

DUNGEON FANTASY

POWERED BY GURPS

DELVERS TO GROW



BY KEVIN SMYTH



SKILL REFERENCE LIST

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Your Final Skill

Cost If Skill Difficulty Is...

Level	Easy	Average	Hard	Very Hard
Attribute-3	-	-	-	1
Attribute-2	-	-	1	2
Attribute-1	-	1	2	4
Attribute+0	1	2	4	8
Attribute+1	2	4	8	12
Attribute+2	4	8	12	16
Attribute+3	8	12	16	20
Attribute+4	12	16	20	24
Attribute+5	16	20	24	28
Attribute+6	20	24	28	32



DUNGEON FANTASY

POWERED BY GURPS

DELVERS TO GROW

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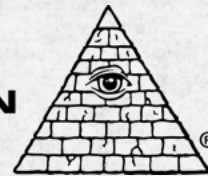
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ISBN: 978-1-950368-42-6 (Softcover); 978-1-950368-43-3 (PDF)

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INTRODUCTION

Stories about dungeon delving present forays into dank, dark, monster-filled catacombs as *scary*. You don't expect to enter, loot, and leave without breaking a sweat. And yet dungeons—and the **DUNGEON FANTASY RPG** monsters books—are full of “fodder,” and the 250-point PCs presented in **ADVENTURERS** smack them down as such. That is *not* terribly scary. But what if the adventure centered around the spear-carriers, wizards' apprentices, and fledgling rogues who make up delving's equivalent of minor league baseball?

This book helps you create delvers for whom a few hobgoblins or a large, angry animal can be a real threat. Even if the story centers on more competent delvers, the templates presented here are suitable for hirelings (**EXPLOITS**, p. 90) at 62 or 125 points.

Moreover, **DELVERS TO GROW** is designed to get you into the game *quickly*. Many of the decisions inherent to creating a character for the **DUNGEON FANTASY RPG** have been cooked into the templates and modules here: Even a novice player should be able to go from concept to playable character in minutes. For the experienced player, **DELVERS TO GROW** offers a handful of new advantages—special abilities that can still be earned by existing characters, or to new characters built without the book's modular method.

RECOMMENDED READING

DELVERS TO GROW provides all the information needed to put traits on your character sheet and get ready to play—*quickly!*—but those traits are detailed in **ADVENTURERS** and **EXPLOITS** for the **DUNGEON FANTASY RPG**. If you're planning to play a spellcaster you'll need **SPELLS**. The *wrestler* professional template is detailed in **PYRAMID #3/III**—while the needed advantages are reprinted here, to get a full rundown on what the profession can do you'll want the article. **NORDLONDR FÓLK** offers a wider selection of racial templates; **HAND OF ASGARD** offers many new holy abilities and options to customize your holy warrior or cleric. Neither is required, but each offers players more customization options.

BUILD-A-BJORN (HOW TO USE THIS BOOK)

To build a character, first select a template, then make the choices needed to customize it by selecting modules as directed. Add the resulting attribute and secondary characteristic levels, advantages, disadvantages, skills, and spells to the character sheet, remembering that attribute increases also improve secondary characteristics. This modular approach means attribute and skill levels are unpredictable, so templates and modules instruct players to spend a number of points on a given skill or distribute a number of points between several skills instead of simply presenting it as “Stealth-13 [4].” When your choices are finalized, you can convert points to skill levels using the *Skill Cost Table* (**ADVENTURERS**, p. 70).

TEMPLATES

As in **ADVENTURERS**, every character starts with a template. These follow the same guidelines from that book (see *Understanding Professional Templates*, **ADVENTURERS**, p. 13). The templates in **DELVERS TO GROW** are divided into three categories:

- **STRONG DELVERS.** The well-rounded athletes of the bunch. Strong delvers include the barbarian, holy warrior, and knight professions from **ADVENTURERS** and the *wrestler* from **PYRAMID #3/III**. The strong template also makes a suitable starting point for NPC guards, haulers, or blacksmiths.
- **FAST DELVERS.** These characters focus on skills that require accuracy and reaction speed. Fast delvers include the martial artist, scout, swashbuckler, and thief; the template also serves for NPC artisans who do fine work, as well as physical entertainers like acrobats and dancers.
- **SMART DELVERS.** Experts, lore-masters, and wielders of supernatural power: spellcasters. Smart delvers include the bard, cleric, druid, and wizard, but the category also suits merchants, sages, scribes, and other NPCs who need to exercise brains instead of brawn.



Each category provides templates at three power levels:

- **NOVICE (62 POINTS).** These adventurers are just starting out their career, with barely enough points to cover their profession's basic module and one upgrade module. Playing at this power level can be a challenge—with primary skills in the 11–13 range, there's little room to get fancy—but with a little caution and good teamwork they can thrive.
- **JOURNEYMAN (125 POINTS).** At this power level adventurers have acquired their profession's advanced module. The template features slightly higher attributes, while skill levels start to move into the generous end of the bell curve. A journeyman delver still finds adventuring to be a dangerous challenge (if it weren't dangerous, it wouldn't pay so well), but they have nearly all of their profession's tools to help them survive.
- **MASTER (187 POINTS).** With 75% of the points needed for a full 250-point professional template, master delvers have come into their own. A second upgrade module allows for more customization, and heroes at this level of power should have most (if not all) of the skills and advantages their profession requires. By this point in their career delvers probably won't find individual minion-level enemies to be a significant threat, but should still avoid getting caught alone by groups of foes. Really, that's always good advice.

SLUSH FUND AND QUIRKS

SLUSH FUND. Sometimes a player doesn't have 25 (or 50) character points lying around to buy a module, but would really like to purchase pieces of it. In other cases, they may purchase a module and find that the recommended skill point allocations don't quite add up to a full skill level (you can't make use of just *three* points in Knife) or that they already have some of the advantages it contains. In the former case, it's just fine to buy a module one piece at a time: This is just normal advancement (**EXPLOITS, pp. 91–94**) with the module as a guideline. In the latter case, save the points as a 'slush fund'; they can be used to buy advancement outside of the module (for when you really, really need to learn Speed-Reading) or saved to purchase another module later.

QUIRKS. Even with Delvers to Grow and pre-built disadvantage packages, delvers are encouraged to take up to five quirks, which can go into the slush fund or be traded for cash (this reduces the character's total point value).

MODULES

DELVERS TO GROW takes a modular approach to character generation, simplifying the decisions needed to build a character and significantly reducing the time to table. Each template requires selecting two disadvantage modules, a basic module, and an upgrade to set you down the path of your profession and give you a bit of specialization. Higher cost templates offer advanced professional modules and an additional upgrade module.

BASIC MODULES. These correspond to the 11 professions presented in **ADVENTURERS**, plus the wrestler. They typically include one or two advantages, a handful of key skills, and a list of options from which to choose the character's primary weapon skill. The combination of template and basic module sets your selected profession right away.

ADVANCED MODULES. These are first available on the 125-point templates, and further enhance the character's professional competence. They include more advantages, an expanded list of skills, and options from which to select a character's secondary weapons (usually ranged attack skills). With the advanced module, the character should have all of the "required" advantages, disadvantages, and skills for their profession.

UPGRADE MODULES. These focused packages help a character stand out from the crowd. Most of the optional advantages and skills from the professional templates can be found here, as well as increases to attributes and secondary characteristics. At its simplest, an upgrade module is just 25 points of related purchases that make a character better at a particular aspect of their profession. Unless otherwise noted, each upgrade module can only be taken once.

DISADVANTAGE MODULES. Using modules for your disadvantages is optional—players can always choose their character's disadvantages freely—but these provide pre-selected groups of themed disadvantages. This can make characters seem somewhat like caricatures ("Wait, you're Curious, Impulsive, and Overconfident?"), but packaging them together serves as an easy jumping-off point for new and experienced players alike: characters in the **DUNGEON FANTASY RPG** tend to be just five familiar tropes in a horned helmet anyway. Even without the



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caricature, the disadvantage packages provide two strongly linked sets of behavioral, social, or physical traits. It's easier for a player to remember and play their character as a **DISINHERITED PALADIN** than keep in mind a list of six to eight separate disadvantages that spell out the particulars ... even though they are the same thing in the end.

NORÐLONDR FÓLK

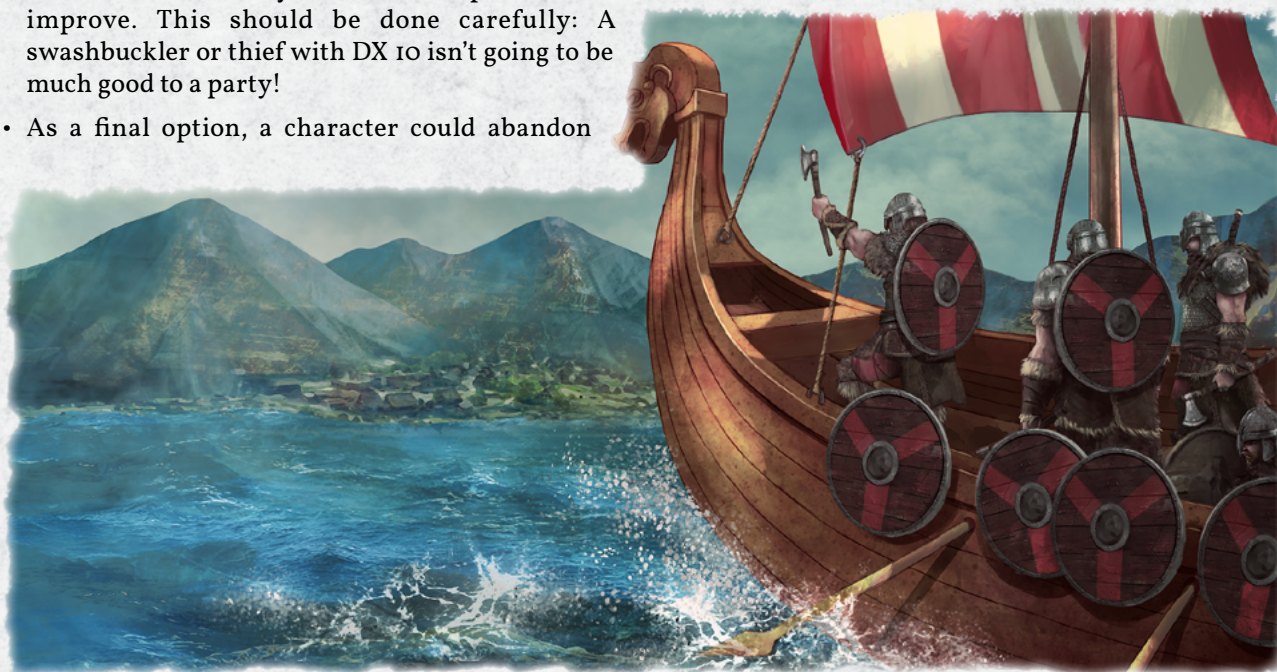
Not every novice delver needs to be human. When it comes to building delvers on a budget, there can still be room for a racial template. Consider these options to make a racial template fit (in order of best to worst):

- Replace an upgrade module (or two) with a racial template, moving any overflow into the slush fund (see **SLUSH FUND AND QUIRKS**). This is the simplest way to handle it and works for most of the races presented in **ADVENTURERS** or **NORÐLONDR FÓLK**. In a pinch, add the five points a character gains from taking quirks to help pay for the racial package.
- Use points spent on attributes or secondary characteristics that the racial template improves: Elves get +1 DX, so an elf using the 62-point Strong Template can spend 20 points on the racial template instead of DX and *still* end up with DX 11.
- Use points spent on attributes or secondary characteristics that your racial template doesn't improve. This should be done carefully: A swashbuckler or thief with DX 10 isn't going to be much good to a party!
- As a final option, a character could abandon

CROSS TRAINING

Strong warriors benefit from DX; fast martial artists are more effective when their strikes land with power. Both strong and fast templates can make use of IQ-based skills, and specifically benefit from Will and Perception. Cross-training is good! But the templates and modules presented here are designed so that they focus on and eventually build to (more or less) match the full professional templates presented in **ADVENTURERS**: You should be able to track a character's progression all the way from a 62-point knight to a 250-point knight. Players looking for a more free-form or less specialized character should use the advice under Custom Professions (**ADVENTURERS**, p. 14), or check out the article *Five Easy Pieces* by Sean Punch in **PYRAMID #3/113**.

the template entirely; just pick a racial template, then spend the remaining available points on the attributes, advantages, and skills offered by one of the templates and a related basic module. They'll catch up eventually, assuming they survive their adventures!





STRONG DELVERS

With a focus on physical attributes—especially ST and HT—every delving party will want a strong delver or two to dish out damage, soak up attacks, and (perhaps most importantly) carry loot. Keep in mind that while strong delvers are “fighters,” novice delvers aren’t capable of the same feats of arms that are the hallmarks of their 250-point counterparts. Succeeding in a fight when your primary weapon skill is 13–14 requires intelligent tactics, teamwork, and the occasional dirty trick instead of simply swinging away with multiple limb-cleaving attacks and rapid strikes.

NOVICE [62 POINTS]

ST 12 [20]	HP 12 [0]	Basic Speed 5.50 [0]
DX 11 [20]	Will 10 [0]	Basic Move 5 [0]
IQ 10 [0]	Per 10 [0]	
HT 11 [10]	FP 11 [0]	

MODULES

- Two –25-point disadvantage modules.
- One basic 25-point module.
- One 25-point upgrade module.

SKILLS

Choose one of these options:

- Spend *12 points* on a two-handed melee combat skill from your professional template, or
- Spend *eight points* on a one-handed melee combat skill from your professional template and *four points* on the Shield (DX/E) skill.

OPTIONS: Instead of two disadvantage modules and an upgrade module, take just one disadvantage module and no upgrade module; this is often appropriate for hirelings, who may have trouble getting a job if they’re bogged down by disadvantages.

JOURNEYMAN [125 POINTS]

ST 12 [20]	HP 12 [0]	Basic Speed 5.75 [0]
DX 11 [20]	Will 10 [0]	Basic Move 5 [0]
IQ 10 [0]	Per 10 [0]	
HT 12 [20]	FP 12 [0]	

MODULES

- Two –25-point disadvantage modules.
- One 25-point basic module and its matching 50-point advanced module.
- One 25-point upgrade module.

SKILLS

First spend these mandatory points:

- Spend *one point* on Brawling (DX/E).
- Spend *two points* on a ranged OR secondary weapon skill from your professional template.

Then choose *one* of these options:

- Spend *12 points* on a two-handed weapon skill from your professional template, or
- Spend *eight points* on a one-handed weapon skill from your professional template, and *four points* on the Shield (DX/E) skill.





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MASTER [187 POINTS]

ST 13 [30]	HP 13 [0]	Basic Speed 6.00 [0]
DX 12 [40]	Will 10 [0]	Basic Move 6 [0]
IQ 10 [0]	Per 10 [0]	
HT 12 [20]	FP 12 [0]	

MODULES

- Two -25-point disadvantage modules.
- One basic 25-point module and its matching 50-point advanced module.
- Two 25-point upgrade modules.

SKILLS

First spend these mandatory points:

- Spend *four points* on one of your advanced module's secondary weapon skills.
- Spend *two points* on Brawling (DX/E).

Then choose one of these options:

- Spend *16 points* on a two-handed melee combat skill from your professional template, or
- Spend *12 points* on a one-handed melee combat skill from your professional template, and *four points* on the Shield (DX/E) skill.

BASIC MODULES

The basic modules are a delver's first steps into a larger world. That world consists of defeating foes through strength, skill at arms, and possibly the assistance of various divine beings.

BARBARIAN [25 POINTS]

When starting their career, barbarians are less "mountain of meat" and more "flank steak." With High Pain Threshold and a smattering of wilderness skills boosted by their Outdoorsman talent, the barbarian's basic module positions them well to grow into the strongest delver on the team.

ADVANTAGES: High Pain Threshold [10]; Outdoorsman I [10].

SKILLS: Spend *one point each* on the following skills:

Camouflage (IQ/E),
Naturalist (IQ/H),
Navigation (IQ/A),
Survival (any) (Per/A), and
Tracking (Per/A).

WEAPON RECOMMENDATIONS:
Axe/Mace and Shield or
Two-Handed Sword.



HOLY WARRIOR [25 POINTS]

At this point level the holy warrior is best suited to stamping out minor evil like skeletons and imps; leave the peshkali and liches for more experienced delvers. There's an extra disadvantage on this module to represent the holy warrior's code of behavior, which helps buy their additional abilities and Higher Purpose. With the gods on their side, the holy warrior is destined to become the strongest delver on the team.

SECONDARY CHARACTERISTICS: +1 Will [5].

ADVANTAGES: Higher Purpose (Slay Demons or Slay Undead) I [5]; Holiness I [5]; Rest in Pieces [1].

DISADVANTAGES: *Replace* -10 points in disadvantages from one of your disadvantage modules with one of the following: Honesty (12) [-10], Sense of Duty (Good Entities) [-10], or Vow (Own no more than horse can carry) [-10].

SKILLS: Spend *one point each* on the following skills: Hidden Lore (Demons or Undead) (IQ/A), Leadership (IQ/A), Meditation (Will/H), Physiology (monster type) (IQ/A), Psychology (monster type) (IQ/A), Religious Ritual (IQ/H), Strategy (IQ/H), Tactics (IQ/H), and Theology (IQ/H).

WEAPON RECOMMENDATIONS: Axe/Mace and Shield or Polearm.



SWASHBUCKLER [25 POINTS]

The swashbuckler's initial skill choices focus on mobility both in and out of battle, with Carousing allowing you to play socialite when hanging out at the inn. They're the only delver whose basic module includes Weapon Master: They don't need high ST to deal damage, letting them focus on becoming the fastest delver on the team.

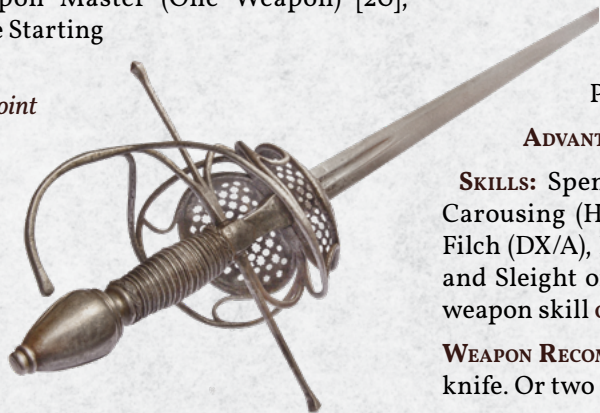
ADVANTAGES: Weapon Master (One Weapon) [20]; Weapon Bond (One Starting Weapon) [1].

SKILLS: Spend *one point each* on Acrobatics, Carousing, Jumping, and Stealth.

WEAPON

RECOMMENDATIONS:

Rapier or Rapier and Shield (Buckler).



THIEF [25 POINTS]

With a focus on high Per, finesse work, and entry/egress skills, the thief's basic module is about making them a stealthy dungeon explorer, not a killing machine. Choose this profession if you want to focus on finding traps and hidden doors, bypassing locks, and scouting for the party. With a little time, experience, and remembering that treachery always defeats skill, you'll earn the title of fastest delver on the team.

SECONDARY CHARACTERISTICS: +2 Perception [10].

ADVANTAGES: High Manual Dexterity [5].

SKILLS: Spend *one point each* on Acrobatics (DX/H), Carousing (HT/E), Climbing (DX/A), Escape (DX/H), Filch (DX/A), Forced Entry (DX/E), Shadowing (IQ/A), and Sleight of Hand (DX/H). Spend *two points* on one weapon skill or *one point each* on two weapon skills.

WEAPON RECOMMENDATIONS: Main-Gauche, using a long knife. Or two long knives.

ADVANCED MODULES

The advanced modules for fast delvers contain some truly excellent advantages that are, in many cases, unique to these professions. These abilities act as force multipliers, mitigating the lower ST that the heavy investment in DX and HT required.

MARTIAL ARTIST II [50 POINTS]

With this module, the martial artist adds Trained by a Master and some Chi skills. Depending on your other choices, the best options for those are likely the ones based on DX or HT. If you plan to take Throwing Art, you can spend points from your ranged weapon skills allocation to that instead.

SECONDARY CHARACTERISTICS: +1 Basic Move [5].

ADVANTAGES: Trained by a Master [30].

SKILLS: Spend *three points* on Acrobatics. Spend *two points each* on five Chi Skills (**ADVENTURERS, PP. 31-34**). Spend *one point* on Meditation. Spend *one point* on one of your secondary weapon skills. Ideally drop this point into a skill you *already have*: Ranged weapon skills require dedicated investment to be useful!

SECONDARY WEAPON SKILLS: Blowpipe (DX/H), Sling (DX/H), Throwing (DX/A), or Thrown Weapon (Dart, Knife, or Shuriken) (DX/E).

KEEPING YOUR DISTANCE

Sometimes all the acrobatics in the world won't let a delver close the gap. The desperate or daring can simply throw their blade! Anyone with an appropriate Weapon Master specialty can learn Thrown Weapon (Swords), which can be used to hurl any blade wielded using the Broadsword, Rapier, Saber, Shortsword, Smallsword, or Two-Handed Sword skill. Ranged combat stats are: Acc 0; Range $\times 0.5/\times 1$ (for weapons up to 4 lbs) or $\times 0.2/\times 0.5$ for heavier ones; RoF 1; Shots T(1); ST as usual for the weapon; and Bulk equal to weight in pounds plus longest Reach in yards, rounded up (e.g., -5 for a rapier). Damage is the same as when used for a melee thrusting attack, modified as usual for quality, magic, weapon master, and so on.



DRUID II [50 POINTS]

Like the cleric, the druid's advanced package makes them a little bit more buff. Improving Power Investiture greatly increases the available spell list, and this package also rounds out the profession's wilderness skills. The druid's role is still very much "the one who deals with the nature stuff"—they've hardly turned over a new leaf—but with an expanded spell repertoire at least they can branch out from those roots.

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

ADVANTAGES: Upgrade Power Investiture I (Druidic) [10] to Power Investiture 3 (Druidic) [30].

SKILLS: Spend *two points each* on Climbing (DX/A) and Stealth (DX/A). Spend *one point each* on Disguise (Animals) (IQ/A), Esoteric Medicine (Druidic) (Per/H), Mimicry (Animal Sounds or Bird Calls) (IQ/H), Poisons (IQ/H), and Veterinary (IQ/H). Spend *an additional point* on your chosen secondary weapon skill.

SECONDARY WEAPON SKILLS: Blowpipe (DX/H), Bolas (DX/A), Innate Attack (any) (DX/E), Lasso (DX/A), Net (DX/H), Sling (DX/H), Throwing (DX/A), or Thrown Weapon (Spear or Stick) (DX/E).

WIZARD II [50 POINTS]

The wizard's strength is always going to be their big spell list, and a big part of making that useful is increasing Magery. This upgrade does that, as well as giving a lot of spell choices (important when you're navigating complex prerequisite chains), and rounds out the brainy delver's skill list.

ADVANTAGES: Energy Reserve (Magical) 3 [9]. Upgrade Magery I [15] to Magery 3 [35].

SKILLS: Spend *four points* on Alchemy. Spend *three more points* on your chosen secondary weapon skill. Spend *one point each* on Meditation (Will/H), Occultism (IQ/A), Speed-Reading (IQ/A), and Teaching (IQ/A).

SPELLS: Spend *one point each* on ten additional spells.

SECONDARY WEAPON SKILLS: Innate Attack (any) (DX/E), Sling (DX/H), Throwing (DX/A), or Thrown Weapon (Dart) (DX/E).

UPGRADE MODULES

The smart delver upgrade packages provide an eclectic mix of specialization and shoring up the weaknesses which naturally occur buying powers and IQ, which both can be quite expensive.

AGENT [25 POINTS]

Like the **FIXER** module, your focus is on enriching yourself and the party. Unlike the fixer, you operate on charm instead of breaking the law. You sell loot at 80% of its value, and should have an easy time making the reaction roll to get an additional 20% (see *Getting a Good Price*, **EXPLOITS**, p. 15).

PREREQUISITE: Bard.

ADVANTAGES: Wealth (Wealthy) [20].

SKILLS: Spend *three points* on Merchant (IQ/A). Spend *one point each* on Connoisseur (Art Objects) (IQ/A) and Connoisseur (Luxuries) (IQ/A).

BEAST-TAMER [25 POINTS]

Normal animals don't pose much of a threat to 250-point delvers. Earlier in their careers, though, a pack of vicious wolves or a stampeding bison can be a serious problem. These are commonly encountered when traversing the wilds to get to where the treasure is. Intelligent foes also use animals as guards or scouts. Fortunately for you, the animals usually like you more.

PREREQUISITE: Druid, or Bard with Expanded Bardic Talent focused on the Animal college.

ADVANTAGES: Animal Empathy [5]; Animal Friend 3 [15].

SKILLS: Spend *one point each* on Intimidation, Veterinary, and on three *different* specializations of Animal Handling.

OPTIONAL: If you have Song of the Wild (**ADVENTURERS**, p. 18), Speak With Animals (**ADVENTURERS**, p. 24), or Beast Speech (**SPELLS**, p. 18) you can replace Intimidation with either Diplomacy or Fast-Talk.



DELVERS TO GROW

TALENTED CASTER [25 POINTS]

You've focused on improving your spellcasting prowess. This module can be taken multiple times, but your total spellcasting talent can never exceed 6.

PREREQUISITE: Bardic Talent, Power Investiture, or Magery.

ADVANTAGES: Add *one* level to your existing spellcasting talent for 10 points. Buy *five* levels of an appropriate Energy Reserve (Clerical, Druidic, or Magical) [15]. Druids may buy FP instead of Energy Reserve, up to 1.5× their HT.

SPELL LISTS

These spell lists are offered as packages to speed up character creation. Experienced or choosy players can always pick spells themselves instead of selecting one of these themed lists. Each spell list is broken into three groups: one with eight spells for 67-point delvers, one that adds two more for 125-point delvers, and one with five more spells for 187-point delvers. Wizard spell lists *include* the extra spells that profession gets in its basic and advanced modules. All Very Hard spells are noted (VH); the rest are Hard.

BARD

Bards' limited college selections mean that a bard early in their career should pick a focus and stick with it. Offensive mind control spells tend to have high FP costs and are resisted, making them dicey prospects when starting out. Effective choices focus on improving allies' abilities or on the bard's information-gathering and communication specialties.

AUDIOPHILE

Most bards need instruments to make music. You don't, though the music produced by the Voices spell doesn't substitute for the singing needed to cast bardic spells! In addition to its entertainment value, you can use sound as a weapon, silencing enemy spellcasters or potentially stunning foes with a focused jet of noise. You should take the Innate Attack skill to get the most use out of Sound Jet. At higher point values your songs can take weak-willed foes out of the fight entirely.

62 POINTS: Noise, Silence, Sound, Great Voice, Sound Jet, Thunderclap, Voices, and Wall of Silence.

125 POINTS: Hush and Mage-Stealth.

187 POINTS: Daze, Delayed Message, Foolishness, Mass Daze, and Sense Life.

KNOWLEDGE-SEEKER

Your magic is useful for detecting potential danger (even seeing through walls!) and for determining what sort of magical challenges the party is dealing with. At higher point values, you can help your party's scouts see trouble coming or even pull answers from your foes' minds.

62 POINTS: Analyze Magic, Aura, Detect Magic, Glass Wall, Identify Spell, Measurement, Sense Emotion, and Sense Foes.

125 POINTS: Lend Language and Sense Evil.

187 POINTS: Alertness, Borrow Language, Keen Hearing, Keen Vision, and Mind-Reading.

MENTALIST

Your songs manipulate peoples' minds. Early in your career this package focuses on improving your allies' abilities and spooking your enemies, but eventually you'll be able to control your foes or force them to switch sides. Many of these spells are resisted: Consider taking upgrade modules that improve your spellcasting ability in order to overcome your subjects' Will.

62 POINTS: Bravery, Fear, Keen Hearing, Keen Vision, Panic, Sense Emotion, Sense Foes, and Truthsayer.

125 POINTS: Mind-Reading and Soul Rider.

187 POINTS: Charm, Control Person, Loyalty, Possession, and Terror.

RECOVER ENERGY

None of the spell lists have **Recover Energy** on them. This requires Skill-15, and at these ability levels, that means spending points best spent elsewhere. Either dig into your Slush Fund, spend Quirk points, or wait to grow into it as you gain in experience.

DISADVANTAGE MODULES

Anything that constrains your choice among many possible actions is a *Disadvantage* within the context of **DELVERS TO GROW** (and the **DUNGEON FANTASY RPG** in general). Being law-abiding constrains your actions, especially if laws are unjust or arbitrary. An abrasive personality cuts off some avenues for social climbing or hiring needed henchmen. In some fantasy societies (and many historical real ones), some Social Stigmas—such as being excommunicated or outcast—can have tragic, even fatal consequences.

All templates call for acquiring two of these Disadvantage modules; some allow buying back some number of points as part of certain modules. These serve the same function (and cost the same amount) as the -50 points of Disadvantages referenced in *Disadvantages* (**ADVENTURERS, p. 13**). If you prefer, you can always choose -25 or -50 points in disadvantages from that book instead of picking the modules below. Moreso than most modules, these are meant to be guides rather than requirements. Some modules are incompatible with one another (you can't be Overweight and Skinny, or Callous and Charitable, for instance): They can't be taken together. In some cases, multiple modules may have the same disadvantage—Sense of Duty (Adventuring Companions) is popular. These should also not be taken together, or you can make up for the duplicated disadvantage by choosing another one of equal value.

ACCURSED [-25 POINTS]

Some magical accident—or serious transgression against the gods—in your past has left you bearing an unusual curse. Animals shy away from your very presence, and holy magic is twisted into ineffectiveness by your foul aura (you *can't* be a cleric). This even manifests as some visible supernatural weirdness that makes it nearly impossible to disguise yourself or blend in. Getting rid of the supernatural taint takes more than a simple Remove Curse; see Buying off Disadvantages (**EXPLOITS, p. 93**).

DISADVANTAGES: Frightens Animals [-10]; Social Stigma (Excommunicated) [-10]; Unnatural Features 5 [-5].

ARROGANT NOBLE [-25 POINTS]

You may not *actually* be of noble birth, but you're determined to act as if you are. You value good breeding and good manners, and look down your nose those who have the temerity to have been born low-class. Even among your adventuring peers, your superiority complex makes you more than a little difficult to work with.

DISADVANTAGES: Code of Honor (Gentlemen's) [-10]; Intolerance (Low-Class Rabble) [-5]; Stubbornness (6) [-10].

CROOKED [-25 POINTS]

You and the law never really got along. It's not your fault things keep finding their way into your pockets, really, and if people didn't want their stuff stolen they shouldn't just leave it lying around. Or in their pockets. Or tied to their belts. You do have a code of behavior—more guidelines than actual rules—but it hasn't really been enough to keep you out of trouble.

DISADVANTAGES: Code of Honor (Outlaw's) [-5]; Kleptomania (12) [-15]; Social Stigma (Criminal Record) [-5].

DARK KNIGHT [-25 POINTS]

Not necessarily a formal knight—not necessarily any kind of warrior at all—you uphold a code of behavior dedicated to protecting those who can't protect themselves and meting out justice to evildoers. Your brand of justice, however, is usually terminal.

DISADVANTAGES: Bloodlust (12) [-10]; Code of Honor (Chivalry) [-15].

ADJUSTING SECONDARY CHARACTERISTICS

You've got lower secondary characteristics than your basic attributes would indicate. This disadvantage module is special: instead of taking -25 points in disadvantages, *replace* up to -15 points worth of disadvantages from a different disadvantage module with the same value in reduced Secondary Characteristics: HP, Will, Per, FP, Basic Speed, or Basic Move. These reductions are subject to the limitations on **ADVENTURERS, pp. 9–11**. It's most common to reduce Basic Speed to the nearest whole number!



NEW ADVANTAGES

Delvers to Grow presents many abilities that are directly taken from Adventurers. But it also has a few new abilities, collected here for convenient reference.

EXPANDED BARDIC TALENT [10 POINTS]

Bardic traditions vary: In the tales of some cultures, bards (or other magicians whose focus is music) can weave illusions, ward against attacks and hostile magic, tame animals, or heal the injured. When you choose this advantage, also choose one magical college: Animal, Healing, Illusion, or Protection and Warning. You can cast spells from those colleges as though they were bardic spells; for wizardly spells, use the existing prerequisites but treat Magery as Bardic Talent. For druid or cleric spells, read the existing casting talent prerequisite as if it were a Bardic Talent prerequisite. These are bard spells in all respects: They're affected by mana instead of sanctity or nature's strength and they require the bard to sing as part of the casting ritual.

FEVERED DEFENSE [1 POINT]

Sometimes you really, really need to get out of the way. When those times come up, you can spend 1 FP before rolling to get +2 on a single active defense roll. This can be done for any number of rolls, costing 1 FP each.

HERBACEOUS MASTERY [10 POINTS]

Most practitioners of the Herb Lore skill take hours or days to brew up their concoctions. You do it in minutes from easily-scavenged plants. When crafting a natural preparation (anti-toxin, garlic, wolfsbane, or other plant the GM rules needs processing), balm of regeneration, a potion of healing (of any potency), true water, or universal antidote with the Herb Lore skill, ignore the rules on **EXPLOITS, p. 13**. Crafting simply takes you 1d×5 minutes and costs nothing—instead just make a roll against Herb Lore. Pharmacy and Naturalist can act as complementary skills.

MODIFIERS: -1 per full \$250 of the concoction's value; -3 for each cumulative attempt (successful or not) in the same day at the same location (at least an hour's travel is needed). If you have time to spare, taking 1d×5 hours instead of minutes gives you +3. Modifiers for nature's strength (**SPELLS, pp. 6-7**) also apply to this roll: it's much easier to find what you need in the wilderness than in town!

Success creates the item; failure (including critical failure) just wastes your time. On a critical success, you make two of whatever you were crafting. Concoctions prepared this way have two disadvantages. First, they only last 24 hours before breaking down (or wilting into uselessness), and second (as a result of the first) they cannot be sold in town.

As a final benefit, if you have the Gizmos advantage you can use it to instantly produce one healing potion or natural preparation, which must be used immediately. Use the standard rules above, but ignore any penalties for repeat attempts or nature's strength (bonuses still apply). The GM may optionally extend this advantage to allow the brewing of poisons as well, using the Poisons skill in place of Herb Lore but with all the same modifiers.

HEROIC SPELLSLINGER [20 POINTS]

PREREQUISITE: Spellcasting talent 1+; at least one Missile spell.

You've mastered the art of casting Missile spells, providing you with a number of special benefits:

- You use a Concentrate maneuver to cast and throw a Missile spell in a single turn. This follows most of the normal rules for Missile spells. If your spellcasting roll succeeds, you can invest energy up to the normal limit for a single turn, then immediately make a roll against the Innate Attack skill to hit a target instead of holding it in hand. If you choose to do this, both the casting and attack roll are at -3.
- You add your Spellcasting Talent to your Innate Attack (Projectile) skill.
- When using an Attack or All-Out Attack maneuver to throw a Missile spell (not when using the special 'cast and blast' Concentrate maneuver above), you automatically add your missile's Acc bonus to your attack roll. If you Move and Attack, instead ignore the normal penalties for that maneuver.
- Finally, you take no penalty to hit if you are in close combat, and halve all penalties for pop-up attacks (**EXPLOITS, p. 42**) or opportunity fire (**EXPLOITS, p. 43**).



LOADOUTS

No adventurer is complete without a set of gear. Each of the loadouts in this chapter is presented with the following information:

- **Loadout Name.** A descriptive name, followed by the cost (in \$) and weight (in lbs). This is the total.
- An itemized list of gear in the loadout. Unless otherwise noted, these items can be found in **ADVENTURERS, PP. 95–118.**
- The damage resistance of any armor included in the loadout, along with which locations it protects (see *Piecewise Armor*, **ADVENTURERS, P. 109**). This value includes the benefits of any enchantments on the armor.

Some of these loadouts are more expensive than a starting delver's \$1000 can cover. For those without the Wealth advantage, trading points for cash—from the slush fund or from quirks—is always an option (*Extra Money*, **ADVENTURERS, P. 95**). Buying armor on the cheap is also an option: Reduce the cost of the armor package by 60% and reduce all DR values by 1. Be careful: Some 'cheap' armor is still heavier and more expensive than just using a lower-DR armor type! The GM may also want to forego detailed bookkeeping and let characters begin with gear that makes sense for

their profession and chosen skills, just letting players select the kits appropriate to the character. This is the best approach for NPCs: Hirelings should bring the tools of their trade with them.

None of these packages include any weapons (though ammunition features in some of them). That's because weapon skill choices are so broad that **DELVERS TO GROW** would have to provide an individual "loadout package" for each weapon—a job that's already been done in **ADVENTURERS, PP. 96–106**. Whatever weapon skill you choose for your character, make sure you save enough money to buy one: A swashbuckler without a sword isn't going to get far!

If you're in a hurry, then the fastest approach to gearing a new delver is to take the Basic Kit (below); purchase a melee weapon (matching the character's weapon skills), a shield if applicable, and a ranged weapon (if appropriate). Then evaluate your remaining encumbrance limit and funds and distribute it among armor, the tools of your trade (lockpicks for thieves, a power item for spellcasters, etc.), and useful consumables.





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