* upper limit. This can be used for *any* skill, spell, ability, etc. that is a part of a currently Emulated character template or used through Wild Talent, regardless of type; e.g., it could fuel a druidic spell, then a deathly (necromancer) spell, and finally Power Blow. However, it *can't* be used for permanently learned abilities!

- Jack of All Trades 1-3 (see *GURPS Dungeon Fantasy 11: Power-Ups*, p. 28).

- Ridiculous Luck [60].

- Wild Talent (Retention, +25%; Focused, Skill must appear on an Emulated character template's list, -20%) [21/level], with *no* upper limit. The GM might also allow the Wild Ability (*GURPS Powers*, p. 90) or No Advantage Requirements (*GURPS Dungeon Fantasy 4: Sages*, p. 9) enhancements, enabling imitators to use *any* skill or ability at *any* time.

Finally, the GM may permit imitators to have *any* trait (including disadvantages) that appear on any character template they've emulated as the trait "bleeds through."

Impersonator

5 points/level

This talent gives +1 per level (maximum four levels) to Acting, Body Language, Detect Lies, Disguise, Mimicry, and Savoir-Faire. You get no reaction bonus, but *do* get a +1/level in Contests to resist the above skills.

Racial Emulation

45 points

Prerequisite: Emulation 6 and Imitation Talent 3.

You can change your racial template in *addition* to your character template. This may be any "humanoid" template that the GM allows (see *GURPS Dungeon Fantasy 3: The Next Level*, p. 4) in his campaign. The race's character point cost comes out of your template pool normally.

Advantages: Emulation 6 replaces Occupational-Shifting (+0%) with Occupational-Shifting, Racial, limited by Accessibility, Playable humanoid races only (a net +45%), for 45 points.

Secret Stash

8 points for level 1, 7 points per additional level

Prerequisite: Emulation 1, Imitation Talent 1+.

You can store up to 10 lbs per level in a pocket dimension that you can easily access. This allows you to carry a multitude of different types of gear for your various Emulated character templates.

Advantages: Payload 5 (Cosmic, Doesn't count against encumbrance, +50%; Imitation, -10%) [7/level]. *Feature:* Weight limit is based on a static BL of 20 lbs. instead of using actual ST.

Perk: Packrat [1*].

* When the GM assesses a ready time longer than a second – such as the times on p. B383 – for a gewgaw in your pocket (1d sec.), pack (2d sec.), or room (1 minute), *halve* this, rounding down. Retrieving items from your Payload usually only takes one second.

New Equipment Modifier: Chimerical

This can be added to any item. Pick two or more pieces of gear that are similar in nature (suit or armor or clothing, broadsword or mace, and so on). Whenever you emulate a character template, you may also switch your chimerical equipment to best match it. This costs +3 CF *plus* +3 CF per switch beyond the second. Use the most expensive item to determine the base cost, but add 80% of the cost of all other items. Switching forms takes 10 seconds and uses the weight of its current form.

For example, a imitator who can emulate both knight and wizard might have a set of robes (cloth armor) that can transform into a mail shirt. This would take 10 seconds, cost \$522, and weigh 16 lbs. or 6 lbs. depending on its form.

*You weren't thinking of calling yourself
the Overlord without first settling things
with moi, were you?*

– Mid-Boss, Disgaea: Hour of Darkness

VIDEO-GAME ACHIEVEMENTS UNLOCKED

Beyond new types of characters and abilities, there are plenty of other ways to infuse the video-game spirit into your *Dungeon Fantasy* campaign.

5' CORRIDORS AND 10' CEILINGS

Many games feature “mini-maps” or “radar screens” that allow players to see enemies, items, places of interest, and so on. In *GURPS*, this is best defined as the Para-Radar Scanning Sense advantage (p. B81).

Mini-Map: 3D Spatial Sense [10] + Para-Radar (Always On, -10%; Extended Arc, 360°, +125%; Nuisance Effect, cannot be used to target unseen targets with supernatural abilities, -5%; Penetrating, +50%; Reduced Range, 1/10, -30%) [92] + Shtick (Character’s “footprints” can be “seen” on Para-Radar) [1]. *Notes*: This ability lets you “see” everything 20 yards from your current location from a 360° arc. It works in any environment and is effectively undetectable. You always know which way north is and receive bonuses to certain skills (see *3D Spatial Sense*, p. B34). When in an enclosed area, make an IQ roll – Engineer (Mining) if underground, Architecture or Urban Survival if in a building. Success allows you to build a mental map of the area, even if you’ve never been there. Finally, you *always* know where you’ve been in an area and can follow your mental footprints to and from any location you’ve visited with no roll. It cannot be used to target detected subjects. *103 points*.

If *all* player characters or important NPCs have this ability, this is simply a design switch.

We Need to Go Deeper

GURPS Dungeon Fantasy is at its nature “beer and pretzels” gaming and may not suit all gaming groups. Of course, the GM could easily change this by using additional game mechanics. He could even run a traditional fantasy game with some *Dungeon Fantasy* elements. For example, a setting with virtual-reality or similar technology (along with magic or psionics) could present a game within a game. The characters take the roles of players in a high-fantasy video game where their avatars use the iconic template from *Dungeon Fantasy 1*. This allows the GM to run two types of games at the same time. It would require more work during character creation and “leveling up” would become more complicated, but it offers a greater variety of potential challenges.

DOTS ON A MAP

In many video games, overland travel is *boring*, so the designers create a way to justify avoiding it in game. This usually takes the form of some kind of teleportation, often called “warp points.” From a game perspective, this is best designed

as a network of gates or portals in the campaign setting. Optionally, the following ability could be used instead (which might also be a campaign feature if the GM allows).

Point-to-Point Teleport: Warp (Accessibility, Must have been to location previously, -20%; Blind only, -50%; Cannot Blink, -50%; Extra Carrying Capacity, Extra-Heavy, +50%; Gyroscopic, +10%; Immediate Preparation Required, 1 minute, -30%; Reliable 10, +50%; Special Portal, Warp points, -40%) [20]. *Notes*: This allows the user to travel through a series of portals or warp points that he has previously visited. He must spend a minute preparing first, but is subject to the usual rules for Warp. He also cannot evade attacks, doesn’t need to make a Body Sense roll, and can carry up to his Extra-Heavy encumbrance with him.

QUICK, SAVE THE GAME!

Video games often allow players to save their game at fixed points or before specific events. In *GURPS*, this best translates as Extra Life (Copy, -20%) [20]. In a more meta-gaming sense, The GM could require that players keep records of their character as they are when they “save the game.” Some games allow an infinite number of lives – but they cost gold or other tangibles. In such games add, “Cosmic, Point cost is deducted from character’s equipment and/or money” (+50%). This is calculated as \$12,500 (or 2.5 × Average Starting Wealth for the campaign). If the character doesn’t have enough money or gear to cover the cost, he can instead go into debt (if the GM allows) or removes the advantage from his character sheet.

If a specific location or area is required to “save” your character, add “Accessibility, Save point” (-20%). In such games, the GM should permit players to purchase any number of levels of Extra Life or set a hard limit. One level of Extra Life per 100 points is fair, allowing most delvers to have up to two levels. If you can “autosave” your character at specific points, this is a +20% enhancement.

Another option might allow characters to have “unlimited lives.” This would be Unkillable 3 [150] *plus* Regeneration (Fast; Unkillable only, -40%) [30]. The character would then “re-form” at a predetermined spot, but without his gear. If he has any Signature Gear, these re-form with him.

The GM might design dungeons or the town to have specific “respawning points” where dead characters come back to life instead of where they last saved the game. If the GM is using warp points (see *Dots on a Map*, above), both warp points and save points should be in the same area. He could even extend this to monsters. For instance, all slain monsters in a particular dungeon might “respawn” every couple of hours.

If all of this is too complicated, the GM could simply rule that the Resurrection spell costs *less* than normal.

LEVELING UP YOUR SWORD

Dungeon Fantasy is all about the gear. Resource management is a big part of the genre, but most video games abstract gear. That isn't to say that they don't still use equipment, but they do it differently. A common trope is increasing a weapon's potency and your skill with it as you use it. The latter is easy – delvers just increase their skill levels. The former . . . not so much.

A few options exist to improve weapons. The first is the Named Possession perk (*GURPS Power-Ups 2: Perks*, p. 19), which lets you purchase magical enchantments on your weapon based on your achievements. To see how this works in *Dungeon Fantasy*, see *Imbued Weapon* on p. 19 of *Pyramid* #3/13: *Thaumatology*. The second is *Imbuement Skills*, which affect all weapons you can use with a particular skill; see *GURPS Power-Ups 1: Imbuements* for further details. Another option, albeit more complicated, is to use the rules for *Modifying Existing Damage* (*GURPS Power-Ups 4: Enhancements*, p. 9) for a specific weapon. For example, battling a particular type of monster using the same weapon repeatedly might give it special powers, as described by the new power-up, Bane Weaponry.

New Power-Up: Bane Weaponry

Varies

Prerequisite: Signature Gear and either Named Possession or Imbued Weapon, all for a particular weapon.

Your weapon is instilled with the power to fight a particular creature class, such as Demons or Constructs. If you choose Mundanes, you must choose a specific race like elves, dwarves, and so on. The cost varies with the weapon you're using; see *Modifying Melee Weapon Damage* rules (*Power-Ups 4*, pp. 10-11). You don't actually spend character points on this power-up, instead you use character points gained from your Named Possession or Imbued Weapon perk.

Advantage: Varies; see below for an example.

The following is an example for Bane Weaponry. All statistics assume a fine-quality mace (p. B271) and an ST of 14.

Undead Bane, Level 1: Crushing Attack 3 points (Affects Insubstantial*, +10%; Incendiary*, +5%; Linked, Mace, +10%) [6] + Modified Mace Damage (Affects Insubstantial*, +10%; Incendiary*, +5%) [3] + Rest in Pieces (*Power-Ups 2*, p. 19) [1]. 10 points.

Undead Bane, Level 2: Crushing Attack 1d (Affects Insubstantial*, +10%; Double Blunt Trauma*, +10%; Double Knockback*, +10%; Incendiary*, +5%; Linked, Mace, +10%) [8] + Modified Mace Damage (Affects Insubstantial*, +10%; Double Blunt Trauma*, +10%; Double Knockback*, +10%; Incendiary*, +5%) [6] + Rest in Pieces [1]. 14 points.

Undead Bane, Level 3: Crushing Attack 2d (Affects Insubstantial*, +10%; Armor Divisor (2)*, +25%; Double Blunt Trauma*, +10%; Double Knockback*, +10%; Incendiary*, +5%; Linked, Mace, +10%; Side Effect, Stunning*, +25%) [20] + Modified Mace Damage (Affects Insubstantial*, +10%; Armor Divisor (2)*, +25%; Double Blunt Trauma*, +10%; Double Knockback*, +10%; Incendiary*, +5%; Side Effect, Stunning*, +25%) [13] + Rest in Pieces [1]. 34 points.

Undead Bane, Level 4: Crushing Attack 3d (Affects Insubstantial*, +10%; Armor Divisor (2)*, +25%; Cosmic, Unhealing Damage*, +50%; Double Blunt Trauma*, +10%; Double Knockback*, +10%; Incendiary*, +5%; Linked, Mace, +10%; Side Effect, Stunning*, +25%; Symptom, Negated Injury Tolerance (Unliving), Supernatural Durability, Unkillable 3, 2/3 HP, +160%;) [61] + Modified Mace Damage (Affects Insubstantial*, +10%; Armor Divisor (2)*, +25%; Cosmic, Unhealing Damage*, +50%; Double Blunt Trauma*, +10%; Double Knockback*, +10%; Incendiary*, +5%; Side Effect, Stunning*, +25%; Symptom, Negated Injury Tolerance (Unliving), Supernatural Durability, Unkillable 3, 2/3 HP, +160%) [45] + Rest in Pieces [1]. 107 points.

* Limited with the modifier "Only on Undead, -50%."

*Give me a good fight, like you
always do!*

– Sigma, *Mega Man X7*

ÜBER POWERS

Having access to powerful abilities, enhanced attributes, or better skills as a character loses health is a common trope of many video games. In *GURPS*, this is best represented as the Trigger limitation, "Trigger, Must be at 1/3 HP or less" (-30%). Also consider *Character Point-Powered Abilities* (*GURPS Power-Ups 5: Impulse Buys*, p. 13); this requires the expenditure of at least one character point per use, but divides cost by 5.

Example: Ruehalik the Red is a Barbarian that was blessed by his primitive gods. The more blood he sheds in combat, the stronger he gets. His player purchases this as ST+5 (Size, -10%; Trigger, Must be at 1/3 HP or less, -30%), for 30 points. He could optionally add Costs Character Points, reducing the cost to a mere 6 points, but he must spend a character point per minute every time he wishes to use his enhanced ST.

BLUE ON BLUE FIRE . . . BALL

A common trope of video games is that your attacks can only hurt your enemies, not your allies or bystanders. For such worlds, use the following optional rule.

No Friendly Fire: In your world, your attacks only hurt enemies. Whenever you accidentally hit another PC, a friendly or neutral NPC, or anybody but a genuine opponent, you inflict no injury – even with "instant" death attacks or explosives! Depending on the campaign, knockback still may occur (making friendly explosives a handy means of travel), and *deliberate* shots may hurt (if not, then you can even shoot allies to signal them). Calculate damage normally for such situations, and apply knockback or a shock penalty if applicable. You might even be able to "turn" this off, if both you and your target agree. Even more optionally, the GM may designate some areas as "player kill player" territory, meaning this rule is turned off there as well . . .

GAMING COMBAT AND COMBAT GAMING

Many RPG video games have a “battle system” that gives players plenty of time to make decisions about what they want their characters to do. In *GURPS*, this is best represented as Enhanced Time Sense (Combat Only, -20%) [36]. This grants all the benefits of Enhanced Time Sense (p. B52), but only when combat begins. The GM could make this an Unusual Background (Very Important Player) or a *feature* that all adventurers get for free.

EATING SOULS FOR FUN AND PROFIT

In some video games, opponents that are killed disappear in a flash of light or puff of smoke and leave behind items or globes of energy that heal those that touch them. This is sometimes called an “essence drop.”

For *GURPS*, this could be treated in the following way: Whenever a delver kills a monster, he rolls on the chart below, “harvesting” his foe (which typically appears as a glowing orb or similar). This is a free action if he standing in the same hex as the target or touching it. The globes last for 1d seconds before fading away, and effects are determined when you “pick up” the orb. Most of the time, the delver gains (or loses) a few HP or FP, but might occasionally receive temporary boosts to traits (which last for 1d minutes) – or even *permanent* ones if he’s lucky.

The GM may also vary the roll for how “important” a monster is. For example, a horde of doomchildren might allow rolls of 2d+6, while a “boss” mindwarper might give a roll of 1d!

Essence Harvest Table

Roll	Result*
3	Permanently acquire 1d points of the target’s traits (GM’s decision).
4	Permanently acquire 1 point of the target’s traits (GM’s decision).
5	Temporarily acquire 1d×5 points of the target’s traits (GM’s decision).
6	Temporarily acquire 1d point of the target’s traits (GM’s decision).
7	Completely restore HP and FP†.
8	Completely restore HP or FP†.
9	Restore 2d HP and FP†.
10	Restore 1d HP and FP†.
11	Restore 2d HP or FP†.
12	Restore 1d HP or FP†.
13	Restore 1d-1 HP or FP†.
14	Restore 1d-2 HP or FP†.
15	Restore 1 point of HP or FP†.
16	Lose 1 point of FP or suffer 1 point of injury.
17	Lose 1d-1 FP or suffer 1d-1 of injury.
18	Lose 1d-2 FP or suffer 1d-1 of injury.

* The GM can treat traits gained in this way as bonus points or use them instead of normal rewards.

† This *also* includes other personal energy sources, such as an Energy Reserve (see *Powers*, p. 119).

ILLOGICAL LOOT

Many video games, especially rogue-likes and MMORPGs, feature “treasure drops.” The players can get new gear by simply fighting a monster, even if the monster could not rationally have the item on them! The best way to handle this is to simply use *GURPS Dungeon Fantasy 8: Treasure Tables*. The GM might modify die rolls for powerful monsters or “boss” creatures. For example, instead of a 1d, 1d, 1d roll, the GM could roll 1d+3, 1d, 1d rolls for particularly dangerous encounters.

REVIVE, RESTORE, AND REJUVENATE

GURPS assumes a realistic level of HP restoration for those without special advantages. But what if the standard rate of healing was greater than the norm? The GM will first have to decide if this affects only PCs and important NPCs, or everyone in the game world (except their enemies). Use the following optional cinematic rule.

Cinematic Rejuvenation: You can heal much more quickly than normal; the GM decides how much faster this is. Most comic books and cinematic movies would support a rate of 1 HP per 12 hours. Most action movies support 1 HP per hour. Anything faster is appropriate for “realistic” for cartoons where coyotes constantly fall off cliffs, but end up with little or no damage. The GM may permit a similar rule for FP if it suits the campaign. In such cases, most comic books and cinematic movies support an FP regeneration rate of 1 FP per 5 minutes. Action movies might allow up to 1 FP per *minute!*

I’M TIRED OF USING A SWORD

Some video games enable players to “rewrite” their game character’s character sheet at a price. The GM can allow the following new cinematic rule.

Trait Respecialization: If you possess a character template, you may opt to go back and make different choices in advantages, disadvantages, skills, etc. By default this doesn’t cost anything, but takes 10 minutes per point of traits changed. This might be different for some campaigns, depending on the rewards and how much the GM wants to encourage PC bonus-point spending. For example, in *Dungeon Fantasy*, you might have to *pay* \$40 per point shifted, just as if you were buying new capabilities on your character template.

ABOUT THE AUTHOR

Christopher R. Rice is an old skool video gamer in addition to his love of tabletop role-playing games. From Portsmouth, Virginia, he dreams of being able to write full-time, or at least eke out a living doing it. He wishes to thank L.A., his own personal muse, as well as the rest of his gaming group; Antoni Ten Monrós; Beth “Archangel” McCoy, the “Sith Editrix”; Emily “Bruno” Smirle; Timothy “Humabot” Ponce; and Scott “Rocketman” Rochat, for being most excellent sounding boards.

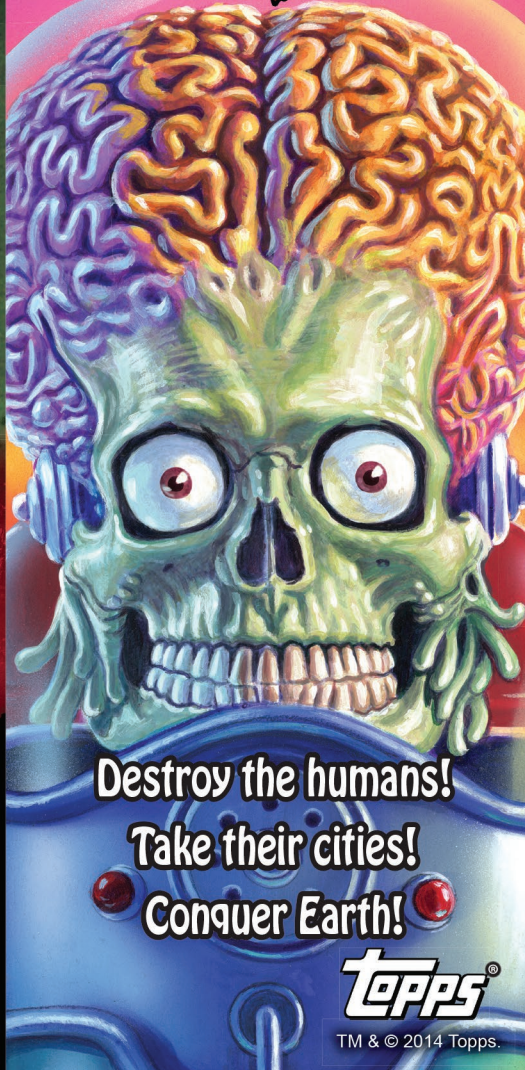
OH THE HORROR!

Frightening fun for the whole family!



MARS ATTACKS

THE DICE GAME



Destroy the humans!
Take their cities!
Conquer Earth!

TOPPS®

TM & © 2014 Topps.

ZOMBIE DICE



Like and follow us on
Facebook at
[facebook.com/sjgames](https://www.facebook.com/sjgames)



Follow @SJGames
on Twitter



Scan to see our
dice games!

STEVE
JACKSON
GAMES



dice.sjgames.com

RANDOM THOUGHT TABLE

To CONJURE THE UNKNOWN

BY STEVEN MARSH, *PYRAMID* EDITOR

There are many classic *Dungeons & Dragons* adventures (*Advanced* or otherwise), and probably at least as many “best of” lists that attempt to classify and rank them. I’m not going to do that here, entrusting the abilities of you – gentle reader – to sate your curiosity with Google. However, when you go over some of the adventures that consistently appear on those lists, you see one common element: *They all bring something new to the table.*

- *Ravenloft* takes place mostly within a detailed *castle* – you know, those generally safe locales where heroes *receive* quests from kindly nobles, not meet their doom. The adventure was also unique for its time at having a central antagonist – Strahd von Zarovich – who was given arguably more background, motivation, and personality than any previous adversary. The entire adventure felt deliberate, forsaking the seemingly random rooms filled with 3,872 orcs and whatnot.

- *Dragons of Despair* – the first *Dragonlance* adventure – was an attempt at an entirely different kind of game world. It had enough familiar elements to feel safe but enough disparities to shake players out of their comfort zone. It was also the first attempt at bringing an epic-feeling *Lord of the Rings*-style storyline to the gaming table, rather than the one-and-done adventures or loosely connected adventure series that had been the game’s bread and butter.

- *Expedition to the Barrier Peaks* takes place within the confines of a crashed spaceship, with the heroes finding robots, laser weapons, and other ultra-tech oddities. From my perspective, one of the most interesting elements of the adventure was the great lengths it employed to “stay in character,” with game mechanics to figure out the contraptions, and descriptions that couch everything in medieval low-tech terms. For example, plastic keycards are described as “heavily leaded panes of colored glass.”

- *Queen of the Demonweb Pits* takes the heroes on crossplane adventures to the abyss, in a climactic adventure against a goddess and her mechanical spider ship. (Really, it’s even *crazier* than any brief description can allow.) On a

personal note, this adventure also has the distinction of being the first standalone adventure I ever purchased, after the original *Dungeons & Dragons Basic Set*; it made next-to-no sense (having been designed for a different *game system*), but it made up for what it lacked in comprehensibility with more “this is awesome!” bits than my pre-teen brain could handle.

This isn’t to say that adventures that hew close to dungeon-fantasy conventions can’t be fun or classic. In fact, I’d argue (and have, elsewhere) that diversions need a strong foundation of “baseline” expectations, so that whatever ends up being changed makes a greater impression. *The Empire Strikes Back* is a fondly remembered gut-punch where the heroes get their butts kicked at almost every turn, but if *every* installment of the *Star Wars* series was *The Good Guys Lose for Two Hours*, it’d probably be unwatchable. Still, classic dungeon-crawling vaguely Renaissance Faire-type adventuring has many decades of imprinting upon our collective gaming consciousness, so it should be safe to shake up its expectations as much as desired without fear of losing anything.

In thinking of our expectations of “alternate dungeons,” there are three broad categories where ideas can originate: subtractive, additive, and transformative.

SUBTRACTIVE

In a subtractive alternate-dungeon campaign, you remove element(s) you don’t want from the game. This can be for game-functionality purposes (such as getting rid of equipment lists and item costs because none of the players enjoy virtual shopping) or for setting-related purposes (such as removing all deities and other-planar elements, resulting in no clerical magic or extradimensional meddling). Really, the core *GURPS Dungeon Fantasy* ideal is “subtractive” of the entirety of a *GURPS Fantasy* campaign, paring away most social and realistic-simulationist options from a realistic *GURPS* game.

Some crazier options to spark your imagination:

- *No gods.* (See above for possible effects.)

- *No equipment shopping.* Maybe heroes are all supplied with the gear they'll need (or can acquire during an adventure), like James Bond or a Starfleet agent.

- *No fighters/magicians/whatever.* Pick a profession, and just say it doesn't exist on this world: "There are no mages, because magic is outlawed." Alternatively, *only* that profession exists in this setting. (A campaign where all the PCs are various flavors of mages would be very interesting, as **GURPS Magical Styles: Dungeon Magic** demonstrates.)

- *No overland threats.* There aren't flying dragons, rocs, dinosaurs, or any other nonmundane threats on the land or in temples/castles/etc. aboveground; *all* dangers are underground, in dungeons or catacombs.

THE MORE, THE MERRIER

Some alternate campaigns can use two or even three of these methods and still resemble a dungeon-crawling campaign. For example, in a campaign I ran, I set all of the adventures in one city, where magic was illegal but clerical powers were not. My assumption was that many adventures would have a strong socio-political/diplomatic element, with the heroes torn between various factions.

Thus I *subtracted* the usual "roam the lands in search of dungeons" trope, I *added* political elements, and I *transformed* the nature of magic in the world. (It turns out the Church suppressed magic because it was trivially easy to perform compared to clerical magic; what if everyone could fling a fireball, as often as they like, just by saying the right magic phrase and making the right hand gestures?) It was a fun setting, which felt very different from the usual but still very much a "dungeon fantasy" campaign.

ADDITIVE

Alternatively, take a stock dungeon-fantasy campaign, and add stuff to it. This trend started perhaps in earnest with the **Advanced Dungeons & Dragons** setting material for Second Edition, with things like **Spelljammer** (add pulpy science-fantasy), **Ravenloft** (add gothic horror), and **Planescape** (add extraplanar travel and intrigue). The permissive license of the **d20 System** at the turn of the millennium caused an explosion of these, resulting in dungeon fantasy being welded to things like steampunk, Lovecraftian horror, dragon-riding, and mecha.

Just about anything you think could be cool can be added; dungeon fantasy is the Platonic Ideal for being able to say "a wizard did it" and have it be appropriate. Give all heroes the ability to teleport between any known population center with more than 1,000 people? Sure! Bonding with animals is very easy, and the "powering up" of adventurers is split evenly between the human and animal? Neat! All heroes are linked so that they can shuffle damage and energy around between them? Wild!

When adding elements to a dungeon-fantasy campaign, it's best to have a firm idea of *why* you're doing so, and *what* you're hoping to accomplish. In the case of teleporting between cities, you're speeding up the "get from one place to another" parts of a campaign that are frequently minimized or

hand-waved away; you're also opening up new adventure and campaign possibilities: "There's a monstrous ritual that's set to go off in these five cities, and you only have an hour to stop it!" Adding the ability to shuffle damage allows for more tactical choices in combat, but it might also result in one of the heroes being the "point" in any combat, with the rest being his "batteries" (which may or may not be desirable). In a world with bonded animal companions . . . well, that's just plain cool – but it might also result in gaming possibilities that require the players taking the roles of their animals at certain times.

TRANSFORMATIVE

Perhaps the trickiest – but also the most satisfying – technique is to *transform* one element in a dungeon-fantasy game into another. For example, in Spiderweb Software's computer RPG **Geneforge** (which I had the privilege of beta-testing for its first few installments), most technology and equipment has been replaced with bioengineered . . . *things*. Ranged weapons are these needler-like sac shooters, "experience" is replaced with gene-activating serums you can find, all the "monsters" are these horrific lab experiments, and so on. The entire experience at once feels entirely familiar (you can play a fighter or rogue, wandering around killing monsters and uncovering the secrets of a story featuring robe-clad "wizard"-types) and very fresh and alien. The same company also makes the **Avernium** series (which I also playtested some of), which casts the fantasy heroes as attempting to escape a vast underground "prison" world that houses undesirables.

In the case of transformative dungeon-fantasy ideas, think of what elements you can tweak, and how. You might alter the setting, selecting a different culture other than the traditional "vaguely European Ren Faire." You might change the environment, making predominant locales more desert, swamp, or ocean-based.

One aspect that hasn't received much official expansion is changing the *motivation* of dungeon-crawling. The traditional assumption is that the heroes are gathering loot, to afford better gear and training, to tackle tougher dungeons, to get more loot, etc. However, what if you transform that assumption into something else? Perhaps the heroes need to find orichalcum chips (about the size of coins) in deep dungeons to power their exotic equipment; in this case, treasure isn't an exchange-rate medium for cool powers, but a direct source of them. Or maybe the top of the disc-shaped world is slowly getting closer to the Sun-Disc, resulting in discal warming; the heroes might be exploring deeper and deeper dungeons not for material reward directly, but to find a solution, or possibly an escape route to the legendary Flipside.

If you need even more ideas, flip through this issue – it's packed with them!

ABOUT THE EDITOR

Steven Marsh is a freelance writer and editor. He has contributed to roleplaying game releases from Green Ronin, West End Games, White Wolf, Hogshead Publishing, and others. He has been editing **Pyramid** for over 10 years; during that time, he has won four Origins awards. He lives in Indiana with his wife, Nikola Vrtis, and their son.

ABOUT *GURPS*

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by email: info@sjgames.com. Resources include:

New supplements and adventures. *GURPS* continues to grow – see what’s new at gurps.sjgames.com.

Warehouse 23. Our online store offers *GURPS* adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Internet. Visit us on the World Wide Web at sjgames.com for errata, updates, Q&A, and much more.

To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The Pyramid web page is pyramid.sjgames.com.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

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.

STUCK FOR AN ADVENTURE? NO PROBLEM.

**Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.**

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com