

DUNGEON FANTASY

POWERED BY GURPS

# DELVERS TO GROW

SMART DELVERS



BY KEVIN SMYTH



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### Your Final Skill

### Cost If Skill Difficulty Is...

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



# DUNGEON FANTASY

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## DELVERS TO GROW

# SMART DELVERS

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## INTRODUCTION

Smart Delvers are spellcasters: The wielders of arcane, divine, lyrical, and natural influence. More than most, the Smart Delvers require good awareness of what makes a particular brand of caster effective in their niche. Read on!

**DELVERS TO GROW: SMART DELVERS** features 12 ready-to-play characters, three from each profession ... but with a twist.

The same personality is portrayed three times, at the Novice, Journeyman, and Master level, showing how each character would be brought to life at the different capability levels provided in the core book.

While this consumes space, the characters are designed to be printed out and used as stand-alone NPCs or as PCs. Having to consult multiple locations for description, artwork, and basic trait lists does not make for a satisfactory play experience.

### MORE GUIDELINES THAN RULES

The professions, modules, and templates presented in the **DUNGEON FANTASY RPG** and **DELVERS TO GROW** books are meant to guide character concepts, not serve as unwanted straitjackets. Each character has something unique about them, with rules and design notes explaining why certain choices are made. Even beyond that, the endless possible permutation of spell lists make each Smart Delver their own thing. Whether that thing is effective as a *dungeon delver* is another story!

**DELVERS TO GROW** can be used to pull together an effective character in moments so that the group can focus on play. For a player new to the **DUNGEON FANTASY RPG**, this keeps the focus on gaming with friends rather than rules minutiae.

For those who like to tinker, use **DELVERS TO GROW** to arrive at a starting point for a viable character satisfying the key roles for the niche ... and then start tweaking. This sort of "polish" after roughing out the shape of your paper person focuses time and decision-making where it matters most to the player, while still ensuring a complete character.

The characters in this book are made more in the second mold, showing how to add racial templates, tweak out advantage packages, and encourage more flavor.

### WRESTLING WITH THE RULES

These write-ups assume you're using the grappling rules from **FANTASTIC DUNGEON GRAPPLING**. Mostly because there are some additional calculations up front and we want to make sure that work is done for the player, but also partly because the author just likes them better.

If your game isn't using that book, disregard the Control Maximum on the character sheet and any reference to "CP" or "Control Points."

### ADVICE FOR SMART DELVERS

A few strategies for Smart Delvers deserve special mention. Many require preparation to employ: Notes ending with "plan accordingly" are hard to pull off spontaneously.

**ALPHA STRIKE.** Charge up big-effect spells first, then toss them in as you enter a room. *Explosive Lightning* and *Concussion* may stun any foe (or friend) in range. Plan accordingly.

**CROWD CONTROL.** Spellcasters shape the battlefield. *Create Fire*, *Grease*, various *Shape* spells ... all alter the environment and enable or deny lines of approach. Plan accordingly.

**GOOD SAMARITAN.** "Party healer" is an obvious role for a cleric, but spell-buffing companions is a vital job for any spellcaster: Friends rarely object! *Armor*, (*Great*) *Haste*, *Invisibility*, (*Missile*) *Shield*, *Resist Fire* ... all are powerful force multipliers if used cannily, often before a fight starts. Plan accordingly.

**I SAID "I CAST FIREBALL."** Flinging magical napalm into a crowd of foes is iconic ... but *Fireball* in the **DUNGEON FANTASY RPG** is a single-target missile spell. Instead, use *Explosive Fireball*, ideally targeting the foe's hex for a very-needed +4 to hit. Explosive damage (*Explosions*, **EXPLOITS**, p. 46) falls off very quickly beyond the target hex, and only affects targets within 2x the dice of damage of the attack. Plan accordingly.

**RESISTANCE IS ... ACTUALLY PRETTY GOOD.** Beware of tossing Resisted spells at foes with good HT, Will, or Magic Resistance. You have to cast your spell *and* win a Quick Contest; if you lose you still pay the energy cost of the spell! Good for mooks, not so good for bosses. Mentalist bards take note: Many influence spells are Resisted!

**REST FIRST! (RECHARGE LATER).** Burning the energy in power items costs money to recharge and can only be done in Town. Spend personal energy and ER first, using power items as emergency fuel tanks. Remember ER and FP recover independently! Watch out for dropping below 1/3 of your FP: Move and Dodge are halved!

**RULES AWARENESS.** Know your spell list: casting cost, range and area scaling, duration, etc. Plan accordingly.

**SO YOU WANNA BE A SPELLSLINGER?** The new advantages *Heroic Spellslinger* (**DELVERS TO GROW**, p. 33) and *Weapon Master (Missile Spells)* (**DELVERS TO GROW**, p. 35) specifically enable the blaster-caster archetype. What can we say, except "You're welcome."

**WE WIN/WE LOSE.** Be prepared to face unusual threats. *Turning* makes undead into a nuisance ... but you need *Affect Spirits* to turn your wrestler loose on a ghost! Spells are one of the best ways to do large-area damage, critical to fighting diffuse foes. Frequently spellcasters are the only delvers who can injure such monsters!



## HUMAN BARD

Shandra's focus is on keeping her friends safe—and her enemies at a safe distance—while in the dungeon. She's also very handy in Town, and brings skills to the table that most violent slabs of meat sorely lack.

### POWER CHORDS

A delver and a child of delvers, Shandra has gone down the road of protection and companionship. All bards bring a long list of skills that are primarily of use in Town. This is emphatically true at the Novice level, and still mostly true at Journeyman: Stealth is the most delving-centric skill at Journeyman, with most of the rest still canting heavily towards slightly more civilized settings. Even so: If your campaign features social interaction with nobles, merchants, or sages, the bard's talky skills are incredibly useful.

Beyond that, the bard's delving utility is brought solely by Bard-Song and the ability to cast spells from the Communication and Empathy, Knowledge, Mind Control, and Sound colleges ... which is precisely why Shandra chose the Upgrade module she did at the Novice level!

For delvers, the *Audiophile* spell list (**DELVERS TO GROW, P. 26**) provides a perhaps surprising amount of offensive punch, with several spells causing a foe to be stunned—which allows your brawnier colleagues to finish them up with their strongest attacks. Hey ... every instrument has its place in a symphony!

### NOVICE BARD NOTES

Shandra starts her career with the Expanded Bardic Talent upgrade module, providing her with access to the Protection and Warning college of magic in addition to the usual bardic spells. While that module normally spends 15 points on new spells, Shandra's put 10 of those into raising Bardic Talent instead: Protection and Warning isn't a huge college, and she's better served by getting +1 to spellcasting skill and broader access to meet prerequisites. She is otherwise a fairly standard bard, skilled in negotiation and able to serve as the party's "face" while also bringing information-gathering magic and useful buffs.

**POWER ITEM: BUCKLER.** While a really expensive lute might be thematic, Shandra is, after all, a noodle-armed caster. Her fine, balanced, Ornate +3 buckler is lightweight, adds to Shield skill, and also holds 8 FP. That's a lot of utility per pound.

### JOURNEYMAN BARD NOTES

With improved IQ, improved Bardic Talent, and a bevy of skills, the bard's advanced module gives Shandra a significant leg up in terms of spellcasting power and noncombat utility. She adds Protection From Evil to her spell repertoire as well—when facing truly evil foes, there is no better or cheaper buff spell. Don't neglect her skills in town! Shandra is well-suited to taking advantage of *Scoring Extra Cash* and *Finding a Quest* (**EXPLOITS, P. 14**), and has pretty good odds of getting a good price on a reaction roll when selling loot (**EXPLOITS, P. 16**).

### MASTER BARD NOTES

The Master template adds some extra spells to Shandra's repertoire, which she uses to improve her ability to communicate through Lend Language and Borrow Language—if a creature can be negotiated with, she should almost certainly give it a try! The big purchase here is her new Bard-Song ability, Song of Warning: with this she can ensure that foes stay out of melee reach, giving spellcasters room to work or injured allies a chance to recuperate. This song can affect any creature that can hear it—undead and animals aren't immune the way they would be to a Mind Control spell.

#### RUN RUN AWAY

At the 187-point level, Shandra has mastered a new Bard-Song ability—one that can force enemies to give her and her friends a little breathing room in a pinch. This Bard-Song has much of the same utility as the Turning holy ability, but starts out with a shorter, fixed range. It also works on undead! At higher levels, it can deny foes the use of all but the longest-range melee attacks. They can still shoot arrows or fling Alchemist's Fire at you, though.

#### SONG OF WARNING [24, 29, 34, OR 39 POINTS]

**PREREQUISITE:** Bardic Talent 3+

The bard must spend a Concentrate maneuver singing or playing this song; after that, anyone they choose to affect within two yards must roll a Quick Contest of Will against the bard. If they fail, the target experiences an overwhelming urge to leave the song's radius. Until the bard stops playing, victims can do nothing each turn except move away from the bard; when they do escape, they cannot reenter the circle but may otherwise act normally. Each level beyond the first doubles the area of effect: 4 yards at level 2, 8 yards at level 3, and 16 yards at level 4 (the maximum). Like all Bard-Song abilities (**ADVENTURERS P. 18**), the effects end immediately if the music stops; victims must be able to hear the music. It requires mana to work, magic resistance applies to the resistance roll, and the Rule of 16 applies to anything with IQ 6+.



# SMART DELVERS

## "BROTHER" BENI YORENSEN

187-PT HRAFNAR CLERIC

Raven-folk in Norðlond don't really have "communities" as such—there aren't very many—but Beni's home village of Röng Árbakki has a small roost of them, and he grew up surrounded by an extended family of people who talk to spirits and have little regard for personal property, a trait shared by the Allfather to whom they dedicate themselves. It's little wonder that he ended up a little strange as a result, and it could be said that as a priest, he provides a poor example for his followers. He'd contend that anyone silly enough to follow him pretty much deserves what they get, and recommend they try talking to the gods directly. After all, it works for him.

<b>ST</b> 12 [20] Damage 1d-1/1d+2 Lifting ST 12 Basic Lift 29	<b>DX</b> 11 [20] Move 5 [0]	<b>IQ</b> 13 [60] Will 13 [0] Per 13 [0]	<b>HT</b> 13 [30] Basic Speed 6 [0] Basic Move 6 [0]			
<b>Control Thresholds</b>						
<b>HP</b>	1/10	1/2 CM	CM	1.5xCM	>2xCM	<b>FP</b>
<b>10 [-4]</b>	<b>1</b>	<b>6</b>	<b>12</b>	<b>18</b>	<b>24</b>	<b>13 [0]</b>
<b>Parry</b>	<b>Dodge</b>	<b>Block</b>				<b>DR</b>
11 (STAFF)	9	6				2

### ADVANTAGES

- Clerical Investment [5]
- Contingency Casting [14]
- Energy Reserve (Holy) I [5]
- Mind Shield I [4]
- Penetrating Voice [1]
- Photographic Memory [10]
- Power Investiture 4 [40]
- Scroll Scribbling 2 [5]
- Sharp Beak [14]
- Spirit Empathy [5]
- Spirit-Talker I [4]
- Trading Character Points for Money, \$2,000 [1]

### SKILLS

- Esoteric Medicine (Holy)-13 [4]
- Exorcism-14 [4]
- First Aid-13 [1]
- Hidden Lore (Spirits)-14 [2]
- Meditation-12 [4]
- Public Speaking-13 [1]
- Religious Ritual-12 [1]
- Staff-13 [2]
- Stealth-10 [1]
- Theology-13 [2]
- Throwing-10 [1]

### SPELLS

- Affect Spirits-15 [1]
- Armor-15 [1]
- Bravery-15 [1]
- Create Food-15 [1]
- Create Water-15 [1]
- Flaming Weapon-15 [1]
- Gift of Tongues-15 [1]
- Lend Energy-15 [1]
- Magic Resistance-15 [1]
- Major Healing-14 [1]
- Minor Healing-15 [1]
- Protection from Evil-15 [1]
- Sense Evil-15 [1]
- Shield-15 [1]
- Silence-15 [1]
- Stop Bleeding-15 [1]

### DISADVANTAGES

- Code of Honor (Outlaw's) [-5]
- Curious (12) [-5]
- Impulsiveness (12) [-10]
- Kleptomania (9) [-22]
- Overconfidence (12) [-5]
- Sense of Duty (Coreligionists) [-10]
- Skinny [-5]
- Social Stigma (Criminal Record) [-5]
- Xenophilia (12) [-10]
- Collects holy symbols [-1]
- Has vowed to avoid strong drink [-1]
- Never quite gets too vulgar when cursing ('By Thor's fat, swinging uh, hammer') [-1]
- Prays to whichever god first comes to mind, whether that's appropriate or not [-1]
- Preaches patience and serenity; practices neither [-1]

### EQUIPMENT (\$3,000, 84.6 LBS)

† **Combat Load: 34.02 lbs (Light Encumbrance < 40 lbs: -1 Dodge, Move 4)**

- † Belt Pouch (2x) (\$20, 0.4 lbs)
- Blanket (\$20, 4 lbs)
- Chalk (3x) (\$3, 0.75 lbs)
- † Cheap Holy Symbol (Various Deities) (11x) (\$220, 2.2 lbs)
- † Copper Coin (6x) (\$6, 0.12 lbs)
- † Gem of Healing (\$400, 0 lbs)
- † Glow Vial (\$30, 0.5 lbs)
- Healer's Kit (\$200, 10 lbs)
- † Heavy Leather Boots (\$52, 4.2 lbs)
- † Heavy Leather Helm (\$38, 3 lbs)
- † Heavy Leather Vest (\$158, 12.6 lbs)
- † High Holy Symbol (\$1,000, 1 lbs)
- † Ordinary Clothes (2 lbs)
- Paper, 20 sheets (\$20, 1 lbs)
- † Paut (Drinkable) (4x) (\$540, 2 lbs)
- † Personal Basics (\$5, 1 lbs)
- † Potion Belt (\$60, 1 lbs)
- † Quarterstaff (\$10, 4 lbs)
- Rations (21x) (\$42, 10.5 lbs)
- Scribe's Kit (\$50, 2 lbs)
- Small Backpack (\$60, 3 lbs)
- Tent, 1-Man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Wineskin (Full) (\$10, 8.25 lbs)





## MAIA TORLAR

125-PT ELFARD DRUID

If one went by stereotype, then elves (*ADVENTURERS, P. 44*) are forest-dwelling flower children and elfard (*NORLONDR FOLK, P. 4*) are city-dwelling bohemian revelers. Maia embraces *both*, with a deep love for all of nature's children (even if she finds cats to be a little bit on the cruel side).

While she might have been happy to spend her long elven lifespan tending a druid's grove and its inhabitants, a fire set by men avenging a trigger-assisted assassination (inadvertently enabled by one of her fellow druids) left her homeless.

The local Jarl hanged the men responsible—it's *definitely* bad luck to cross the druids!—Maia decided to take up a life of adventuring so that the *next* time she establishes a grove, she's powerful enough to ensure nothing of the sort happens again.

<b>ST</b> <b>10</b> [0]	<b>DX</b> <b>10</b> [0]	<b>IQ</b> <b>13</b> [60]	<b>HT</b> <b>13</b> [30]			
Damage 1d-2/1d	Move 5 [0]	Will 13 [0]	Basic Speed 5.75 [0]			
Lifting ST 10		Per 13 [0]	Basic Move 5 [0]			
Basic Lift 20	<b>Control Thresholds</b>					
<b>HP</b>	1/10	1/2 CM	CM	1.5xCM	>2xCM	<b>FP</b>
<b>10 [0]</b>	<b>1</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>13 [0]</b>
<b>Parry</b>	<b>Dodge</b>	<b>Block</b>				<b>DR</b>
10 (STAFF)	8	6 (DX)				6

### DISADVANTAGES

- Disciplines of Faith (Ritualism) [-5] might be demons." [-1]
- Odious Personal Habit (Dirty Hippie) [-5] • Distinctive facial scars (from a cat) [-1]
- Phobia (Fire) (12) [-10] • Gets cranky when missing sleep [-1]
- Sense of Duty (Nature) [-15] • Particularly fond of snakes, spiders, bugs, and other "creepy" animals [-1]
- Trickster (12 or less) [-15] • Very careful about making sure campfires are out before leaving [-1]
- Vow (Never sleep indoors) [-10]
- Vow (Vegetarianism) [-5]
- "Animals are people too! Though cats

### ADVANTAGES

- Animal Empathy [5] • Green Thumb I [5]
- Appearance (Attractive) [4] • Magery 0 [5]
- Born Entertainer 2 [10] • Power Investiture (Druidic) 3 [30]
- Charisma I [5] • Trading Character Points for Money, \$2,000 [4]
- Elven Gear [1]

### SKILLS

- Animal Handling (Snakes)-12 [1] • Mimicry (Bird Calls)-II [1] • Beast Speech-14 [1]
- Camouflage-13 [1] • Naturalist-12 [1] • Beast-Rouser-14 [1]
- Climbing-10 [2] • Religious Ritual (Druidic)-II [1] • Beast-Soothe-14 [1]
- Diplomacy-II [1] • Singing-15 [1] • Hawk Vision-14 [1]
- Disguise (Animals)-12 [1] • Staff-II [4] • Master-14 [1]
- Esoteric Medicine (Druidic)-II [1] • Stealth-10 [2] • No-Smell-14 [1]
- Fast-Talk-12 [1] • Survival (Woodlands)-12 [1] • Rider Within-14 [1]
- Herb Lore-II [1] • Theology (Druidic)-II [1] • Seek Food-14 [1]
- Hidden Lore (Faeries)-12 [1] • Veterinary-II [1] • Seek Water-14 [1]
- Hiking-12 [1] • Weather Sense-12 [1] • Sense Life-14 [1]
- Intimidation-12 [1]

### SPELLS



### EQUIPMENT (\$3,888, 76.7 LBS)

- † **Combat Load: 40.45 lbs (Medium Encumbrance > 32 lbs: -2 Dodge, Move 3)**
- † Belt Pouch (\$10, 0.2 lbs)
  - Blanket (\$20, 4 lbs)
  - † Copper coin (18x) (\$18, 0.36 lbs)
  - † Glow Vial (\$30, 0.5 lbs)
  - † Heavy Leather Boots (\$52, 4.2 lbs)
  - † Heavy Leather Helm (\$38, 3 lbs)
  - † Light Ironwood Plate Cuirass (Lighten 25%) (\$2,380, 23.63 lbs)
  - † Ordinary Clothes (2 lbs)
  - † Paut (Drinkable) (1x) (\$135, 0.5 lbs)
  - † Personal Basics (\$5, 1 lbs)
  - † Potion Belt (\$60, 1 lbs)
  - † Quarterstaff (\$10, 4 lbs)
  - Rations (28x) (\$56, 14 lbs)
  - † Silver coin (3x) (\$60, 0.06 lbs)
  - Small Backpack (\$60, 3 lbs)
  - Tent, 1-Man (\$50, 5 lbs)
  - Torch (2x) (\$6, 2 lbs)
  - Wineskin (Full) (\$10, 8.25 lbs)



# SMART DELVERS

## DELIX MADIGAN

62-PT HUMAN WIZARD

Delix comes from a family of noble warrior-mages, the sort that are rich in magical talent even if they haven't been able to turn that raw power into wealth and comfort. They'll be the first to tell you that they don't resent growing up without the luxury that should have accompanied their family's titles: that the magical power is enough for them to build their own fortune and fame. Of course, that little speech is frequently punctuated by a lightning bolt blasting its way through the nearest goblinoid dungeon denizen, so they might have a little resentment.

Just a bit.

<b>ST</b> 10 [0]	<b>DX</b> 10 [0]	<b>IQ</b> 12 [40]	<b>HT</b> 11 [10]			
Damage 1d-2/1d	Move 5 [0]	Will 12 [0]	Basic Speed 5.25 [0]			
Lifting ST 10		Per 12 [0]	Basic Move 5 [0]			
Basic Lift 20	Control Thresholds					
<b>HP</b> 10 [0]	1/10	1/2 CM	CM	1.5xCM	>2xCM	<b>FP</b> 11 [0]
<b>Parry</b> 9+1 (SMALLSWORD)	<b>Dodge</b> 9+1	<b>Block</b> 10+1	<b>DR</b> 0			

### DISADVANTAGES

- Code of Honor (Soldier's)
- Frightens Animals
- Intolerance (Low-Class Rabble)
- No Sense of Humor
- Stubbornness (6)
- Unnatural Features (Constantly sparking with little electrical arcs)
- Cannot Float (It's a curse)
- Hates spiders, bugs, and other little creepy-crawlies
- Makes sure their tent is away from the others in the party
- Really likes elves (They all have Magery)
- Super arrogant about being a Mage

- [-10]
- [-10]
- [-5]
- [-10]
- [-10]
- [-5]
- [-1]
- [-1]
- [-1]
- [-1]
- [-1]

### ADVANTAGES

- Magery I
- Trading Character Points for Money, \$2,500
- Weapon Master (Missile Spells)

- [15]
- [5]
- [25]

### SKILLS

- Hazardous Materials-II
- Hidden Lore (Magical Writings)-12
- Innate Attack (Projectile)-12
- Research-II
- Shield (Buckler)-II
- Smallsword-10
- Wizard's Wand (10): 1d cr
- Thaumatology-10

### SPELLS

- [1] • Air Jet-II
- [2] • Concussion-II
- [4] • Create Air-II
- [1] • Lightning-II
- [2] • Purify Air-II
- [2] • Shape Air-II
- [1] • Sound-II
- [1] • Stench-II
- [1] • Thunderclap-II

### EQUIPMENT (\$3,500, 43.88 lbs)

- † Belt Pouch (\$10, 0.2 lbs)
- † Blanket (\$20, 4 lbs)
- † Copper Coin (7x) (\$7, 0.14 lbs)
- † Dragonstone Pendant (Deflect +1) (\$2,450, 0.25 lbs) (dragonstone set in \$50 pendant)
- † Glow Vial (\$30, 0.5 lbs)
- † Ordinary Clothes (2 lbs)
- † Personal Basics (\$5, 1 lbs)
- † Rations (21x) (\$42, 10.5 lbs)
- † Silver Coin (2x) (\$40, 0.04 lbs)
- † Small Backpack (\$60, 3 lbs)
- † Small Buckler (fine, balanced, Ornate +2) (\$720, 6 lbs)
- † Tent, 1-Man (\$50, 5 lbs)
- † Torch (2x) (\$6, 2 lbs)
- † Wineskin (Full) (\$10, 8.25 lbs)
- † Wizard's Wand (Short Staff) (\$50, 1 lb)

† Combat Load: 11.13 lbs (No Encumbrance < 20 lbs: -0 Dodge, Move 5)

"+1" represents Defense Bonus from ready small buckler. +1 Deflect always applies.







## HIRELINGS

Smart Delver hirelings are specialists, and they need to be effective in their specialty in order to be worth it: Thus all are 125 points. Two clerics are presented here: One death cleric, specializing in the undead, and an eager healer in case that niche isn't one a player craves. The wizard helps you find the dungeon and its goodies, and the bard mostly stays in town and helps sell stuff if the party is more of the "Hulk smash" mold.

### AUDGUNN DAGMARDOTTIR 125-PT BARD/AGENT

Some bards are fighters, others are crafters. Audgunn knows people, and knows other people who know the right (or wrong) kind of folks for any need. She serves as an agent and facilitator in Town for delvers of a polished and urbane presentation. Like her. She makes a poor delving companion, as she's not much of a fighter, but can help a party get hired, move goods, or spread the stories of their deeds.

Audgunn is a Journeyman bard with the Agent upgrade. She's arrogant and stubborn, and almost certainly a relation, though possibly a distant one, of one of the prominent nobles in the region. If she's related to someone in town, it will be a minor riddar or herra; if her noble connection is distant, it could be a jarl or hajarl. Enough to cop an attitude, but not enough to be of direct use.

<b>ADVANTAGES</b>		<b>EQUIPMENT</b>	
• Bardic Talent (2) [20]	• Voice [10]	• Basic kit (\$235, 36.25 lbs)	• Light mail (elven, body) (\$2,100, 12.6 lbs, Power item 12 FP)
• Charisma (1) [5]	• Wealth (Wealthy) [20]	• Clothing (Ornate +2) (\$600, 2 lbs)	• Lute (\$150, 5 lbs)
<b>DISADVANTAGES</b>		<b>SKILLS</b>	
• Chummy [-5]	• Rabble [-5]	• Musical [1]	• Musical Instrument [1]
• Code of Honor (Gentleman's) [-10]	• Stubbornness (12) [-5]	• Musical Composition-11 [1]	• Lute-11 [1]
• Intolerance (Low-class) [-15]	• Xenophilia (9) [-15]	• Performance-14 [1]	• Poetry-12 [1]
		• Propaganda-12 [4]	• Public Speaking-15 [1]
• Acting-12 [1]	• Diplomacy-13 [1]	• Rapier-10 [2]	
• Bow-9 [1]	• Fast-Talk-14 [1]	• Edged Rapier (10): <i>1d cut, 1d-1 imp</i> [1]	
• Carousing-12 [1]	• Heraldry-12 [1]	• Savoir-Faire-13 [1]	
• Connoisseur (Art)-12 [1]	• Interrogation-12 [1]	• Shield (Buckler)-10 [1]	
• Connoisseur (Luxuries)-12 [1]	• Intimidation-12 [1]	• Singing-14 [1]	
• Current Affairs-13 [1]	• Main-Gauche-9 [1]	• Stealth-9 [1]	
• Detect Lies-11 [1]	• Merchant-14 [1]	• Streetwise-12 [1]	
<b>SPELLS</b>		<b>SPELLS</b>	
• Bravery-13 [1]	• Keen Vision-13 [1]	• Sense Emotion-13 [1]	• Truthsayer-13 [1]
• Fear-13 [1]	• Lend Language-13 [1]	• Sense Evil-13 [1]	
• Keen Hearing-13 [1]	• Panic-13 [1]	• Sense Foes-13 [1]	

<b>ST</b> 10	<b>DX</b> 10	<b>IQ</b> 13	<b>HT</b> 12			
[0]	[0]	[60]	[20]			
<b>Damage</b> 1d-2/1d	<b>Move</b> 5 [0]	<b>Will</b> 13 [0]	<b>Basic Speed</b> 5.00 [-10]			
<b>Lifting ST</b> 10		<b>Per</b> 13 [0]	<b>Basic Move</b> 5 [0]			
<b>Basic Lift</b> 20						
<b>HP</b> 10 [0]	<b>Control Thresholds</b>		<b>FP</b> 12 [0]			
	1/10	1/2	CM	1.5x	>2x	
	1	5	10	0	20	
<b>Parry</b> 8F+1 (RAPIER)	<b>Dodge</b> 8+1	<b>Block</b> 8+1	<b>DR</b> 3			

"+" represents Defense Bonus from ready small buckler

### ELDRID ÞORDISDOTTIR 125-PT WIZARD

Mages like Eldrid are why wizards have a rep for being subtle and quick to anger. Maybe not even that subtle. Always aloof, magically gifted from an early age, she has the soothing temperament of a nest of hornets. She rents out her considerable talents to ease the way for delvers who need magical assistance when trying to enter difficult tombs, ruins, or dungeons. For a hefty price...in advance. She knows about magic and magical writings, and takes her sweet time discovering important facts about secret things.

Eldrid is a Journeyman Wizard with the Talented Caster upgrade and the Delver spell list. She moved points in Teaching and Speed-Reading to other skills, because there's no way she'd ever teach anyone anything. She gets really surly if she has to carry her own backpack while traveling.

<b>ADVANTAGES</b>		<b>EQUIPMENT</b>	
• Energy Reserve (Magical) (8) [24]	• Magery (4) [40]	• Basic kit (\$235, 36.25 lbs)	• Spellcaster's belt (2x Alchemist's Fire; 2x minor healing potion; 2x paut) (\$770, 5 lbs)
• Bad Temper (12) [-10]	• Miserliness (12) [-10]	• Wizards's short staff, balanced (\$150, 1 lb)	• Small balanced buckler (\$200, 8 lbs)
• Greed (12) [-15]	• No Sense of Humor [-15]	• Jeweled amulet (\$700, neg) 7 FP power item	
• Loner (12) [-5]		<b>Medium encumbrance: -2 Dodge; Move 3</b>	
<b>DISADVANTAGES</b>		<b>SKILLS</b>	
• Alchemy-11 [4]	• Hidden Lore (Magical Writings)-12 [1]	• Meditation-10 [1]	• Smallsword-10 [2]
• Hazardous Materials-11 [1]	• Innate Attack (Projectile)-12 [1]	• Occultism-12 [2]	• Wizard's Singletick (12): <i>1d cr, Reach 1</i> [2]
		• Research-11 [1]	• Thaumatology-14 [2]
		• Shield (Buckler)-11 [4]	
<b>SPELLS</b>		<b>SPELLS</b>	
• Analyze Magic-14 [1]	• Find Weakness-14 [1]	• Magic Resistance-14 [1]	• Seeker-14 [1]
• Apportation-14 [1]	• Glass Wall-14 [1]	• Protection from Evil-14 [1]	• Sense Evil-14 [1]
• Aura-14 [1]	• Identify Spell-14 [1]	• Evil-14 [1]	• Shape Earth-14 [1]
• Continual Light-14 [1]	• Ignite Fire-14 [1]	• Purify Air-14 [1]	• Shape Fire-14 [1]
• Deflect Energy-14 [1]	• Levitation-14 [1]	• See Secrets-14 [1]	• Wallwalker-14 [1]
• Deflect Missile-14 [1]	• Light-14 [1]	• Seek Earth-14 [1]	
• Detect Magic-14 [1]	• Locksmith-14 [1]	• Seek Water-14 [1]	

<b>ST</b> 10	<b>DX</b> 10	<b>IQ</b> 12	<b>HT</b> 12			
[0]	[0]	[40]	[20]			
<b>Damage</b> 1d-2/1d	<b>Move</b> 5 [0]	<b>Will</b> 12 [0]	<b>Basic Speed</b> 5.25 [0]			
<b>Lifting ST</b> 10		<b>Per</b> 12 [0]	<b>Basic Move</b> 5 [0]			
<b>Basic Lift</b> 20						
<b>HP</b> 10 [0]	<b>Control Thresholds</b>		<b>FP</b> 11 [0]			
	1/10	1/2	CM	1.5x	>2x	
	1	5	10	15	20	
<b>Parry</b> 8F+1 (SMALLSWORD)	<b>Dodge</b> 8+1	<b>Block</b> 9+1	<b>DR</b> 0			

"+" represents Defense Bonus from ready small buckler

## *Advantages and Advantageous Traits*

360° Vision .....DFM9	Danger Sense .....DFA48	Extra Fatigue Points .....DFA10	Increased Intelligence .....DFA8	Power Investiture (Clerical) .....DFA20	.....DFA24
Absolute DirectionDFA46	Daredevil.....DFA37	Extra Head.....DFM10	Increased Perception .....DFA10	Power Investiture (Druidic) .....DFA23	Speak With Plants DFA24
Acute Hearing.....DFA46	Dark Vision.....DFM10	Extra Hit Points...DFA10	Increased Strength DFA8	Rallying Cry.....DFA28	Spider-Climb .....DFM12
Acute Sense .....DFA46	Detect.....DFM10	Extra Legs .....DFM10	Increased Will .....DFA10	Rapid Healing.....DFA52	Spider Climb .....DFA31
Acute Taste & Smell .....DFA46	Detect Evil.....DFA20	Extra Life .....DFM10	Indomitable .....DFM11	Rapid Healing, Very .....DFA52	Spirit Empathy ...DFA53
Acute Touch.....DFA46	Detect Good .....DFA20	Faith Healing.....DFA21	Infravision .....DFM11	Rapier Wit.....DFA37	Springing Attack ..DFA37
Acute Vision .....DFA46	Diffuse .....DFM10	Fearlessness .....DFA49	Injury Reduction ..DFM11	Recovery .....DFA52	Striking ST .....DFA53
Aerial .....DFM12	Discriminatory Smell .....DFA16	Fit .....DFA49	Intuition .....DFA50	Regeneration.....DFA31	Strongbow.....DFA35
Altered Time Rate .DFM9	Discriminatory Taste .....DFM10	Fit, Very .....DFA49	Invisibility.....DFM11	Regeneration.....DFM11	Super Jump .....DFM12
Ambidexterity.....DFA47	Divine Guidance...DFA20	Flexibility .....DFA49	Language.....DFA51	Regrowth .....DFM11	Supernatural Durability .....DFM12
Amphibious .....DFM9	Divine Omens...DFA20	Flight .....DFM11	Language Talent...DFA51	Resist Evil .....DFA27	Teeth, Sharp .....DFA43
Animal Empathy ..DFA47	Doesn't Breathe...DFM10	Forest Guardian ..DFA44	Lifting ST .....DFA16	Resist Good .....DFM11	Telescopic Vision .DFA35
Animal Friend.....DFA47	Doesn't Eat or Drink .....DFM10	Gills .....DFM11	Limited Camouflage .....DFM11	Resistant to Disease .....DFA52	Temperature Tolerance (Cold) .....DFA16
Appearance.....DFA47	Doesn't Sleep ....DFM10	Gizmo.....DFA39	Luck .....DFA51	Resistant to Poison .....DFA52	Temperature Tolerance (Hot) .....DFA16
Arm ST .....DFM10	Double-Jointed...DFA49	Great Void .....DFA37	Luck, Extraordinary .....DFA51	Rest in Pieces ....DFA27	Terrain Adaptation .....DFM12
Armor Familiarity DFA37	Dragon Skin .....DFA31	Green Thumb .....DFA50	Luck, Ridiculous...DFA51	Sacrificial Block...DFA28	Terror .....DFM12
Armor Mastery ...DFA28	Eidetic Memory...DFA48	Halfing Marksmanship .....DFA45	Magery .....DFA41	Sacrificial Parry...DFA29	Tiger Sprint .....DFA31
Bardic Talent.....DFA17	Empathy .....DFA48	Hard to Kill.....DFA50	Magical Resistance..DFA51	Sealed .....DFM11	Tough Skin .....DFA16
Beast Flight .....DFA24	Energy Reserve (Druidic) .....DFA48	Hard to Subdue...DFA50	Mantis Strike .....DFA31	Sensitive Touch ...DFA39	Trademark Move ..DFA53
Born Entertainer..DFA47	Energy Reserve (Holy) .....DFA48	Healer .....DFA50	Mind Shield.....DFA51	Serendipity .....DFA52	Trained by a Master .....DFA31
Born War Leader ..DFA47	Energy Reserve (Magical) .....DFA48	Heroic Archer.....DFA35	Multi-Aim.....DFA35	Sharp Claws .....DFA43	Turning.....DFA21
Brachiator .....DFM10	Enhanced Block (Cloak) .....DFA49	Heroic Grace .....DFA26	Nature's Shield...DFA24	Shield-Wall Training .....DFA29	Unfazeable.....DFA53
Cast-Iron Stomach .....DFM10	Enhanced Block (Shield) .....DFA49	Heroic Might .....DFA26	Nictitating Membrane .....DFM11	Shield Mastery.....DFA29	Uninterrupted Flurry .....DFA31
Catfall .....DFA39	Enhanced Dodge..DFA49	Heroic Vitality....DFA26	Night Vision.....DFA51	Signature Gear.....DFA53	Universal Digestion .....DFM12
Chameleon.....DFM10	Enhanced Move...DFM10	High Manual Dexterity .....DFA39	No Blood.....DFM11	Silence.....DFA35	Unkillable .....DFM12
Charisma.....DFA48	Enhanced Parry...DFA49	High Pain Threshold .....DFA50	No Brain .....DFM11	Single-Minded ....DFM11	Unkillable (Total) .DFM12
Chi Talent.....DFA30	Enhanced Time Sense .....DFA37	Holiness .....DFA26	No Eyes .....DFM11	Slippery .....DFM12	Unliving .....DFM12
Clerical Investment .....DFA22	Every One's a Critical .....DFA37	Homogenous .....DFM11	No Head .....DFM11	Sonar .....DFM12	Vibration Sense ...DFM12
Combat Reflexes .DFA48	Expert Backstabbing .....DFA39	Honest Face .....DFA50	No Neck .....DFM11	Song of Command DFA18	Voice.....DFA54
Compartmentalized Mind .....DFM10	Extra-Arm.....DFM10	Immunity .....DFM11	No Vitals.....DFM11	Song of Echoes ....DFA18	Wealth.....DFA54
Constriction Attack .....DFM10	Extra Attack.....DFA49	Improved Magic Resistance.....DFA41	Outdoorsman .....DFA51	Song of Humiliation .....DFA18	Weapon Bond .....DFA54
Contingency Casting .....DFA20	.....DFA49	Increased Basic Move .....DFA11	Penetrating Voice.DFA52	Song of Sending...DFA18	Weapon Master...DFA54
Control Animal ...DFA24	.....DFA49	Increased Basic Speed .....DFA11	Perfect Balance...DFA52	Song of Terror ...DFA18	Widget-Worker ...DFA44
Cultural Adaptability .....DFA48	.....DFA49	Increased DextertyDFA8	Peripheral Vision .DFA52	Song of the Wild ..DFA18	Wild Magic.....DFA41
Damage Resistance .....DFM10	.....DFA49	Increased Health ...DFA8	Photographic Memory .....DFA48	Speak With Animals .....DFA54	Wild Talent .....DFA54
			Plant Empathy.....DFA24		

## *Disadvantages and Disadvantageous Traits*

Absent-Mindedness .....DFA56	Compulsive Carousing .....DFA59	Disciplines of Faith (Mysticism).....DFA59	Klutz .....DFA62	One Hand .....DFA64	Social Stigma (Savage) .....DFA66
Automaton .....DFM12	Compulsive Gambling .....DFA59	Disciplines of Faith (Ritualism) .....DFA59	Lame (Crippled Legs) .....DFA62	Overconfidence...DFA64	Stubbornness .....DFA66
Bad Grip.....DFM13	Compulsive Generosity .....DFA59	Disturbing Voice ..DFM13	Lame (Legless).....DFA62	Overweight .....DFA64	Total Klutz .....DFA62
Bad Smell .....DFM13	Compulsive Lying ..DFA59	Divine Curse .....DFM13	Lame (Missing Legs) .....DFA62	Paranoia .....DFA64	Trickster .....DFA66
Bad Temper .....DFA57	Compulsive Spending .....DFA59	Dread .....DFM13	Laziness.....DFA62	Phobia.....DFA64	Truthfulness .....DFA67
Battle Rage .....DFM13	Compulsive Vowing .....DFA59	Easy to Read.....DFA60	Lecherousness .....DFA62	Post-Combat Shakes .....DFA65	Uncontrollable Appetite .....DFM14
Berserk .....DFA57	Cowardice.....DFA59	Fanaticism.....DFA60	Lifebane.....DFM13	Pyromania.....DFA65	Unfit .....DFA67
Blindness .....DFA57	Curious.....DFA59	Fat .....DFA60	Loner .....DFA63	Quadruped.....DFM13	Unfit (Very) .....DFA67
Bloodlust .....DFA57	Decreased Basic Move .....DFA11	Fewer Fatigue Pts.DFA10	Low Pain Threshold .....DFA63	Reprogrammable..DFM13	Unhealing.....DFM14
Brittle .....DFM13	Decreased Basic Speed .....DFA11	Fewer Hit Points ..DFA10	Miserliness .....DFA63	Sadism .....DFM13	Unhealing (Total) DFM14
Bully .....DFA57	Decreased Dexterty .....DFA11	Frightens Animals DFA60	Mute .....DFM13	Selfless .....DFA65	Unnatural.....DFM14
Callous .....DFA57	Decreased Intelligence .....DFA8	Gluttony .....DFA60	Nervous Stomach.DFA63	Semi-Upright ....DFM14	Unnatural Features .....DFA67
Cannot Float .....DFM13	Decreased Perception .....DFA10	Greed .....DFA60	No Fine Manipulators .....DFM13	Sense of Duty.....DFA65	Vow .....DFA67
Cannot Learn .....DFM13	Decreased Strength DFA8	Gregarious.....DFA58	No Manipulators ..DFM13	Sessile .....DFM14	Weakness .....DFM14
Charitable .....DFA58	Decreased Will .....DFA10	Gullibility .....DFA61	No Sense of Humor .....DFA63	Short Attention Span .....DFA66	Wealth.....DFA67
Chummy .....DFA58	Dependency .....DFM13	Ham-Fisted.....DFA61	No Sense of Smell/Taste .....DFM13	Skinny .....DFA66	Wildness Magnet DFA67
Cleuesless .....DFA58	Disciplines of Faith (Chi Rituals).....DFA59	Hard of Hearing...DFA61	Oblivious .....DFA63	Slave Mentality...DFM14	Wild Animal .....DFM14
Code of Honor (Bushido) .....DFA58		Hidebound .....DFM13	Obsession.....DFA63	Slithers.....DFM14	Wounded .....DFA67
Code of Honor (Chivalry) .....DFA58		Honesty .....DFA61	Odious Personal Habit .....DFA63	Social Stigma (Criminal Record).....DFA66	Xenophilia .....DFA68
Code of Honor (Gentleman's).....DFA58		Horizontal .....DFM13	Odious Racial Habit .....DFM13	Social Stigma (Disowned) .....DFA66	
Code of Honor (Outlaw's) .....DFA58		Illiteracy .....DFA61	One Arm .....DFA63	Social Stigma (Excommunicated)DFA66	
Code of Honor (Soldier's) .....DFA58		Impulsiveness ....DFA61	One Eye .....DFA63	Social Stigma (Half-Breed).....DFA66	
Cold-Blooded.....DFM13		Incurious .....DFM13		Social Stigma (Minority Group) .DFA66	
Combat Paralysis DFA58		Infectious Attack..DFM11			
		Intolerance .....DFA61			
		Invertebrate.....DFM13			
		Jealousy .....DFA61			
		Kleptomania .....DFA62			



MAGICALLY ADEPT ADVENTURER EXAMPLES FROM 62 POINTS

## FEEL THE POWER!

Cunning bards, holy paragons, tree-friends, and subtle wizards, quick to anger. All of them break the natural order of the mundane, even while protecting it. Find within these pages examples of each type, with advice to match.

Built with and expanding on the material presented in the *Delvers to Grow* core book, *Smart Delvers* provides examples of the four key professions as they mature from 62 to 187 points.

Use these examples as pre-generated characters, or as demonstrations of how to make your own modules and packages.

Fully compatible with the professional template system in *Dungeon Fantasy Adventurers*, *Delvers to Grow: Smart Delvers* lets players and GMs ease into the full breadth of capability that the professional delvers of the *Dungeon Fantasy RPG* bring to the table.

These examples are ready to fight right out of the box. Roll and Shout with *Delvers to Grow: Smart Delvers*.

STEVE  
JACKSON  
GAMES

