

1: The Dragon's Trap Stuff For Dungeon Fantasy - Steve Jackson Games Forums

Follow the complete Dungeon Fantasy line for even more dungeon-crawling fun. Warehouse 23 offers worldbooks, supplements, and adventures, in physical and digital formats, for GURPS - as well as many of our other game lines.

Monster Land, it has recently been remade as Wonder Boy: In it you play as the titular Wonder Boy, who in his quest to free the people of the land in the last game, slays the evil MEKA Dragon. From there you must quest to kill five more dragons, gaining 4 more form-changing curses before finally managing to remove them all. Half size reduced reach and damage, but some enemies shoot over his head and can fit in smaller spaces, cling to walls. Normal-size, can swim Others walk along sea floor Lion-Man: Increased strength and likeability, can attack enemies both above and below Hawk-Man: Additionally there are several items you encounter on your quest: Will open any door or presumably other lock, but only works once. Probably exists to avoid having multiple key objects. Makes people like you more, allowing you to buy better stuff and increase drops, not sure how to model this Life potion: Raise dead in potion form. Runs along the ground for a while, hurts enemies, bounces off them and obstacles. Not sure how to handle this one. Shot straight up to damage flying enemies. Thinking throwable, long range arrow Lightning: Damaged all enemies on screen. Three swords are also of note: Could destroy certain blocks. Could make destroyable blocks in certain locales Tasmanian remake only: Same effect as curse changing rooms, but in easy access sword form. Once the party is able to lift the curses this would simply be Alternate Form with Gadget, but before that? Would it be fun?

2: GURPS Dungeon Fantasy | GURPS Wiki | FANDOM powered by Wikia

When I reviewed Dungeon Fantasy 3, I decided not to rate the content from the point of view of a player deciding what is good and useful mechanically, rather I tried to stay "detached" from the idea in a manner of speaking and only they made the templates well.

Saturday, February 20, Dungeon Fantasy 1: Spells This one is an even shorter chapter. As its short introduction gets out of its own way, so shall this one: Flaming Weapon, Sunbolt, arguably Curse. Storm could be badass, but it takes a minute to cast. Flaming Weapon needs a weapon; Sunbolt needs the Innate Attack skill. I think Flaming Weapon is almost wholly because of the tales about the flaming sword guarding the Garden of Eden, and Sunbolt is â€¦ dunno. Jesus is the light? There are plenty of healing spells. One issue with GURPS is that the cleric needs to spend points on the spells, keeping many of the esoteric ones away. A Cleric might want to have a few points set aside so he can quickly learn stuff like Restore Sight if there is suddenly a need. There are plenty of spells for dealing with Abominations in the Eyes of Iehouah: If a Druid goes into town or into a dungeon of worked tunnels, he takes penalties to his spell casting. Anyways, notes on the list: This is a total nature boy, Ric Flair-type list. How did I get to talking about a pro wrestler? You can group the spells in the list into animals, plants, and elements, and you can put the last into the four elements, mostly. The weather stuff straddles water and air. No, there are no healing spells. The nearest is Neutralize Poison. Or nuts on them? I have a sneaking suspicion that you want those. I think the Druidic Abilities in next chapter are a bit more interesting. There are still plenty of spells for the Wizard. Another one left out is Scroll, which is an Enchantment. I wonder if anyone has run Dungeon Fantasy without the Cleric and just let the wizards heal. Anyways, the class is a little unfocused, getting its healing to have something to do down in the dungeon. Just getting that thought off my brain. More my take on magic than anything else.

3: Dungeon Fantasy Roleplaying Game, Powered by GURPS by Steve Jackson Games â€™ Kickstarter

GURPS (the Generic Universal RolePlaying System) turns 30 this year, and Dungeon Fantasy focuses its award-winning power on hack 'n' slash fantasy roleplaying, where stalwart heroes kick down doors, kill monsters, and take their stuff in order to grow powerful enough to tackle the next quest which naturally features stronger doors, tougher monsters, and better stuff!

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 scorching 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 vengeance 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 pursuit 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 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.

4: Warehouse 23 - GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic

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.

Now, often, we make NPCs with the idea of having them do something in the background or as part of a story, and those are easy. This guide is for that time. Mirror of the Fire Demon. From pages 42 to 45, there are 11 NPCs that we can turn into others down in the dungeon, and we are going to do that. Treasure Tables, where there are tables on which we can roll for spells for magic-users. You can handle this by mixing and matching racial templates. The basic ideas behind all of this are: The templates in Mirror of the Fire Demon are first-level characters. For higher level characters, divide level by two, round down, and add that to all skills. For every four levels, rounded down, raise each attribute that is higher than 10 on the template by one. Do not raise skills to show this. For every eight levels, rounded down, raise each attribute that is not higher than 10 on the template by one. Tweak his skills to let him use whatever equipment you roll that he has if you do not want to use the equipment in the Mirror of the Fire Demon NPCs. A fighter is a Basic Warrior. You can have him be a Basic Barbarian or a Basic Archer if that fits your needs better. A thief is a Basic Thief. A dwarf is a Basic Dwarf Warrior. And even though they do not have ST better than 10, we still raise their ST by 1 for every four levels they have. Level 3 of the dungeon, rolling twice on the table in the D30 DM Companion gives 21 and 6, which 1d2 champions: Level titles, oh yeah, what a way to make things so clear! That means he has a broadsword, no shield, and wears plate armor. Instant Armor, and make its stats threefold the Torso armor to handle a whole suit. So, a 7th level fighter: Their crackling javelins do a follow-up 2 electrical damage. Combat Reflexes; High Pain Threshold. DR against crushing is 4. Deem that beyond the scope of all this. Clerics, Elves, Magic-Users These guys have the same basic ideas as the others, but have spells. They also have the skill Diagnosis at IQ. See below for Power Investiture. Magic-Users are Artillery Mages. See below for Energy Reserve and Magery. Elves are Basic Archers with the Wood Elf racial template. Even though they do not have IQ better than 10, we still raise their IQ by 1 for every four levels they have. A first-level cleric has Power Investiture 1; a first-level magic-user has Magery 1; a first-level elf has Magery 0. These go up like attributes, so at 4th level, they get another level of Power Investiture or Magery. Magic-users get Energy Reserve Magical 1 at 1st level, which goes up like a skill. Now, we have spells. Clerics get two spells for each level they have. Roll them at random, which might be odd since you have something like 32 spells of Power Investiture 1 or other such spell tallies. Roll at the highest level of Power Investiture he would have at the level of experience, so a 9th level cleric has six rolls on Power Investiture 1, eight rolls on Power Investiture 2, and four rolls on Power Investiture 3. Always give him Minor Healing for free. Treasure Tables for each level he has. Give him all the prerequisites spells for each spell he has. Magic-users should also get Lend Energy and Recover Energy. So, also on the 3rd level of the dungeon, I roll a 16 and an 11, which is 2d6 elves. We have five rolls for spells. Rolling for equipment is a 14, which is a shortsword, mail armor, no shield. They have no magic items and no leader. Our 5th level elf: DR against crushing is 2.

5: Dungeon Fantastic: Review: Pyramid 3/ Dungeon Fantasy III

Legends Come to Life Seeking Your Death! The most common threat standing between GURPS Dungeon Fantasy heroes and some well-deserved loot is www.enganchecubano.com, the dangers are newer than ever, yet some are as old as legend.

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. Saturday, September 17, Swiggity swooty. When I reviewed Dungeon Fantasy 3, I decided not to rate the content from the point of view of a player deciding what is good and useful mechanically, rather I tried to stay "detached" from the idea in a manner of speaking and only they made the templates well. Did they do it well instead of did they make them god. How The Ratings Work I am going to rate the templates based on these criteria: Advantages - Does this template give me something that is impossible otherwise? Some nice unique perks? Or does it only give advantages that would be otherwise easy to obtain? Disadvantages - Similar to advantages, but reversed. Does this racial template give me interesting and alien drawbacks? Does it really separate me from playing as a vanilla human? Are the challenges unique and do they require creative solutions? Mechanical Value - My value judgement, can I see this race as being good on its own merits, or do I just compensate for its weaknesses by buying off the racial disadvantages? Aesthetic - A purely subjective category, do I have an overall feeling of uniqueness? There is also fur, but that has a pretty narrow-band of usefulness where other characters can easily compensate with gear. Disadvantages This is probably even worse than the advantages. Almost anyone can have any of them, though thematically, they all make sense. Power-Ups Though very mechanically useful, they also seem a bit too "meat and potatoes. It comes with nothing but advantages most people want anyway, with zero to nil points "wasted. The disadvantages align with the theme, but I would have preferred something with more of a punch. Coleopteran Beetle People - Fun Advantages The advantage list is truly exotic with several things that no other races have access to, and all of them very helpful. Disadvantages The disadvantages are a bit one note: That, in my opinion is a more interesting disadvantage and trade-off than the poor social skills. Power-Ups A very short list I think they should have taken advantage of the extra limbs and given it some more grappling perks and maybe extra attacks. Mechanical Value The Coleopteran is definitely a really good racial template, and could be an absolute combat monster in a way few races could emulate. The one big problem is the high point cost makes it really unlikely that a player can start with the race. Aesthetic The entire experience is alien, you have powers no one else has, people are afraid of you, your biology is different. This truly feels like an all-new ballgame. Corpse-Eater - Fun Advantages The advantages are mostly just a little bit outside of what most races can achieve, but the one racial perk opens up a lot of interesting implications. Disadvantages The disadvantages really drive home how detestable this race is supposed to be. It is mostly a social handicap again, but it also includes a disadvantage describing its namesake which can make being sociable in polite company a challenge. Mechanical Value It comes with a lot of solid advantages, and a really cool perk, and the disadvantages can be show-stoppers just often enough, which I think good disadvantages should be. Aesthetic Mostly, it feels more like a slightly ugly human, than a distinct thing, and the main power-up makes that even more so, but the reliance on carrion can definitely seed a lot of interesting problems. Without it, they feel like humans with weird eyes. Mechanical Value The perk and the talent are really useful, and the power-ups are good too. The abilities feel a little spread thin though, might be good if you want to cross-train into two classes that can benefit from intelligence and dexterity though. Power-Ups For the most part, these just come across as more of a good thing. Not bad, just no wow-factor. Mechanical Value The dwarf is really boring and straightforward, in my opinion, but mechanically speaking, it is really solid. Half Elf - Boring Uh, nothing. Disadvantages We have a negative reaction from people. Power-Ups At least they can get that nice racial talent. Mechanical Value A drop in the bucket. You could probably put this template on almost any wizard character and not tell the difference. Aesthetic It literally says a slender human with unusual hair color. High Elf - Boring Only marginally better than the half elf. Power-Ups Even worse than a Half-Elf, you are only improving things you already have. They are pretty good though. Aesthetic It

literally says a slender human with You only have two choices! Not wasting ink on copy and paste. All the elves are at least literally not human, but they might as well be. Wings really open up a lot of opportunities. Power-Ups Like the other elves. Aesthetic It is a thin tall human with white hair and wings. They have a few unique traits due to physiology that might make a hand to hand combat more interesting though. The others are a bit meh, but thematically appropriate. Power-Ups The only special power up is a counter to one of the disadvantages that make them unique. That feels like a bummer to me. Mechanical Value Mechanically, they seem a bit too thinly spread, which might make it feel like wasted points, but the shallow and wide template does cover a lot of interesting applications. Aesthetic This one feels a lot more unique than the elves do. The disadvantages, though nothing special really do a good job of telling a story, and the listed features are notable. The idea of using an extremely small character is also amusing. The others are thematically appropriate. Mechanical Value You can do some really good stuff with a Leprechaun, and everything works together to accentuate strengths and weaknesses appropriately. Wow, you were just complaining everything else was spread too thin! You are just a drop dead attractive human instead. Disadvantages The disadvantages here actually pose some really interesting problems giving some fun contrast. Mechanical Value A pixie can definitely go far as a sneaky wizard or a magical thief. Aesthetic Almost every puzzle in front of you will take on a new light when you are this small, the game is completely changed. On the other hand, the advantages are unique and exotic. Disadvantages Meh, but appropriate for a statue that sits outside all day in all weather. Mechanical Value Point-wise, they seem like a good deal, but there are a few things that feel like wasted points Aesthetic I think it could have been slightly better distinguished, but it is definitely not the same experience as playing a human.

6: Above the Flatline: Expanding Languages in Dungeon Fantasy

First, the Ghost of Dungeon Fantasy Future would point out Pyramid #3/ Dungeon Fantasy III has the article "Wizardry Refined," which clarifies and further tweaks the Wizard spell list. I thought I'd get that out of the way first.

It thrives on tactical decisions, die rolls, and letting the chips fall where they may. But what if a gaming group thirsts for more thrilling, movie-like action? Such games can benefit from more abstraction, fast-and-loose gaming, and typically, more social situations. By combining parts of both sources that best suit fantasy action adventures, this article provides the best of both worlds: Exploits, and access to the entirety of both entire lines is highly recommended. This concept suits Dungeon Action games perfectly: Use BAD as suggested with a couple of exceptions: Dungeon Fantasy III, p. In all cases concerning structures & e. Wilderness Adventures; use those rules whenever applicable. This helps keep the party together and shines the spotlight on characters built for such challenges. Crime and Grime, p. The first step in any Dungeon Action game is to investigate what the party is up against. Such preparation is crucial to party preparedness and allows them to formulate a plan. Information Gathering Where Dungeon Fantasy relegates all intelligence gathering to a couple of die rolls, Action makes this part of the adventure. Any number of knowledge skills may come into play for complimentary skill rolls! In all cases, any number of information spells can yield valuable information, too. Remember that the -7 from SM applies to the Quick Contest to spot it. This lets characters leverage their place in the world against the challenges they face. For example, a former street urchin knows where the nobles dump their trash, and prissy noble can access esoteric government budgetary records and decipher them with ease. Getting someone to imbibe a concoction can prove difficult; if Influence skills and trickery fail, use a grappling skill to pry open his mouth and force it down. Pirates and Swashbucklers, p. Also, remember to keep a running tally of all results; these contribute to ACT Action 2: Not only does this help mitigate BAD later on, but it can help reveal just what the players are up against. Sometimes hirelings and allies lack delving-critical skills. Whether it is executing a plan or trying to collect vital intelligence, at some point, the party must take action. Out of the Frying Pan GMs should always defer to what is fun over what a specific rule states in such affairs. The following adjustments tailor its tasks to the fantasy genre: To plant evidence or alter a scene to read differently & e. Convincing the right people & e. caravan drivers, foreign visitors, innkeepers, etc. They may sometimes need to spot fake IDs, as well. Two new sections are worth mentioning: If you want to pass as part of another family, clan, tribe, etc. You will need the proper insignias, banners, colors, crests, etc. Other times, the Evil Overlord has already constructed a doomsday device, rebuilt a tower fortress, or otherwise needs a large scale structure for his plans. For flammable constructions & e. Even wizards can get in on the action: While the Making and Breaking College is an obvious fit, a variety of Technology spells find new use here. Getting Away Typical dungeon delvers leave nothing but bodies behind, but characters in a Dungeon Action game may need to be more subtle. Indeed, entire parties may need to conduct their delve over multiple trips, in which case, escaping safely and unseen may be paramount. Regardless, the person doing so should beware other hidden spells set to go off should the original one be tampered with. Hurt Them Plenty If there is one thing that defines dungeon delving, it is ultra-violence. B except in special situations, like boss fights. While fitting there, many of those find use in Dungeon Action games. The easiest way to rectify this is to simply give an additional 15 points to be spent among the following skills and advantages and to let players substitute any disadvantages here for optional ones on his template. Advantages A number of advantages are only relevant when social situations come into play. As such, Claim to Hospitality, Contacts and Contact Groups, Fashion Sense, and Social Regard should be made available to players designing their own characters or adapting existing ones to a Dungeon Action game. Additionally, the following new and existing advantages are available: You gain a reaction bonus from anyone you do business with. This is a slimmed down version of Business Acumen. Favors also make excellent rewards. Legal Enforcement Powers and Legal Immunity p. This allows adventurers to apprehend mooks and minions, interrogate criminals, start bar fights, damage civil property during fights in town, etc. If this is not an underlying assumption, the players should be forewarned. Full versions of both advantages are suitable for town guardsmen, bounty hunters, secret police, spies, etc.

Examples include the following: They are lightly armed, generally unarmored, and should sport specialty skills, rather than a combat focus. As backup above, but fully armed and armored with a combat focus. AR is at -5 if made "just because. Goods worth no more than the cash above you can acquire. This can replace lost gear, supplement expedition necessities, etc. You must pick up the gear in person or wait 1d days for a courier to deliver it. You must pick up your henchman in person. Most characters will be Status 0 or higher " less than that typically means you are a bum, laborer, serf, or slave. Status 0 represents typical freemen, guild members, or wealthy peasants; Status 1 are upper middle class merchants, craftsmen, and poor nobles; Status 2 often lesser nobles and courtiers. Status 3 is typical greater nobility, high officials, peers of the realm, and at Status 4, the King. Any new records of you are lost or mysteriously vanish. This can be a function of fate or mere luck. If you lack even a True Name, take the following new enhancement. New Special Enhancement Nameless: You have no true name. As a result, you are completely immune to all affects that rely on true names to function. Disadvantages The following disadvantages help seat characters socially. Enemies may provide the basis for an adventure, but be careful not to use this too often; enemies can provide distractions, side quests, misinformation, traps, etc. For example, those zombies might mistake you for their master! B Secrets can range from being descended from Elder Things to being an infamous assassin to being the rightful heir to the throne. Skills The following skills find new use in Dungeon Action games. B This is the skill of cutting red tape, extracting information from reports, and navigating large organizations, be them governments, guilds, or otherwise. B A useful skill for anyone who enjoys ancient tomes or hiding their own research, Cryptography has a place among sages and most magic users. Aristocrats and fighters use it to pass secure messages, and buccaneers and thieves use it to less scrupulous ends. Even some fighters handle explosive siege ammunition during their careers. Any time you want to cover up involvement in something messy, this is the go-to skill. Use it whenever you try to use information and clues you have gathered to figure out what is happening, where it is happening, who is involved, how they will do it, and why they want it to go down. Tools of the Trade Dungeon Action games require access to new gear not normally useful in Dungeon Fantasy games. Some other valuable items include the following: Basic tools for Counterfeiting and Forgery. Magical Substance Collection Kit. Collection of alchemically-treated vials, spatulas, forceps, and probes that serve as basic equipment for Hazardous Materials Magical. Must roll against Will-5 to tell a lie. Failure results in a Hearing and Vision penalty equal to margin of failure; any critical failure results in Blindness and Deafness. Roll against HT-5 each turn to recover. When broken, it creates a 5-yard radius cloud of thick white smoke. The cloud completely obscures all forms of vision and lingers for 60 seconds outside on a calm day. The putty emits bluish-white as a candle. Allows the wearer to project his mind up to 2 yards, as per the Projection spell Magic, p. By holding the horn to your ear and aiming it, you can hear any sounds whose sources you can see. DR 2 protects the lower half of the face roll 1d, protects on, excluding the eyes. Gives immunity to normal and magical inhaled threats.

7: Pyramid #3/ Dungeon Fantasy III - www.enganchecubano.com

Old School informed GURPS Dungeon Fantasy gaming. Basically killing owlbears and taking their stuff, but with 3d6.

Adventurers and Dungeons support fast, simple games with a limited number of roles, skills, and options for delvers. They ape classic dungeon RPGs, which emphasized killing monsters and taking treasure, not designing characters. Still, complex character concepts with tricky ability mixes have always been an element of hack-and-slash gaming – if only because of the added opportunities for munchkinism! Enter Dungeon Fantasy 3: The goal of The Next Level is to support more-complicated but balanced PCs – both at the start and after some in-game evolution. It describes races only in terms of traits likely to matter on a dungeon crawl. Most important, it cultivates munchkinism whenever that would be fun! Sean has been a fanatical gamer since His non-gaming interests include cinema, computers, and wine. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe. With occasional exceptions, members of these races can use standard gear, and are enough like humanity that townsfolk and dungeon denizens treat them as delvers rather than as monsters. Players can create adventurers who belong to the races described here, if the GM agrees. And the GM might not agree – he may reserve certain races for use as monsters! The gamer who wants to play a nonhuman should remember that he must pay the racial cost for the desired racial package, just as if he were buying an advantage, and that all components of a racial template are mandatory, unlike traits on a character template. See How to Use Racial Templates p. Affording Racial Templates Few racial templates cost 0 points. Just skip ahead to the templates! Hack-and-slash gaming is quicker and often more fun with character templates, however. In a game that uses character templates priced close to the campaign power level – like those in Dungeon Fantasy 1: Adventurers when starting a point game – it can be hard to find enough points to pay for a racial template. One option is for the GM to hand out more points, which will let players who want racial packages afford them. If the GM prefers to see the adventurers earn their points the hard way – e. Advantage Allowances Every character template in Dungeon Fantasy 1: Adventurers reserves some points for suitable advantages: Cleric, Druid, Martial Artist, Scout: Of course, some races have traits that make them bad choices for certain roles! Disadvantage and Quirk Points Every PC can get an additional 5 points from quirks, and possibly further points from personal disadvantages. A munchkin will certainly claim those! Buying a racial template is an entirely valid option. Skimping The GM might allow players to buy racial templates with some of the points that their character template allocates to powers, spells, and special skills. This gets tricky – it can yield delvers who let down the party because they lack expected abilities. For the standard templates: If the GM uses Training Expenses p. Dungeon fantasy is humanocentric, though. What really matters is that members of a profession can meet human standards for that role. Barbarians are supposed to be strong – which all ogres are – so the average ogre could fill the role of a human barbarian just fine. Choice and Marginal Professions Each racial template below has two extra components of importance to gamers using character templates from Dungeon Fantasy 1: Adventurers – Choice Professions: Character templates that especially suit the race. Other roles fall somewhere in the middle. Members of the race can expect to be about as successful as humans at those professions – whether because they lack traits likely to affect those careers either way or because the good balances the bad. In a pure hack-and-slash game, effectiveness usually matters more. There are two reasons for this:

8: GURPS Dungeon Fantasy 3: The Next Level by Sean Punch "Translated by humans

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.

I immediately decided to explore the idea and wrote this. Of course, because I write about a month out in advance, this response is only now getting published. I hope it was worth the wait! On its own, speaking a language other than the locally common one lets players avoid some nuisances and give a minor situational benefit. This really sounds like a perk to me. In GURPS, it is assumed that there are as many languages as there are on Earth and that the relative likelihood of encountering a language other than the local native language is similarly as common. Thus, in a world as connected by trade, immigration, and communication networks as modern Earth, languages are worth a fair amount. They let you engage in social activity with a much larger group of people, and they let you avoid some particularly difficult situations when traveling abroad. In DF, however, there is generally an assumed common language everyone speaks, and other languages are usually obstacles, character flavor, etc. But as Mailanka mused, languages can certainly have other benefits. This got me to thinking. Alternate Benefits for Languages What sort of benefits can a language grant, aside from the usual ones? Immediately, it makes sense to give a reaction bonus to people who are from places where that language is spoken regularly. In Alnwich, foreigners are rare enough that this reaction bonus would only count as a perk, but speaking the local language is common enough to charge a full 2 points, as if it were a limited reputation. Literacy in another language probably conveys the same benefits, but it is somewhat harder to use. This makes literacy in a foreign language really not worth any more than literacy in the local language. Languages might also contain power. This is especially true of supernatural languages like Lumian or Sylvan. Such languages convey one or two perk-level benefits for spells cast using that language. This includes scrolls written in that language. These benefits only ever apply if the spell has a verbal component, and the benefit can never circumvent that requirement. Appropriate spell perks include: Languages can combine any of these options but generally should not cost more than 3 points for either literacy or spoken fluency. The Modified Language List for Alnwich Abyssal The language of those fiendish divine servitors who have turned on their deific lords and banded together for protection. Aranthian The language of the nomadic horsemen far to the south. Not spoken in Alnwich. Carantanian The language of the warlike Carantanian chiefdoms. Draconic The language of the primeval dragons. Mostly studied by alchemists, scholars, and wizards. You gain the benefits of Mana Compensation Magical Styles, p. Druidic The written language of runes used by druids. There is no spoken druidic language. Furthermore, any spell granted by Likuma " regardless of whether it is cast as a holy or wizardly spell " benefits from Secret Words Magical Styles, p. Sometimes called the Moon-Script or Crescent-Tongue. Spoken, Noctian can slip in and through other spoken words undetected except by those fluent in it, and the written language is only visible in the light of a crescent moon or to those literate in its orthography. Furthermore, darkness spells and any verbal skills used to disassemble benefit from Secret Words Magical Styles, p. Skidisk The language of those native to the lands about the Trollemere. Sylvan The language of the fae. Not widely known outside of certain eclectic magical or spiritual circles. Taylorian An unearthly series of glyphs that form the basis of unending dimensions in whose maddening angles and geometries stalk ideas unfathomable to those uncanny in that infinite space out of time. You gain the benefits of Astrological Casting Magical Styles, p. Thanrasian The dead language of Thanras whose strange glyphs adorn the ruins of the doomed city and other ruins around the Trollemere. Spells cast in Thanrasian " usually as scrolls, these days " enjoy the benefits of Life-Force Burn 2 Magical Styles, p. Uskan The language of Usk. Dialects are spoken all over the realm, but these mostly result in funny accents and idioms. The latter, of course, is very GM dependent, but the former point remains valid. One way to address this issue is to reduce the cost of languages. Another is to add benefits to languages. What have you done to make languages more appealing to players in your DF games? What about your normal games?

9: Warehouse 23 - GURPS Dungeon Fantasy Power-Ups

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.

The dungeon is restless, awaiting the invisible hands of tin-kerers to There are heroes waiting to stem the tide of darkness. Clearly, both sides of the eternal struggle have the latest installment of Pyramid, devoted once more to dungeon fantasy. There were four of us. We felt totally bad. We thought we were ready. Abydos, as he leads by David L. Pulver you on a High-Tech Dungeon Crawl. As a bonus, he reveals the Each article is color-coded to help you find your favorite sections. In Every Issue letters, humor, editorial, etc. Or do you think we lost our way after that old man gave us a perfectly good map? 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. Vast undead armies can eclipse the heroes and turn every battle into a slog. To avoid this, wizards have limits on how many permanent slaves they can create with Zombie, Mass Zombie, and similar Necromantic spells. This is in total, not per spell. If a spell normally allows an advantage to replace a spell prerequisite â€” Acute Hearing instead of Keen Hearing, Danger Sense in lieu of Sense Danger, etc. The name of the spell. The college to which the spell belongs, revised as needed. Here and in the prerequisites, some names are abbreviated: Communication and Empathy Illusion: Illusion and Creation Lt-Dk: Light and Darkness Mind: Making and Breaking Necro.: Protection and Warning Prerequisites: Requires four Necromantic spells instead of four Animal spells, also to avoid druidic magic. To keep casters from conjuring wealth instead of adventuring, spells that permanently materialize or transform valuable matter last just one day if not irreversibly consumed sooner burning, drinking, and eating all count. They cannot be maintained â€” though the GM might let wizards make them permanent for 10 times usual energy cost. Spells that reduce value by converting matter to less-valuable mud, dust, air, etc. However, instead of having a firm TL, they work on any mundane TL artifact, fuel, etc. Moreover, Machine spells only influence tech that has moving parts and that can run if poorly! Skull-Spirit and Shape Darkness Necro.

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