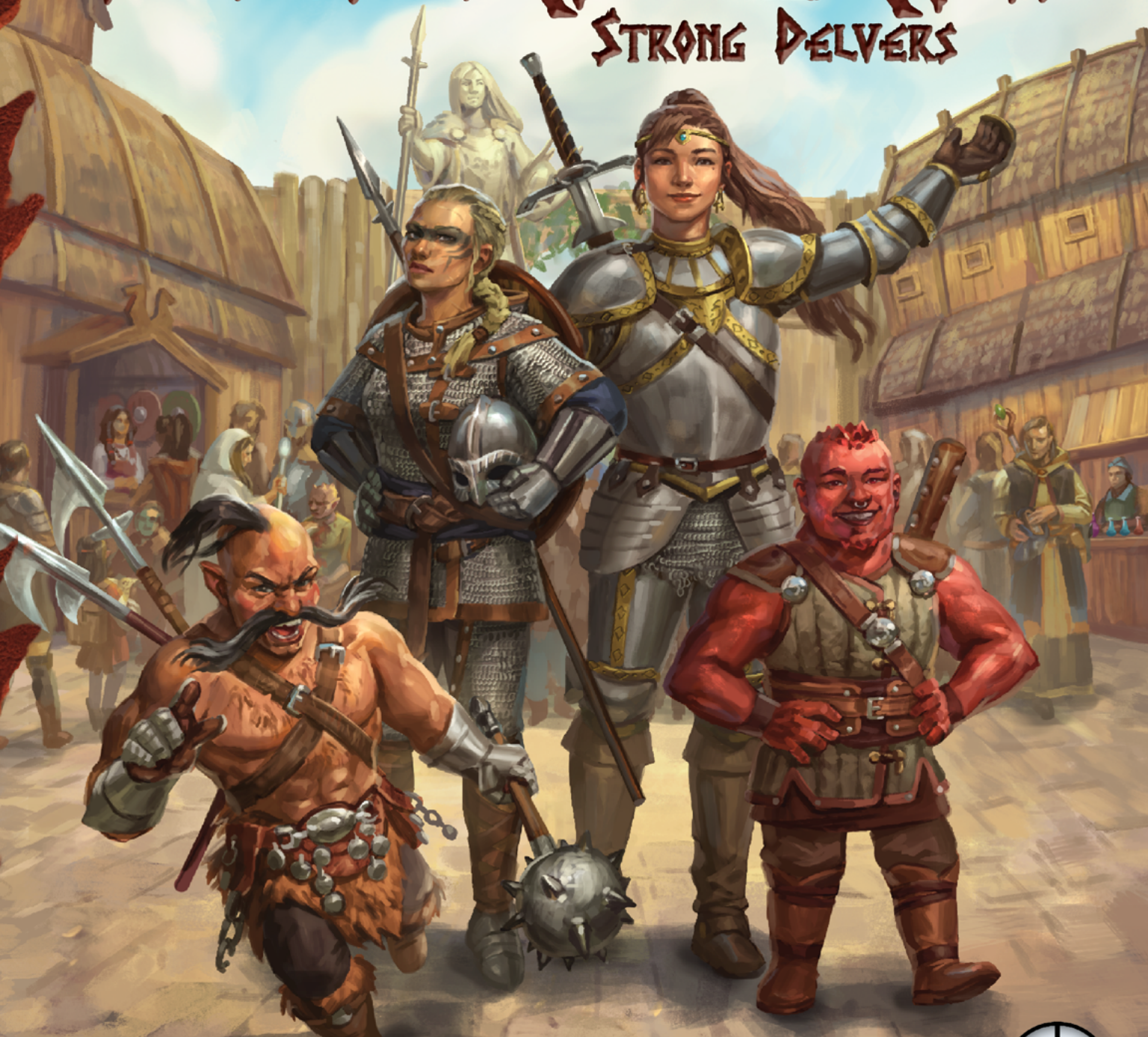


DUNGEON FANTASY

POWERED BY GURPS

# DELVERS TO GROW

## STRONG 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

# STRONG DELVERS

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## INTRODUCTION

The Strong Delvers form the bulwark against foes in the **DUNGEON FANTASY RPG**. Whether through sheer power as with the barbarian and wrestler, might of arms and number of attacks with the knight, or the specialized powers against otherworldly foes that the holy warrior brings, all are capable of inflicting serious harm on foes.

**DELVERS TO GROW: STRONG 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. The characters here have some...unusual capabilities here and there, and extra rules and design notes explain why certain choices are made.

**DELVERS TO GROW** can be used in several ways. The most obvious is 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 at-the-table play with friends, rather than digging through rules minutiae.

For more experienced players, or those who just 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.

Throughout the book, you'll also find some new stuff. Sometimes pulled from other books such as **NORLONDR FÓLK** and **HAND OF ASGARD**, some extrapolations from existing rules (such as the [HARPOON RULES](#) in the gnome barbarian example), and others a bit of extra crunch to let a character take better advantage of their traits, such as the extra leverage given to Born War-Leader when it comes to [HIRING PROFESSIONAL WARRIORS](#) as retainers for the human knight.

And if you're going to hire retainers, well, **DELVERS TO GROW** makes that easy, too. Four 62-point warriors are provided after Kaja's writeup, as grab-and-go hirelings.

### WRESTLING WITH THE RULES

Nangrick's writeup (and the others in this book) assumes that you're using the grappling rules from **FANTASTIC DUNGEON GRAPPLING**. This is mostly because those rules do require 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 then disregard the Control Maximum on the character sheet and any reference to "CP" or "control points."

### ADVICE FOR STRONG DELVERS

A few common pitfalls for strong delvers deserve special mention.

**ARMOR.** Wear as much armor as you can afford, but watch for encumbrance penalties. Armor is a life-extender rather than any sort of invulnerability, especially vs. powerful foes.

**AXE ME AGAIN.** If you must throw a melee weapon, consider throwing hatchets instead of knives for the swing damage.

**CLOSE ENCOUNTERS.** Do not neglect close combat. Your weapon must have a C in the Reach stat to use in Close Combat: Consult the melee weapon table (**ADVENTURERS, PP. 98-103**).

**DOUBLE CROSSED!** Weapons with a ‡ mean you spend a turn re-readying after each attack unless you have 1.5× the weapon's ST. Only worthwhile with Striking ST 17 or higher.

**DWARVEN U ALUMNUS.** Don't be afraid of weapons with a U in their stat line: The Dwarven modification is only +4 CF...a Dwarven morningstar is cheaper than any broadsword!

**GRAPPLING SKILLS.** Even with a Reach C weapon, points in Wrestling go a long way: It has the best ST and CP bonuses due to skill. Parry weapons with weapons!

**MOVEMENT.** You can't win the fight if you never arrive there. Don't lower your move to less than 2, and encumbered Move 3-4 is better.

**SHIELDS.** Use one, unless your character concept says otherwise. The Defense Bonus applies to everything, you can grapple, slam, and strike with it, and it gives you a defense against fast projectile weapons.

**SWING AWAY.** At ST 13 and higher swing damage vastly outpaces thrust, even more so with Weapon Master's per die bonuses. Vitals and eye stabbing is mostly a Fast Delver niche. Your job as a Strong Delver is great gobs of damage.



# STRONG DELVERS

## NANGRICK HARDJAW 62-PT DWARVEN WRESTLER

Nangrick grew up as part of a traveling carnival, the son of the famed exhibition wrestler Savilyn Hardjaw. While he picked up wrestling easily enough, Nangrick unfortunately turned out to be a poor fit for the carnival—far more mark than carnie, willing to believe the most outrageous lies and never quite catching on that the “skill” games were rigged. Worse, anywhere outside the wrestling ring the lad was a disaster: clumsy and accident-prone, with barely a day going by that didn’t see some incident or another. After a particularly rough week that saw him bring the entire big top down on his own head, Savilyn decided to send her boy off for a much safer career as a wandering adventurer, reasoning that delving would have fewer dangers than a circus full of upset carnies.

<b>ST</b> 12 [20] Damage 1d-1/1d+2 Lifting ST 12 Basic Lift 29	<b>DX</b> 11 [20] Move 4 [0]	<b>IQ</b> 10 [0] Will 10 [0] Per 10 [0]	<b>HT</b> 11 [10] Basic Speed 5.5 [0] Basic Move 4 [-5]			
<b>Control Thresholds</b>						
<b>HP</b> 12 [0]	1/10	1/2 CM	CM	1.5xCM	>2xCM	<b>FP</b> 11 [0]
<b>Parry</b> 10 (Judo)	<b>Dodge</b> 8	<b>Block</b> 6	<b>DR</b> 3			

### ADVANTAGES

- Dark Vision [25]
- Dwarven Gear [1]
- Enhanced Parry (Unarmed) 2 [10]
- Fearlessness 2 [4]
- Lifsléikni I [5]
- Resistant to Poison 6 [6]
- Tough Skin I [3]
- Wrestling Master [10]

### DISADVANTAGES

- Appearance, Unattractive [-4]
- Chummy [-5]
- Easy to Read [-10]
- Gullibility (12) [-10]
- Ham-Fisted 2 [-10]
- Honesty (12) [-10]
- Intolerance (Elder Races) [-5]
- Klutz [-5]
- Nervous Stomach [-1]
- Truthfulness (12) [-5]
- Always packs far more rations than he needs. [-1]
- Completely tone-deaf. Doesn't stop him from singing. [-1]
- Exceptionally cheerful drunk (But don't tell his mom he's been drinking!) [-1]
- Got fleeced out of \$250 of his starting money. Doesn't want his mom to know. [-1]
- Prefers Elven rations. Doesn't want his mom to know. [-1]

### SKILLS

- Armoury (Body Armor)-10 [1]
- Brawling-II [1]
- Carousing-II [1]
- Connoisseur (Weapons)-10 [1]
- Forced Entry-II [1]
- Judo-II [4]
- Thrown Weapon (Axe/Mace)-13 [2]
- Wrestling-14 [12]
- Grapple (14): 1d+2 CP**



### EQUIPMENT (\$75\$, 65.63 LBS)

†Combat Load: 28.38 lbs (No Encumbrance)

- †Belt Pouch (2x) (\$20, 0.4 lbs)
- Blanket (\$20, 4 lbs)
- †Copper Coin (2x) (\$2, 0.04 lbs)
- Elven Rations (7x) (\$105, 3.5 lbs)
- †Glow Vial (\$30, 0.5 lbs)
- †Hatchet (2x) (\$80, 4 lbs)
- †Heavy Leather Boots (\$52, 4.2 lbs)
- †Heavy Leather Helm (\$38, 3 lbs)
- †Heavy Leather Vest (\$158, 12.6 lbs)
- †Light Scale Gauntlets (\$32, 1.6 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)
- Tent, 1-Man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Wineskin (full) (\$10, 8.25 lbs)



## HUMAN HOLY WARRIOR

Liz Sharpe is a holy warrior who focused on the human need for law, order, and justice. Liz diverges from the usual Holy Warrior template with her unique Higher Purpose (Lawbringer). Instead of hunting demons and undead, her foes are mortal lawbreakers.

### WORLDLY FOCUS

Liz is the daughter of many generations of faithful servants of the god of law. Her skills reflect this: Detect Lies, Intimidation, and Search *replace* Hidden Lore, Physiology, and Psychology. Her disadvantages make her the classic “paladin,” and she always follows the call of justice even if it means putting herself at grave risk.

Despite a litany of “nice person” disadvantages, she is no pacifist, and her Quirk “violence first, mercy after” leaves plenty of room to explain to fallen foes the error of their law-breaking ways once she has their undivided attention.

### HOT AND COLD RUNNING JUSTICE

Liz uses Higher Purpose (Lawbringer), first introduced in *HAND OF ASGARD* (p. 6). She respects the law and its place in upholding what is just, and her disadvantages reflect this near-obsession. She uses two holy abilities from that book: Thunderwave and Protector’s Rune. For those without access to *HAND OF ASGARD*, these two abilities are detailed here.

**HIGHER PURPOSE (LAWBRINGER) [5 POINTS/LEVEL]:** This variant of Higher Purpose (*ADVENTURERS*, p. 27) grants its bonuses when fighting criminals—that is, civilized humanoids who have violated the law or behaved dishonorably. It also grants +1 per level to skill rolls when investigating crimes, such as Search rolls to find smuggled goods, Detect Lies during interrogation, or Shadowing rolls to trail a suspect.

**PROTECTOR’S RUNE [5 POINTS/LEVEL]:** This ability can shelter the cleric and their allies from the most grievous harm. Once per session per level of this trait (maximum three), the cleric can use this ability to ward against the harm from one attack that just hit themselves or an ally. This reduces the injury that person takes from the attack to just 1 HP. This must be declared after the attack is resolved. Effects such as knockback, knockdown, stunning, unconsciousness, crippling and the like persist, though crippling is always temporary (*EXPLOITS*, p. 61) and dismembered limbs are only crippled.

**THUNDERWAVE [15 POINTS]:** The cleric strikes the earth, projecting a thunderous wave of force. This is a one-yard-wide cone attack (*EXPLOITS*, p. 46) with Acc 3, Range 10, and Bulk -2, using DX or Innate Attack (Projectile) to hit. Any creature hit by the attack suffers six dice of knockback-only damage (*EXPLOITS*, p. 59). The Thunderwave is loud; nearby foes get a Hearing roll at +4 to notice it, and any checks for wandering monsters are at +3.

### NOVICE HOLY WARRIOR NOTES

Liz used her upgrade module to purchase two powerful holy abilities, detailed in *HOT AND COLD RUNNING JUSTICE*—these abilities make her much more than just another warrior with a big sword! Always fight with these abilities in mind: They are not “last resort” items!

When it comes to a more mundane fight, using her bastard sword with two hands lets her parry after attacking, but not having a shield means relying on armor as a primary defense. Her layered armor gives -1 to DX, and all that armor is *heavy*. Players may want to trade down to a lighter armor set (such as the Guard’s Armor) to improve mobility.

### JOURNEYMAN HOLY WARRIOR NOTES

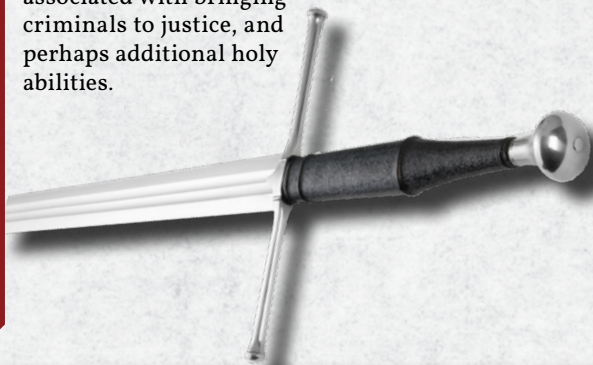
Improvements in IQ and the addition of Born War-Leader help improve some of Liz’s struggling skills, but otherwise there’s little change from the 62-point version. ST 13 does mean getting 2d swing damage out of that big sword, though.

The diversification focus between “hit things really hard” and “a bunch of abilities that benefit from IQ” is particularly noticeable at the Journeyman level, as Liz puts points into IQ, HT, and a lot of skills emphasizing leadership and charisma.

### MASTER HOLY WARRIOR NOTES

As another non-standard purchase, Liz selects Weapon Master (Bastard Sword) with her extra upgrade module. This (along with the skill improvements that come with being a 187-point delver) *greatly* improves her defenses and damage, with her sword swings dealing 2d+6 cutting damage.

Future upgrades may want to focus further on her Higher Purpose, improving the non-combat skills associated with bringing criminals to justice, and perhaps additional holy abilities.





## PEPIN BROKENTONGUE 125-PT GNOME BARBARIAN

While most gnomes are basically nomadic, Pepin's clan is strange in that they're nomads who travel through trackless wilderness and faerie forests rather than sticking to nice civilized roads. While there are many vandræðagæmsi (*NORÐLONDR FÓLK*, p. 16) in his family tree, Pepin himself hasn't got more than a few traces of faerie blood. That might explain why it is that—after making camp near a mushroom circle—he woke up and the rest of the clan had vanished without a trace, leaving him behind. Bereft of home, family, and traveling companions, he took up his mace and embarked on a career of delving. He's not angry at the faeries—they were just doing what faeries do, really—but he does hope that his new career might lead to finding out where his clan are.

<b>ST</b> 14 [40] Damage 1d/2d Lifting ST 14 Basic Lift 39	<b>DX</b> 11 [20] Move 5 [0]	<b>IQ</b> 10 [0] Will 10 [0] Per 13 [15]	<b>HT</b> 12 [20] Basic Speed 5.75 [0] Basic Move 4 [-5]		
<b>HP</b> 14 [0]	Control Thresholds			<b>FP</b> 15 [9]	
	1/10	1/2 CM	CM	1.5xCM	>2xCM
<b>Parry</b>	8	<b>Dodge</b>	8	<b>Block</b>	6
				<b>DR</b>	0

### ADVANTAGES

- High Pain Threshold [10]
- Honest Face [1]
- Mighty Blow [1]
- Night Vision 5 [5]
- Outdoorsman 2 [20]
- Resistant to Poison 5 [5]
- Trading Character Points for Money, \$500 [1]
- Widget-Worker 2 [10]

### DISADVANTAGES

- Chummy [-5]
- Curious (12 or less) [-5]
- Reduced SM I [0]
- Sense of Duty (Adventuring companions) [-5]
- Stutter [-10]
- Wealth (Poor) [-15]
- Xenophilia (9) [-15]
- "I'm not too short, you're too tall" [-1]
- Is convinced he's going to meet some terrible fate (it's his destiny) but is pretty cheerful about it. [-1]
- Is super careful about protecting his hands. [-1]
- Takes extra time to put up "homey" decorations around his tent while camping, and takes them down every morning. [-1]
- Thinks hot baths make you soft—"a mountain stream is best!" [-1]

### SKILLS

- Brawling-11 [1]
- Camouflage-12 [1]
- Fishing-15 [1]
- Forced Entry-13 [1]
- Hiking-11 [1]
- Mimicry (Bird Calls)-10 [1]
- Naturalist-10 [1]
- Navigation-11 [1]
- Scrounging-15 [1]
- Stealth-10 [1]
- Survival (Woodlands)-14 [1]
- Swimming-12 [1]
- Thrown Weapon (Harpoon)-12 [2]
- **Harpoon (12): 1d+5 imp, 14/21 yds**
- Tracking-14 [1]
- Traps-11 [1]
- Two-Handed Axe/Mace-15 [16]
- **Mace (15): 2d+4 cr (2H)**
- Wrestling-10 [1]

### EQUIPMENT (\$75\$, 57.27 LB\$)

†Combat Load: 21.02 lbs (No encumbrance)

- †Belt Pouch (\$10, 0.2 lbs)
- Blanket (\$20, 4 lbs)
- Compass (\$50, 5 lbs)
- †Copper Coin (5x) (\$5, 0.1 lbs)
- †Glow Vial (\$30, 0.5 lbs)
- †Harpoon (18-yd tether) (\$60, 6 lbs)
- †Heavy Leather Boots (\$52, 4.2 lbs)
- †Mace (\$50, 5 lbs)
- †Ordinary Clothes (2 lbs)
- †Personal Basics (\$5, 1 lbs)
- †Plate Gauntlets (\$250, 2 lbs)
- Rations (16x) (\$32, 8 lbs)
- †1x silver coin (\$20, 0.02 lbs)
- Small Backpack (\$60, 3 lbs)
- Sundial, Miniature (\$40, 1 lbs)
- Tent, 1-Man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Wineskin (full) (\$10, 8.25 lbs)





# STRONG DELVERS

## KAJA ARTURSDOTTIR 187-PT HUMAN KNIGHT

Kaja is the eldest daughter of Jarl Artur 'Helmbreaker' Hallvardsson, accompanying him on the battlefield and trained from birth to succeed him as ruler. Unfortunately, that destiny wasn't to be. A night of drunken revels, a case of mistaken identity in the dark, and the thrust of a blade was all it took for Kaja to find the blood of her brother on her own hands. Her father's love and the fact that it had clearly been an accident kept her from being declared nithing, but nothing at all would keep her in her family's favor. She's instead taken up a life of wandering, hiring her sword out to any group that can keep up with her bar bills.

### ADVANTAGES

- Born War-Leader 3 [15]
- Combat Reflexes [15]
- High Pain Threshold [10]
- Luck [15]
- Penetrating Voice [1]
- Rallying Cry [5]
- Rapid Switch [1]
- Recovery [10]
- Trading Character Points for Money, \$2,000 [4]
- Wealth, Comfortable [10]

### DISADVANTAGES

- Code of Honor (Soldier's) [-10]
- Compulsive Carousing (12) [-5]
- Debt 1 [-5]
- Lecherousness (12) [-15]
- Sense of Duty (Nation) [-10]
- Social Stigma (Disowned) [-5]
- Distinctive burn scars on her hands and right arm. [-1]
- Gets angry with people who mention her family connections. [-1]
- Hates boats and sailing. [-1]
- Never drinks ale or mead, only expensive wine or spirits. [-1]
- Remarkably insensitive about her companions' wounds. ("Rub some dirt on it.") [-1]

### SKILLS

- Armoury (Melee Weapons)-10 [2]
- Brawling-14 [2]
- Connoisseur (Weapons)-12 [1]
- Fast-Draw (Knife)-14 [1]
- Flail-15 [12]
- **Morningstar (16): 2d+2 cr**
- Knife-14 [2]
- **Large knife (14): 2d-2 cut, 1d imp**
- Leadership-13 [2]
- Savoir-Faire-13 [1]
- Shield-15 [4]
- Spear-15 [8]
- **Spear (16): 1d+2 imp**
- Strategy-12 [2]
- Tactics-13 [4]
- Thrown Weapon (Axe/Mace)-15 [4]
- Wrestling-12 [1]

### EQUIPMENT (\$3,500, 102.85 LBS)

**Combat Load: 74.6 lbs (Medium encumbrance; -2 DX, Move 3)**

- fBalanced medium shield (\$300, 15 lbs)
- fBalanced spear (\$200, 4 lbs)
- fBelt pouch (\$10, 0.2 Lbs)
- Blanket (\$20, 4 lbs)
- fFine, balanced dwarven morningstar (\$880, 6 lbs)
- fLarge knife (\$40, 1 lb)
- fLight mail leggings (\$375, 9 lbs)
- fLight mail shirt w/coif (\$900, 21.6 Lbs)
- fPersonal basics (\$5, 1 lbs)
- Rations (21x) (\$42, 10.5 Lbs)
- fSegmented plate gauntlets (\$90, 2.4 Lbs)
- fSegmented plate helm (\$225, 6 lbs)
- fSegmented plate sollerets (\$315, 8.4 Lbs)
- Small backpack (\$60, 3 lbs)
- Tent, 1-man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Wineskin (full) (\$10, 8.25 Lbs)

ST  
13

[30]

Damage  
1d/2d-1  
Lifting ST  
13

Basic Lift  
34

HP

13 [0]

Parry Dodge Block DR

10+2 (DX)

+2 represents Defense Bonus from ready medium shield.

DX  
13

[60]

Move  
6 [0]

Control Thresholds

1/10 1/2 CM CM 1.5xCM >2xCM

1 7 13 20 26

IQ  
10

[0]

Will  
10 [0]

Per  
10 [0]

HT  
12

[20]

Basic Speed  
6.25 [0]

Basic Move  
6 [0]

FP

12 [0]

DR

3/1







# STRONG DELVERS

## KADLIN ASGAUTDOTTIR 62-PT HUMAN KNIGHT

Nothing buys bygones like cash. Kadlin is your basic mercenary personality, and doesn't understand how fair and fight can ever be strung together other than as a punchline. A natural leader among villagers and a savage fighter, she earns the wary respect of her fellows.

A Novice Knight with the Dark Knight and Money-Grubber disads and the Weapon Specialist upgrade.



### ADVANTAGES

- Born War-Leader (1)
- Combat Reflexes
- Weapon Bond
- Weapon Master (One specific weapon)

### SKILLS

- Broadsword-15\*
- Broadsword (15): **1d+5 cut/1d+3 imp**
- Connoisseur (Weapons)-9
- Leadership-10
- Savoir-Faire-10
- Shield (Buckler)-13
- Strategy-9
- Tactics-9

\*includes +1 from Weapon Bond

### DISADVANTAGES

- [5] • Bloodlust (12)
- [15] • Code of Honor (Chivalry) [-10]
- [1] • Greed (12) [-15]

### EQUIPMENT (\$1,166, 43.4 lbs)

- Broadsword (\$600, 3 lbs)
- Medium Buckler (\$60, 15 lbs)
- Boots (\$80, 3 lbs)
- Light Leather Gauntlets (\$5, 0.6 lbs)
- Light Scale (Body) (\$336, 16.8 lbs)
- Pot-Helm (\$100, 5 lbs)

**Light Encumbrance: Move 4, -1 Dodge**

<b>ST</b> 12	<b>DX</b> 11	<b>IQ</b> 10	<b>HT</b> 11
[20]	[20]	[0]	[10]
<b>Damage</b> 1d-1/1d+2	<b>Move</b> 5 [0]	<b>Will</b> 10 [0]	<b>Basic Speed</b> 5 [-10]
<b>Lifting ST</b> 12		<b>Per</b> 10 [0]	<b>Basic Move</b> 5 [0]
<b>Basic Lift</b> 29	<b>Control Thresholds</b>		<b>FP</b>
<b>HP</b> 12 [0]	1/10	1/2	CM
	1	6	12
<b>Parry</b>	<b>Dodge</b>	<b>Block</b>	<b>DR</b>
11+2 (SWORD)	9+2	10+2	3/2

*"+2" represents Defense Bonus from ready medium shield*



## GUNNE TRONDSON 62-PT HUMAN BARBARIAN

The typical outlander and guide, Gunne feels strongly bound to the wilderness. A good tracker, a solid fighter, and seemingly impervious to pain.

Gunne is a Novice barbarian with a single disad package and no upgrades. Basic Speed reduction was traded for -10 points of Nature's Ally.



### ADVANTAGES

- High Pain Threshold [10]
- Outdoorsman 1 [10]

### SKILLS

- Axe/Mace-13
- Axe (13): **1d+4 cut**
- Camouflage-11
- Naturalist-9
- Navigation-10
- Shield (Buckler)-13
- Survival (Woodlands)-10
- Tracking-10

### DISADVANTAGES

- Sense of Duty (Nature) [-15]

### EQUIPMENT (\$1,288, 52.9 lbs)

- Axe (\$50, 4 lbs)
- Nordlond Battle Shield\* (\$600, 8 lbs)
- Boots (\$80, 3 lbs)
- Furs (Body) (\$55, 6.3 lbs)
- Heavy Leather (Arms) (\$75, 6 lbs)
- Heavy Leather (Body) (\$158, 12.6 lbs)
- Heavy Leather (Legs) (\$112, 9 lbs)
- Light Scale Helmet (\$80, 4 lbs)

**Light Encumbrance: Move 4, -1 Dodge**

\*see DELVERS TO GROW, p. 38

<b>ST</b> 12	<b>DX</b> 11	<b>IQ</b> 10	<b>HT</b> 11
[20]	[20]	[0]	[10]
<b>Damage</b> 1d-1/1d+2	<b>Move</b> 5 [0]	<b>Will</b> 10 [0]	<b>Basic Speed</b> 5 [-10]
<b>Lifting ST</b> 12		<b>Per</b> 10 [0]	<b>Basic Move</b> 5 [0]
<b>Basic Lift</b> 29	<b>Control Thresholds</b>		<b>FP</b>
<b>HP</b> 12 [0]	1/10	1/2	CM
	1	6	12
<b>Parry</b>	<b>Dodge</b>	<b>Block</b>	<b>DR</b>
9U+2 (AXE)	8+2	9+2	3/2

*"+2" represents Defense Bonus from ready medium shield*

## **Advantages and Advantageous Traits**

360° Vision .....DFM9	Danger Sense .....DFA48	Extra Fatigue Points .....DFA10	Increased Intelligence .....DFA8	Power Investiture DFA20	Speak With Plants DFA24
Absolute DirectionDFA46	Daredevil.....DFA37	Extra Head.....DFM10	Increased Perception .....DFA10	Power Investiture (Dru- idic) .....DFA23	Spider-Climb .....DFM12
Acute Hearing.....DFA46	Dark Vision.....DFM10	Extra Hit Points...DFA10	Increased Strength DFA8	Pressure Support .DFM11	Spider Climb .....DFA31
Acute Sense .....DFA46	Detect.....DFM10	Extra Legs .....DFM10	Increased Will .....DFA10	Rallying Cry .....DFA28	Spirit Empathy ...DFA53
Acute Taste & Smell .....DFA46	Detect Evil.....DFA20	Extra Life .....DFM10	Indomitable .....DFM11	Rapid Healing .....DFA52	Springing Attack ..DFA37
Acute Touch.....DFA46	Detect Good .....DFA20	Faith Healing.....DFA21	Infravision .....DFM11	Rapid Healing, Very .....DFA52	Striking ST .....DFA53
Acute Vision .....DFA46	Diffuse .....DFM10	Fearlessness .....DFA49	Injury Reduction ..DFM11	Resistant to Disease .....DFA52	Strongbow.....DFA35
Aerial .....DFM12	Discriminatory Smell .....DFA16	Fit .....DFA49	Intuition .....DFA50	Resistant to Poison .....DFA52	Super Jump .....DFM12
Altered Time Rate .DFM9	Discriminatory Taste .....DFM10	Fit, Very .....DFA49	Invisibility.....DFM11	Rest in Pieces.....DFA27	Supernatural Durability .....DFM12
Ambidexterity.....DFA47	Divine Guidance...DFA20	Flexibility .....DFA49	Language.....DFA51	Regeneration.....DFA31	Teeth, Sharp .....DFA43
Amphibious .....DFM9	Divine Omens...DFA20	Flight .....DFM11	Language Talent...DFA51	Regeneration.....DFM11	Telescopic Vision .DFA35
Animal Empathy ..DFA47	Doesn't Breathe...DFM10	Forest Guardian ..DFA44	Lifting ST .....DFA16	Regrowth .....DFM11	Temperature Tolerance (Cold) .....DFA16
Animal Friend.....DFA47	Doesn't Eat or Drink .....DFM10	Gills .....DFM11	Limited Camouflage .....DFM11	Resist Evil .....DFA27	Temperature Tolerance (Hot) .....DFA16
Appearance.....DFA47	Doesn't Sleep ....DFM10	Gizmo .....DFA39	Luck .....DFA51	Resist Good .....DFM11	Terrain Adaptation .....DFM12
Arm ST .....DFM10	Double-Jointed ...DFA49	Great Void .....DFA37	Luck, Extraordinary .....DFA51	Resistant to Disease .....DFA52	Terror .....DFM12
Armor Familiarity DFA37	Dragon Skin .....DFA31	Green Thumb .....DFA50	Luck, Ridiculous...DFA51	Rest in Pieces.....DFA27	Tiger Sprint .....DFA31
Armor Mastery ...DFA28	Eidetic Memory...DFA48	Halfing Marksmanship .....DFA45	Magery .....DFA41	Sacrificial Block..DFA28	Tough Skin .....DFA16
Bardic Talent.....DFA17	Empathy .....DFA48	Hard to Kill.....DFA50	Magical Resistance..DFA51	Sacrificial Parry...DFA29	Trademark Move ..DFA53
Beast Flight .....DFA24	Energy Reserve (Druidic) .....DFA48	Hard to Subdue...DFA50	Mantis Strike .....DFA31	Sealed .....DFM11	Trained by a Master .....DFA31
Born Entertainer..DFA47	Energy Reserve (Holy) .....DFA48	Healer .....DFA50	Mind Shield.....DFA51	Sensitive Touch...DFA39	Turning.....DFA21
Born War Leader ..DFA47	Energy Reserve (Magi- cal) .....DFA48	Heroic Archer.....DFA35	Multi-Aim.....DFA35	Serendipity .....DFA52	Unfazeable.....DFA53
Brachiator .....DFM10	Enhanced Block (Cloak) .....DFA49	Heroic Grace .....DFA26	Nature's Shield...DFA24	Sharp Claws .....DFA43	Uninterrupted Flurry .....DFA31
Cast-Iron Stomach .....DFM10	Enhanced Block (Shield) .....DFA49	Heroic Might .....DFA26	Nictitating Membrane .....DFM11	Shield-Wall Training .....DFA29	Universal Digestion .....DFM12
Catfall .....DFA39	Enhanced Dodge..DFA49	Heroic Vitality....DFA26	Night Vision.....DFA51	Shield Mastery.....DFA29	Unkillable .....DFM12
Chameleon.....DFM10	Enhanced Move...DFM10	High Manual Dexterity .....DFA39	No Blood.....DFM11	Signature Gear...DFA53	Unkillable (Total) .DFM12
Charisma.....DFA48	Enhanced Parry...DFA49	High Pain Threshold .....DFA50	No Brain .....DFM11	Silence.....DFA35	Unkillable (Total) .DFM12
Chi Talent.....DFA30	Enhanced Time Sense .....DFA37	Holiness .....DFA26	No Eyes .....DFM11	Single-Minded ....DFM11	Unliving .....DFM12
Clerical Investment .....DFA22	Every One's a Critical .....DFA37	Homogenous .....DFM11	No Head .....DFM11	Slippery .....DFM12	Vibration Sense ..DFM12
Combat Reflexes .DFA48	Expert Backstabing .....DFA39	Honest Face .....DFA50	No Neck .....DFM11	Sonar .....DFM12	Voice.....DFA54
Compartmentalized Mind .....DFM10	Extra-Flexible.....DFM10	Immunity .....DFM11	No Vitals .....DFM11	Song of Command DFA18	Wealth.....DFA54
Constriction Attack .....DFM10	Extra Arm.....DFM10	Improved Magic Resis- tance.....DFA41	Outdoorsman .....DFA51	Song of Echoes ....DFA18	Weapon Bond .....DFA54
Contingency Casting .....DFA20	Extra Attack.....DFA49	Increased Basic Move .....DFA11	Penetrating Voice.DFA52	Song of Humiliation .....DFA18	Weapon Master...DFA54
Control Animal ...DFA24	Extra-Attack.....DFA49	Increased Basic Speed .....DFA11	Perfect Balance...DFA52	Song of Sending...DFA18	Widget-Worker ...DFA44
Cultural Adaptability .....DFA48		Increased DextertyDFA8	Peripheral Vision .DFA52	Song of Terror ....DFA18	Wild Magic.....DFA41
Damage Resistance .....DFM10		Increased Health ...DFA8	Photographic Memory .....DFA48	Song of the Wild .DFA18	Wild Talent .....DFA54
			Pickaxe Pendant DFA44	Speak With Animals .....DFA24	
			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	Decreased Will .....DFA10	Ham-Fisted.....DFA61	No Sense of Smell/Taste .....DFA63	Skinny .....DFA66	Weirdness Magnet DFA67
Cleuesless .....DFA58	Dependency .....DFM13	Hard of Hearing...DFA61	Oblivious .....DFM13	Slave Mentality...DFM14	Wild Animal .....DFM14
Code of Honor (Bushido) .....DFA58	Disciplines of Faith (Chi Rituals).....DFA59	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 .....DFA63	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			



FIGHTERS AND WARRIOR EXAMPLES FROM 62 POINTS

## HOLD THE LINE!

Stalwart fighters, powerful grapplers, raging barbarians, and divinely empowered warriors for the gods. All take their place on the front line of combat, meeting the foes head-on.

Built with and expanding on the material presented in the *Delvers to Grow* core book, *Strong 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: Strong 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: Strong Delvers*.

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