

## Chapter 1 : 'Dungeon Fantasy' - Powered by GURPS - GeekDad

*Now Dungeon Fantasy: Adventurers brings these classic dungeon crawlers into GURPS. Sean Punch, architect of Fourth Edition, guides players and gamemasters alike through the options to create GURPS characters who can kick down doors and slay dragons with the best of 'em.*

The Elwen came from the gods, on a vessel made of fire. They landed far to the east and we were much afraid. We found the forest burnt and scortched and new mountains arose. The largest was the home of the Elwen, who we found strange. The Elwen spoke strangely and looked strangely and some of us attacked them. Those men were slaughtered, The King and his royal guard attacked them in vengence and those men were slaughtered. The Elwen kept them for a year and a day before returning them. The boy changed his name, to Laathi , which meant pact in the Elween tongue. King Laathi ruled for 40 years to die at the age of 60, a fat, wealthy king from the secrets the Elwen told him. Slowly we came to know the ways of the Elwen, of the powerful sorcery they hold and how they had to flee their rightful heaven in the face of a terrible foe, which they defeated but at the cost of their home. The Elween, large of head and eye, grey of skin, short and slight known for their pointed ears and wispy hair male or female, the men favoring the faintest of wispy beards and the women although hard to tell apart favouring longer hair that resembled spiderwebs or dew at dawn. The Elween brought with them their servants the Dunn. A mild mannered race that appeared much more human, tan of feature, earthy of complexion with heavy but smooth hair and beards. Together the Elween and the Dunn sought the resources and protection the crown could offer. The woods of the east known as the easterwoods, the furthest reach of the Kingdom and ruled in name only for a generation or more, became their home and in turn they sent their tutors. Stoneworkers, Talented Mathematicians and Architects. Slowly other peoples learned of the Elween and there were some interaction between other nations but always thru the Laathi intermediaries. With surprisingly little bloodshed, the kingdom grew and grew, continuing west until finally it reached the sea. You are now in Nimifeval, the crossroads between the heart of the Kingdom To the west , the annexed northlands and the submissive south, who joined your kingdom in persuit of trade and wealth themselves. To the east, further then many know. Lays the Mountain of the Elwen. You are going east to petition the Elwen who are seen as the ancestors or gods or the source of all magic. Nimifeval is the closest that most decent folks will go towards Mt. You all have reasons to want to petition the Elwen, you may have lost love ones and think they can bring them back, you may want to the cure to a disease or even to study at their feet. One of the more recent developments of the Elween Besides introducing better steel, concrete and sorcery to the lands of Laathi is the idea of a college. The Elween in Nimifeval numbering less then in a town of almost have started a school, in which anyman can enroll if he petitions them. They teach the blacksmith, the mason and the sorcerer alike, they are introducing something they call a Yolla, as a way of making peoples mark and communicating and are offering some of their own wisdom in written form as well.

## Chapter 2 : GURPS Dungeon Fantasy: Monsters 1 | RPG Item | RPGGeek

*The Dungeon Fantasy series reduces GURPS to the essential abilities and rules you need to create tough dungeon-delvers, equip them with awesome gear, and defeat monsters and traps to get even more awesome gear. It provides the GM with advice on how to pose challenges and keep things interesting without unbalancing the game or killing all the.*

I plan on posting assets, conversations about complicated rules, session recaps, etc. I dunno if this will be useful to anyone, or only useful to myself, but here we go. This being the first book in the line, and being a popular series, and you being the type of person to read my blog -- all these things add up to a type of expectation that you probably have and read this book. This review is probably a bit more like a retrospective then. The majority of the templates as experienced in actual play are solid, fun, and really speed up starting a game that should be able to start fast. The first chapter has 11 templates over 10 pages. The third very short chapter is a list of spells for the three main spell caster templates and a few rules on them. The fourth chapter, also very short, covers 4 types of powers. And the last chapter, the other big piece of the pie at 8 pages covers special weapons, armor, items and customization options especially appropriate for a pastiche fantasy setting.

**Dungeon Fantasy Templates** This chapter is all about describing different templates for characters. Exactly what it says on the tin. Very little new rules, a surprising amount of advice, but mostly pure data. What I like about these templates, and a tradition that I am glad they continued is that each template has a set of customization notes at the end. Inside of each template though is still some wiggle room for decision making, and the customization notes help pull together some coherent concepts from what may seem noise. I especially appreciate the listing given for spells for the wizard in three different archetypes that can help newbies deal with the overwhelming magic tome. Indeed, the format of the templates themselves are very pragmatic and save space, but can be a little difficult to read because of that, but that is standard fare for templates in GURPS as of now. I mean, no one would steal the secret sauce if spells were listed with Page references, mana costs, and all the other fields the character sheet asked for. It is often suggested that a good GM might write out a list of all the advantages, disadvantages, and skills that are setting appropriate. It is a list, 5 pages long, of every one of those things. I have really nothing to say about this chapter, but it is kind of an interesting artifact. A lot of the rules that are established in this chapter are broken, but a lot have also held steadfast. I mean, for example, it discusses how things like status or rank might not be appropriate for a game of hack and slash, but now we have the **Dungeon Fantasy Spells** This is again, a pretty cut and dry catalog chapter consisting mostly of lists and data, capped with some "shalls" and "shall nots" for the wizard template which is a little more free-form. Again, only because this is retrospective, a lot of things have changed since this was written. Most of the power modifiers are pretty bog standard, with the unusual exception of the more constrained Bard-Song. Many of the spellcaster talents have two different versions of the talent advantage. One that simply acts as a power talent, and one that includes spell casting abilities. Many of the power advantages here feel a bit lukewarm Except the Chi ones, those ones are cool Besides the descriptions of the Power Modifiers, this is really the weakest chapter of the book in my opinion. At the same time, because of the description of the power modifiers, it remains one of the most consistently important chapters of the book.

**Gear** The second longest chapter of the book, and the one with the most lasting importance. Again, this one is catalog of equipment, but it goes above and beyond with some stuff that is a little more imaginative than the standard "camping gear from Basic Set" This chapter is pretty interesting because by including this stuff, it kind of sets the stage in a way. I also like that notes are left for players that want to reverse engineer the equipment and create more following the same rules- something of a predecessor to the later "Under The Cover" asides. The list of cool and more fanciful modifiers is expanded in **Dungeon Fantasy 8**: If you are, that means a lot of annoying page turning!

## Chapter 3 : List of GURPS books - Wikipedia

*Now Dungeon Fantasy 1: Adventurers bring these classic dungeon crawlers into www.nxgvision.com Punch, architect of Fourth Edition, guides players and gamemasters alike through the options to create GURPS characters who can kick down doors and slay dragons with the best of 'em.*

Thief, Ninja Marginal Professions: Barbarian, Holy Warrior, Knight Arakun are raccoon looking beast-men, prevalent in northern climates. They are inquisitive, destructive thieves, and are treated as pests by most races. They have short wiry fur striped tan and black, the characteristic "mask" on their face, and nimble hands. They are stocky and somewhat awkward looking, and tend to lumber around looking clumsy, belying their actual finesse. Calculate height as for their ST before racial modifiers, then halve it. Calculate weight for their ST with racial modifier and divide by 3. With credit to Ejidoth for the name and original build Attribute Modifiers: Only arakun can have it, and may buy up to 3 more levels at character creation. Archer, Barbarian no gigantism, Brute, Knight. Thief, Ninja Centaurs are another of the beastmen, though of a fairly unique type. Instead of a bipedal melding of animal and humanoid features, Centaurs have the body of a horse, with the torso, arms and head of a human where the horse's neck and head would have been. Coloration runs through the entire spectrum of human skin, eye and hair colors for their human torso, and separately through the full range of horse patterns and colors including pure black, red, and white for their lower body. The largest Centaur herds are nomadic, following or herding herbivores for meat, milk and hide. Some have settled in one place and are as civilized as any human farming village, but the largest settlements rarely even reach the size of a human market town. While most Centaurs are not adverse to giving friends a lift on their backs, woe be to the stranger who attempts to "ride" them. Nomadic Centaurs often get along well with elves and halflings. While many consider Centaurs somewhat crude and savage, there are many tales of wise Centaur sages, some powerful magic users. Find a Centaur's height at their withers by using the lower number for Height Range on the Build Table for their ST before the racial modifier. Their human body adds one third the height of a normal human their ST. They weigh eight times as much as a human of their ST before racial modifier. Centaurs generally wear minimal clothing; the women are perhaps notoriously immodest except in very cold weather. They will wear armor however. They favor bows; they can fire longbows without issue and spears also used as lances, and use their full HP if used as part of a Slam. The more settled Centaurs will use polearms, especially those with spearheads. Saddles, horse blankets and other aids to riding work normally for riding a centaur, if you can convince one to use more than a horse blanket, and they suffer the same rolls horses do for being ridden without proper gear per Low Tech p. Obviously there are no bridles, bits, or halters for Centaurs, and Riding Crops, Spurs and Stirrups give no bonus to Riding skill and using them in a way that would have provided a bonus will provoke a fight! Centaurs are more adroit than horses, due to their human torsos and human level intelligence. They can crawl, climb anything that can support their weight! They are smart enough to stay off an injured leg till it heals, and so use the normal crippling and long term injury rules for their legs. Their human torso and arms can, with some contortions, reach any part of their body at need. They can kick into any adjacent hex, including side hexes, at the usual penalties. Many train up techniques such as back kick and stamp kick if they have the right skills. Centaurs sleep laying down, and cannot usefully sleep standing up as horses do though they can lock their legs and doze. Finds the trappings of domesticated horses: saddles, harness, stables offensive [-1]. Kicking Brawling or Karate [2], Features: Horse armor is interchangeable with other horse armor though their caprisons will not protect a normal horse's neck, and a normal horse's caprison will have to be folded back a bit. Centaurs require 2x the rations of a human, eat 2 meals a day, and take 1. Additionally, HPs bought with this limitation do not increase the crippling threshold for hands or arms. This is incompatible with the Weak Arm limitation on Extra Arms, do not buy both. A centaur with single magical horn growing from its forehead. Much rarer than centaur, unitaurs share a unicorn's temperament and powers. Horn, Breakable DR 15, inconvenient to repair! CAN be healed using the horn's healing power. A centaur with large wings growing from its horse torso. Not as rare as unitaurs. Tend towards hills and mountains rather than plains and scrub. That last means they eat 4 meals a day, and require

4x the rations of a human but still only 3 hours of meals a day, they just eat each meal faster. A combination of the above two lenses, and add No Appearance below Average as a feature. Wings are rainbow colored. So rare, they might not actually be a "race", and instead might simply be magically transformed or divinely blessed or cursed! Sea dwelling Centaur with the body of a man, the fore-body and legs of a horse, and the rear-body and tail of a large fish. This version is amphibious. Rather more peaceful and laid back than land centaurs. Has only 2 actual legs, fish tail acts as the third leg on land. Armor weighs the same, with the crupper protecting the longer fish abdomen and tail rather than the rear legs. Sea Pegataur and Sea Unipegataur: Greater Trolls points These are not the the nasty little trolls that play mean jokes. This template lacks Unkillable 2. Your character HAS it, in a sense, but unless you buy Unkillable 2, if you die, your regenerated body comes back as an NPC troll, with none of your memories or loyalties. Make a new character! As with elves, Greater Trolls are probably Unaging, but this isnt reflected in the template. As a side note, the Trolls in Fantasy Monsters 1 dont have Unkillable 3 either. They have Unkillable 2 that uses the hacked up body parts instead of an indestructible skeleton its 2 and not 3 because you CAN prevent the parts from gloming back together or getting enough food to grow. Unkillable 3 would have the troll ghost away and reform a new body in a few minutes. This is a slightly runty, beginner troll, one who hasnt learned all the combat tricks of more mature trolls. It is assumed that delver trolls grew from severed limbs or extremities, and thus did not inherit any memories or socialization from their parent troll hence the lowered IQ, DX, and lack of racial skills. Trolls have an all the time reputation to represent the fact that not only does everyone know what a troll is and what they do, but they ALSO know how to kill them burn it with fire or acid! PC trolls cant buy this off, though they could earn an offsetting reputation through their heroic exploits. Between Appearance Hideous and Social Stigma Monster , Trolls will be at a total of -7 to interact with normal humans. The penalties under the DF 3, p. Universal Digestion means they are unlikely to starve due to lack of supplies, but their quirk means they will buy a large amount of rations ANYWAY, if given the chance. Regeneration falls to just Fast in a no-mana zone, and Independent Body Parts, Regrowth, and Unkillable dont work at all. This was done to represent that these are clearly completely supernatural abilities, even in a Dungeon Fantasy setting! Likes to Eat [-1]. Arm armor costs and weighs 4x SM 0 sized armor. You wont start regrowing a lopped off body part until you formally choose to abandon the one that is lurching around on the ground. The abandoned body part will form a mouth in 2d hours and begin eating, and if it can find enough food will form into a full grown troll with this basic template in 1d days It pays to reattach your limbs unless you want to litter the dungeon behind you with trolls! These lenses adjust for the strange upbringing that brought the greater troll to its present circumstances, rather than rampaging about the countryside like any other troll would. Disciplined with repeated applications of magical flame or acid, this troll was raised to be a servant and guard for some powerful wizard. Now escaped perhaps when its master was killed by other delvers for stocking a tower full of monsters! Trained with bribes of food and praise, this troll has a generally positive outlook with regards to its group of delvers, despite otherwise poor treatment in town. If it is barred from entry its likely to beg its fellows to buy interesting meals and deliver them to it! Wolves Well, not really. This is a troll that has wandered the wilderness without any particular guidance at all. Its curiosity has led it to attach itself to a group of delvers, perhaps as much as a mascot as a companion. Heaped with desperate but asocial attention by its "parent", this troll is friendly but clueless. Clueless []; Easy to Read []; Xenophilia 12 []. Power-Ups Greater Trolls have racial power ups available to them, add these to the list of Power-Ups the character can choose from based on its template. Can also buy off Vulnerability [30 for each]. Making it Fit At points, Greater Trolls are best suited to the Henchman templates, but I present this "racial class" template as well: Chieftain Troll points Strictly speaking, your not a chieftain of anything yet, but your on the path. Eventually, you might have enough wealth and personal power to lop off some limbs and keep the resulting offspring around as a new troll tribe. Until then, you go dungeon delving to prove how tough you are, and to acquire that aforementioned wealth. Intimidation A Will [2] Customization Notes Your major decisions here are how you go about killing monsters and taking their stuff. The advantage of this is not having to buy a possibly expensive weapon making Wealth Struggling attractive. The disadvantage is not being able to use a magic weapon!

### Chapter 4 : Dungeon Fantasy Roleplaying Game, Powered by GURPS by Steve Jackson Games » Update

*Dungeon Fantasy GM Screen: The Dungeon Fantasy Roleplaying Game is designed to run quickly. This full-color, four-panel screen will place important tables and modifiers at your fingertips to speed up game play even more.*

Edit Cover to [Dungeon Fantasy 2: Dungeons Dungeon Fantasy 2: The Next Level Dungeon Fantasy 3: Sages Edit Cover to Dungeon Fantasy 4: Sages Dungeon Fantasy 4: It expands on Dungeon Fantasy 1: Adventurers for knowledge based characters. Allies Edit Cover to Dungeon Fantasy 5: Allies Dungeon Fantasy 5: It covers the allies of Dungeon delvers: Druidic companions, Holy Allies, and Familiars. This catalog covers 40 artifacts to work as McGuffin for your dungeon crawls. Clerics Edit Cover to Dungeon Fantasy 7: Clerics [Dungeon Fantasy 7: Adventurers for cleric characters. Treasure Tables Dungeon Fantasy 8: It covers how to fill the dungeon with the loot that the delvers face the monsters and traps for. Summoners Edit Cover to Dungeon Fantasy 9: Summoners Dungeon Fantasy 9: It adds to Dungeon Fantasy 1: Adventurers summoning based characters: Taverns Edit Cover to Dungeon Fantasy Taverns Dungeon Fantasy It covers encounters where Dungeon Fantasy traditionally begin; Taverns. Power-Ups Dungeon Fantasy It furthers the Goals of The Next Level.

## Chapter 5 : Why GURPS Dungeon Fantasy Is Awesome - Just Roll 3d6

*The Dungeon Fantasy Treasures series expands on the popular GURPS Dungeon Fantasy 8: Treasure Tables supplement. This first volume, Glittering Prizes, is your guide to identifying all the world's cash and separating what merely looks valuable from what will actually fetch a pretty penny in town.*

I plan on posting assets, conversations about complicated rules, session recaps, etc. I dunno if this will be useful to anyone, or only useful to myself, but here we go. Sunday, September 18, Opinions: Dungeon Fantasy 1 - Occupational Template The foreshortening on the top right sword is weirding me out. To me the important things are: Is the template Mechanically Sound? That is, does it do a good job of making a character that can accomplish certain tasks? Or does it veer too wide wishy-washy jack of all trades or too narrow one-trick pony? Does it depend on straightforward mechanics, and a short list of important abilities? Or will lateral thinking and familiarity with edge case rules be fundamental to successful application? Skill Ceiling - A complement to the barrier to entry, does the class have a lot of expertise and high level nuance beyond what one needs to get started? Or does it stay pretty much the same from entry level to expert level? Power-Ups - Are the extras in Dungeon Fantasy 11 and possibly others cool? Barbarian - Cathartic Fun The barbarian has two big foci - Combat and survival. The template is well built for facilitating a character that is useful in those aspects, and it makes an interesting fun character while we are at it. I find the barbarian to have a low barrier to entry. Outside of combat, the mechanics of her useful support skills are straightforward rolls against skills or quick contests. Inside of combat, the barbarian is a good melee fighter with a lot of damage dealing capability and can have decent defensive capabilities as well. That said, by default, they also have a low skill ceiling; they win low level battles with brute force, and higher level battles with large quantities of brute force. Support skills hardly become more difficult either. In terms of power-ups, Barbarians have an entire supplement of cool extras in the way of Dungeon Fantasy Denizens - Barbarians. Bard - Frustrating This template is a little bit all over the place. While the main gimmicks are social bonuses and musical skill, abilities are split between too many avenues and one really needs to focus on one or the other to make it useful. The barrier to entry is a bit high because a player needs to have a keen understanding of the stated three mechanics and a good strategy for tackling character development. Does one focus on bardic magic, bardic abilities, or social prowess? On the other hand, I can picture higher level play being pretty deep as a consequence, with character point expenditures having profound impacts for the better or worse if used constructively or wantonly respectively. Overall, some patience and a bit of experience are needed to get the most out of this class. Cleric - Low-Key Fun A more dedicated caster option than the Bard, but not a terrible front line second or third string fighter in a pinch either. On the other hand, their support skills have amongst the most detailed mechanics listed in Dungeon Fantasy 2. I find the regular magic system to have a lot of confusing edge case rules as well, so while not as difficult and free-form as the wizard, this is still a bit of a source for mental strain. That said, the spell list does lead to a moderate skill ceiling allowing players to approach the development of their spell list with some strategy as they cultivate all the abilities they will eventually need. The power-ups are a little meh, but there are some good ones too that address some of the more finicky issues of the class, like Dismissive Wave. Without that volume, this template seems a bit dry, but with it, it seems like a big improvement. The Druid also has a little less power to bring to bear in combat, but the support skills are a bit easier to use. That said, those different directions are somewhat complementary, but instead of focusing on solely physical or mental capabilities, they are split down the middle, causing a somewhat compromised design altogether, that still seems to work just a little bit better than the sum of its parts. This extra variety presumably leads to interesting strategic options as a player adds points to her. Knight - Balanced Fun The knight is somewhat of a compromise, melee wise between the straightforward strong Barbarian and the technically superior swashbuckler with a lot of added survivability on the side. The entire template is well constructed and paints a picture of someone who is both a tactical and strategic supporter as well as a more than able frontline combatant. The knight, owing to higher skill and less damage has a little bit more complexity in combat than a barbarian, with the excess dexterity opening up some options for more

finessed blows. His support skills though are still simple rarely requiring more than a simple roll or quick-contest, but slightly hampered by the mediocre default intelligence, but helped again by the very good default talent Born War Leader. The knight does have the ability to eventually acquire enough skill to pull off some impressive maneuvers in combat giving them a moderate skill ceiling. Definitely not a class for a first time player. A Martial Artist starts off with access to lots of cool powers and advantages, but not a lot of strength to leverage, meaning brute force will not work at all, sophisticated combat maneuvers like aiming for weak points, using evaluates, feints, and determined and defensive attacks will be needed to get the martial artist working from day one. As a martial artist develops, it even becomes more adaptable; options include pursuing higher strength, power-ups for hitting weak points easier, or focusing on IQ and talent for useful esoteric skills, giving this class a very high barrier to entry and skill ceiling. The template focuses very predominantly on the archer angle, but leaves room for a scout to be modestly competent at her support skills.

Swashbuckler - Deep, Not Wide, Fun In a spectrum, you have barbarians as the warrior class that focuses on power on one end, and the swashbuckler who focuses on agility, finesse, and talent on the other. The template also has a bit of a finger in the people-skills pie as well with lots of advantages pointing towards charisma and reaction bonuses. The swashbuckler can continue to develop his skills and become more proficient at his expertise as he accrues more character points, opening up more tactical options along the way. The template focuses on abilities that allow reconnaissance and gives great dexterity and decent intelligence. Altogether, the template is flexible but still seemingly consistent. On the other hand, a thief has enough intelligence and dexterity to be really good at any support tasks you need them for. Fun and usable even by beginners if they know to be careful in combat. A thief just gets better at all the things she is already very skilled at, with no particularly sensible options for branching out.

Wizard - Analysis Paralysis? A wizard might be the tactical opposite of a swashbuckler, very shallow, but incredibly wide, knowing how to do tons of things just good enough. The template is extremely flexible, but not especially focused. The spell list can be an absolutely overwhelming nightmare for new players, but there are a handful of spell packages to help move that decision along. The player might need to know complicated mechanics like the difference between normal range, long range, and short range abilities, the costing for area of effect, and multiplying for large positive size modifiers, giving a wizard a moderately high barrier to entry. At the same time, a wizard has an amazing wealth of growth options, with hundreds of spells to choose from to learn, giving them also a fairly high skill ceiling. Still on the fence about the druid.

### Chapter 6 : Dungeon Fantasy Roleplaying Game, Powered by GURPS by Steve Jackson Games â€” Kick

*GURPS Dungeon Fantasy is a series of playing aids for GURPS 4th Edition focused on dungeon crawls and hack and slash Fantasy. As such, the series bares GURPS down to the essentials skills a dungeon crawler needs, and dismisses all the traits any well-rounded character would typically have.*

This post will discuss why dungeon fantasy is awesome in two ways. Fantasy Dungeons are Fun There are a lot of varieties of dungeon-based fantasy, but most games revolve around some core similarities: The protagonists of dungeon fantasy games are Heroes with a capital H. They are capable of great feats and take on challenges that would kill lesser mortals. The power scale for dungeon games characters ranges from starting adventurers that already stand out as exceptional when compared to most people, all the way up to demigods that directly affect the forces of creation. As larger-than-life characters, players can imagine themselves as true champions in the world. One of the key elements of the dungeon delving genre is combat against evildoers. Your adventurers can wipe out the orcs guarding the prized treasure, or they can go toe-to-toe with the supernatural beasts that have awakened in the deep. Players get a vicarious thrill from showing off their abilities in the face of deadly threats, and the dungeon fantasy genre provides endless encounters for characters to demonstrate feats of bravery, daring, and awesomeness. Dungeon delving games generally take place in fantasy worlds inspired by great works like Beowulf, The Lord of the Rings, and The Wizard of Earthsea. In these worlds, humans are joined by other races like elves and dwarves, suggesting that the world is much larger and more mysterious than our own. Magic is real, and players are empowered to participate in a world that is affected by supernatural forces and creatures. The world is populated by mythic beasts like dragons and vampires, which pose challenges worthy of their larger-than-life protagonists. These environments carry rich tropes from world mythologies and primordial imagery that can embody the deepest human emotions. Put simply, fantasy brings to life millenia of human storytelling. The dungeons that the adventurers explore are themselves exciting because they build on the quest archetype. Dungeons can hide buried treasure, supernatural forces that must be defeated, and everything in between. Dungeons also bring danger. Explorers can be threatened by the physical environment, by the creatures that roam the depths, and by traps set to protect the prizes buried far beneath the surface. The goals of dungeon diving are exciting. They can also hunt villains that embody evil, or even attempt to prevent earth-shattering disasters and conflagrations. GURPS runs entirely on a simple 3d6 system. Roll 3 normal dice, add the result, and compare to your target number. Some of the game rules add details to this mechanic; for instance, the GM can modify your target number if the task is easier or harder than usual. But, the basic system is incredibly simple to understand. The character templates are straightforward. Many RPGs require players to flip through multiple chapters of the characters book in order to create their adventurer; GURPS can lay out all your choices in short blocks of text. GURPS is designed to enable players to describe what they want to do, and the GM can interpret that action into the game mechanics. GURPS errs on the side of making player choices matter. The 3d6 system creates a bell curve, so extreme results are rare. In practice, that means that players are less likely to be overcome by bad rolls of the dice, and it engages players by showing that they can directly influence the fate of their characters. Preparing for a challenge, making a smart tactical choice, or earning a bonus makes a bigger impact than raw luck. Variety of character choices: The Kickstarter package includes nine racial backgrounds and eleven character professions; the full published Dungeon Fantasy line goes up to hundreds of worked character options. GURPS features active defenses; when a character is attacked, they get to choose how to defend themselves and attempt a skill roll. This adds a level of tactical thinking that is absent from RPGs that just roll against a passive defense like an armor class level. Deciding to block an attack with a shield is mechanically different than trying to dodge an attack, and those differences make combat feel more interesting. Many dungeon diving RPGs place a premium on combat, and other adventuring activities get short shrift. That means that your game is not limited to hack-and-slash playingâ€”unless you want it to be! SJ Games has published literally dozens of volumes that add options for characters, monsters, treasure, magic, allies and henchmen, adventures in town or in the wilderness, and more. In addition, the monthly Pyramid

magazine publishes dungeon fantasy articles on a regular basis. Odds are good that GURPS has a dungeon fantasy supplement for whatever direction you want to take your game. If you want to include gadgeteering or high technology into your dungeon game, the GURPS technology volumes stand at the ready. If you want to customize the magic system to use rituals, petitions to the spirit world, or rune-based invocations, you can incorporate rules from the Thaumatology line. GURPS Martial Arts unlocks tons of combat options; Social Engineering brings a similar depth to political intrigue, negotiating, and other interpersonal encounters. GURPS is a universal system, so it can run scenarios that are published for any game system. Author Colin Posted on.

## Chapter 7 : GURPS Dungeon Fantasy 1: Adventurers

*GURPS Dungeon Fantasy is a series of small PDF genre books for GURPS that covers the sub-genre of fantasy made popular by Dungeon & Dragons. Several of the books were rewritten and repackaged for the Powered by GURPS Dungeon Fantasy Roleplaying Game.*

Please see the FAQ for more information. GURPS is famous for letting you play any character you can imagine. Dungeon Fantasy keeps this flexibility while trimming away unnecessary details, concentrating on just what matters to monster-slaying, treasure-hunting action: Pick from 11 classic professions and nine playable races, customize your alter-ego using quick-start templates and a powerful point-build system, and gear up with an equipment list that offers dozens of weapons and lets you assemble exactly the suit of armor that fits your image. Learn how the heroes actually use their abilities and gear. That means combat, of course – and dozens of other activities, whether your thing is sneaking around, swinging from the scenery, exorcizing evil, or getting rich through cunning deals in town. This book also describes countless bad things that can befall adventurers: poison, traps, dismemberment, lava pits. What would fantasy be without magic? Adventurers features four spellcasting professions: bard, cleric, druid, and wizard, and this volume describes over 100 spells to help you customize them. It also includes complete rules for how spells work – whether their power comes from the gods, Nature, or creepy tomes of forbidden wizardly knowledge. This catalog starts you out with more than 80 things that want to bite, claw, grab, sting, and curse the heroes – not just the predictable orcs and zombies, but also several Dungeon Fantasy originals. Each offers notes on tactics and variants, and the whole collection comes with advice and rules for adventurers dealing with monsters. *I Smell a Rat* is a simple but not simplistic! From there, the heroes will find themselves facing traps, enemies, and unexpected twists – and finding treasure, although not necessarily gold and silver. See the graph below. To add these Dungeon Fantasy items to your game, simply include the listed cost as part of your pledge. **Dungeon Fantasy GM Screen: Dungeon Fantasy Roleplaying Game: One copy of the Dungeon Fantasy Roleplaying Game printed box set. Extras of the custom 1-inch hex-shaped bases that are included in the Dungeon Fantasy Roleplaying Game box. One set automatically included in the I Want It All!!! Two each of six different colors: red, orange, blue, green, yellow, and purple of custom 1-inch hex-shaped bases. Everybody else can buy it as an add-on. Six extra eye-in-the-pyramid dice. We are offering all of these existing PDFs as add-ons. The Dungeon Fantasy Collection and future issues of Pyramid subscriptions, they will be delivered to backers after the campaign ends via Warehouse 23, the one-stop online shop for all your Steve Jackson Games needs. These items are especially easy to add to Dungeon Fantasy RPG games, with little reference to other supplements, or lots of material that can be used as-is. Expand your gaming possibilities early!**

## Chapter 8 : Warehouse 23 - GURPS Dungeon Fantasy 1: Adventurers

*Dungeon Fantasy is one of the more popular GURPS lines. This being the first book in the line, and being a popular series, and you being the type of person to read my blog -- all these things add up to a type of expectation that you probably have and read this book.*

## Chapter 9 : Dungeon Fantastic: My DF Campaign

*With the Dungeon Fantasy Boxed Set Kickstarter active, this post will discuss why Dungeon Fantasy is an awesome game. GURPS Dungeon Fantasy is easily the bestselling gaming line for GURPS, and dungeon delving fantasy games in general make up the vast majority of the RPG market.*