

# DUNGEON FANTASY™

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## CHARACTER CREATION CHEAT SHEET™

STEVE JACKSON GAMES

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## ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

The *Dungeon Fantasy Roleplaying Game* is compatible with *GURPS*. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at [info@sjgames.com](mailto:info@sjgames.com). Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources we provide:

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# CHARACTER CREATION CHEAT SHEET

Creating a character – or spending character points and money earned in play – can mean *lots* of lookups: costs, controlling attributes, prerequisites . . . This booklet is here to help! It doesn't replace *Adventurers*, but it should come in handy when you need a quick reminder – or when another player has the books.

## PROFESSIONS

To create a new PC, choose a professional template, spend 250 character points on its traits, and record the selected traits on your character sheet. This table summarizes where the templates and associated special abilities are in *Adventurers*.

Template	Pages
Barbarian	15
Bard	16
Cleric	19
Druid	22
Holy Warrior	25
Knight	27
Martial Artist	29
Scout	34
Swashbuckler	36
Thief	38
Wizard	40



## ATTRIBUTES AND SECONDARY CHARACTERISTICS

You can increase basic attributes and secondary characteristics from starting levels by spending character points. Maximum level is higher for certain professions and may also be adjusted for race (*Nonhuman Races*, p. 6). The GM may permit reduced scores as well, in which case cost per level is the same size but negative.

### Attributes

**Strength (ST):** Starts at 10. Costs 10 points/level. Maximum level 20 (25 if barbarian).

**Dexterity (DX):** Starts at 10. Costs 20 points/level. Maximum level 20 (25 if thief).

**Intelligence (IQ):** Starts at 10. Costs 20 points/level. Maximum level 20 (25 if wizard).

**Health (HT):** Starts at 10. Costs 10 points/level. Maximum level 20.

### Secondary Characteristics

**Hit Points (HP):** Starts equal to ST. Costs 2 points/level. Maximum added HP is ST/3 levels (ST/2 if barbarian or knight), rounded up.

**Will:** Starts equal to IQ. Costs 5 points/level. Maximum level 20 (25 if cleric or holy warrior).

**Perception (Per):** Starts equal to IQ. Costs 5 points/level. Maximum level 20 (25 if scout).

**Fatigue Points (FP):** Starts equal to HT. Costs 3 points/level. Maximum added FP is HT/3 levels (HT/2 if druid), rounded up.

**Basic Speed:** Starts equal to (DX + HT)/4, not rounded. Costs 5 points per +0.25. Maximum added Basic Speed is +2.00 (+4.00 if swashbuckler).

**Basic Move:** Starts equal to Basic Speed, dropping fractions. Costs 5 points per +1. Maximum added Basic Move is +3 (+6 if scout).

## ADVANTAGES

*Advantage:* Advantage's name.

*Cost:* Advantage's cost in character points. Multiply costs per level by number of levels taken. If several costs appear, consult the advantage's write-up for details.

*Page:* Where to find the advantage in *Adventurers*.

*Notes:* Who can have the advantage and its maximum level, as needed. Professional and racial maxima *add*.

Advantage	Cost	Page	Notes
Absolute Direction	5	46	
Acute Senses	2/level	46	
Ambidexterity	5	47	
Animal Empathy	5	47	
Animal Friend	5/level	47	Max. 4 levels (6 for barbarians, druids).
Appearance	4, 12, or 16	47	

<i>Skill</i>	<i>Difficulty</i>	<i>Defaults</i>	<i>Page</i>	<i>Notes</i>
<b>Per-Based Skills</b>				
Blind Fighting	Very Hard	None	32	Martial artists, swashbucklers only!
Detect Lies	Hard	Per-6	75	
Esoteric Medicine (Chi)	Hard	Per-6	32	Martial artists only!
Esoteric Medicine (Druidic)	Hard	Per-6	25	Druids only!
Esoteric Medicine (Holy)	Hard	Per-6	22	Clerics, holy warriors only!
Fishing	Easy	Per-4	76	
Lip Reading	Average	Per-10	80	
Observation	Average	Per-5, Shadowing-5	84	
Scrounging	Easy	Per-4	88	
Search	Average	Per-5	88	
Survival†	Average	Per-5, Naturalist-3	90	
Tracking	Average	Per-5, Naturalist-5	92	
Urban Survival	Average	Per-5	94	



## Skill Cost Table

When *improving* a skill, cost is the *difference* between that of the two levels.

<i>Your Final Skill Level</i>	<i>Cost If Skill Difficulty Is . . .</i>			
	<i>Easy</i>	<i>Average</i>	<i>Hard</i>	<i>Very Hard</i>
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
Extra +1	+4	+4	+4	+4

## SPELLS

Spells are IQ/Hard or IQ/Very Hard skills, bought like other such skills using the *Skill Cost Table* (above). When buying spells, add a permanent bonus equal to your level with the associated spellcasting talent: Bardic Talent if a bard, Power Investiture if a cleric, Power Investiture (Druidic) if a druid, or Magery if a wizard. For an alphabetical list of spells, see *Spells*, pp. 73-79.

## Magic Rituals

Base skill level affects casting time and energy cost:

<i>Base Skill</i>	<i>Casting Time</i>	<i>Energy Cost</i>
9 or less	x2	Unaffected
10-14	Unaffected	Unaffected
15-19	Unaffected	-1
20-24	x1/2 (round up)	-2
Each +5	Another x1/2	Another -1

## CASH

At character creation, Wealth level determines your starting money. In play, Wealth determines the fraction of list cost you receive when selling goods (“sell value”).

<i>Wealth Level</i>	<i>Point Cost</i>	<i>Starting Money</i>	<i>Sell Value</i>
Dead Broke	-25	\$0	0%
Poor	-15	\$200	10%
Struggling	-10	\$500	20%
Average	0	\$1,000	40%
Comfortable	10	\$2,000	60%
Wealthy	20	\$5,000	80%
Very Wealthy	30	\$20,000	100%

## Extra Money

If you aren’t Dead Broke, you may trade character points from quirks for more cash during character creation. Each point sacrificed yields \$500.



## Coinage

Coins are 50 to the pound regardless of composition. Ordinary coins:

- 1 copper = \$1
- 1 silver = 20 copper = \$20
- 1 gold = 20 silver = 400 copper = \$400

Unusual coins:

- 1 billon = 10 copper = \$10
- 1 tumbaga = 3 silver = 60 copper = \$60
- 1 electrum = 10 silver = 200 copper = \$200
- 1 platinum = 2 gold = 40 silver = 800 copper = \$800

## BASIC LIFT AND ENCUMBRANCE TABLE

Record **Basic Lift** for your ST (adding Lifting ST to ST, if you have it) and compare the total weight of all your gear to BL to determine your encumbrance level. For weights that fall between levels, use the next-highest level.

ST	BL (lbs.)	Encumbrance Levels (lbs.)				
		None	Light	Medium	Heavy	Extra-Heavy
1	0.2	0.2	0.4	0.6	1.2	2
2	0.8	0.8	1.6	2.4	4.8	8
3	1.8	1.8	3.6	5.4	10.8	18
4	3.2	3.2	6.4	9.6	19.2	32
5	5	5	10	15	30	50
6	7.2	7.2	14.4	21.6	43.2	72
7	9.8	9.8	19.6	29.4	58.8	98
8	13	13	26	39	78	130
9	16	16	32	48	96	160
10	20	20	40	60	120	200
11	24	24	48	72	144	240
12	29	29	58	87	174	290
13	34	34	68	102	204	340
14	39	39	78	117	234	390
15	45	45	90	135	270	450
16	51	51	102	153	306	510
17	58	58	116	174	348	580
18	65	65	130	195	390	650
19	72	72	144	216	432	720
20	80	80	160	240	480	800
21	88	88	176	264	528	880
22	97	97	194	291	582	970
23	106	106	212	318	636	1,060
24	115	115	230	345	690	1,150
25	125	125	250	375	750	1,250

## ACTIVE DEFENSES

Everybody has **Dodge** and **Parry** scores. Delvers with shields or cloaks have **Block** scores. Record Parry and Block for every combat skill for which you have suitable gear.

**Dodge** = 3 + Basic Speed (drop fractions) - encumbrance penalty

**Block** = 3 + *half* Shield or Cloak skill (drop fractions)

**Parry** = 3 + *half* weapon skill for melee weapons, or *half* DX or unarmed combat skill for bare hands (drop fractions) + any Parry modifier for weapon - encumbrance penalty if Judo, Karate, or a fencing skill

## POWER ITEMS

If you're a bard, cleric, druid, or wizard, chose any one item or matched set of gear as your **power item** and use its value to determine its FP capacity. *Magical* properties never count toward value! For in-between values, use the next-highest.

Value	FP
\$50	1
\$120	2
\$220	3
\$340	4
\$490	5
\$670	6
\$880	7
\$1,100	8
\$1,400	9
\$1,700	10
\$2,000	11
\$2,400	12
\$2,800	13
\$3,300	14
\$3,800	15
\$4,300	16
\$4,900	17
\$5,500	18
\$6,200	19
\$7,000	20
\$12,000	25
\$18,000	30
\$26,000	35
\$37,000	40
\$51,000	45
\$69,000	50
\$91,000	55
\$120,000	60
\$150,000	65
\$190,000	70





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## DELVERS TO GO!™

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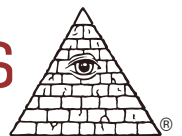


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# INTRODUCTION

Feel like playing *now*? Want concrete examples of how templates are fleshed out into characters? Need pointers on selecting traits and gear? Here are 13 ready-to-use delvers, created using *Adventurers* and *Spells*.

Players uninterested in doing work can play these characters as written. Gamers who don't mind *some* work but aren't in the mood to tinker with templates might make small tweaks to suit their preferences, whether that means shifting character points to different professional abilities, selecting alternative gear, or just fine-tuning personality by replacing quirks. Those up to the challenges of trying *Custom Professions* (*Adventurers*, p. 14) or learning *GURPS* might take their first steps by starting with these builds and making *big* changes – say, turning a thief into a spellcaster – if the GM allows!

For the GM, these characters can serve as NPCs. If the party is shorthanded, a couple of these adventurers might sign up. On a quest pitting the PCs against a rival group in a race against time, these delvers could provide the competition. Even true villains are just a few personality changes away; e.g., exchanging virtuous disadvantages for fiendish flaws, and healing skills for Intimidation and Poisons, is a quick-and-easy way to pervert a good cleric into an evil cultist (though the GM may go further and have evil gods grant harmful spells instead of Healing magic). Not all of these people would *need* personality changes . . .

## READING CHARACTER STATS

Characters are presented in the following format. In all cases, numbers in brackets [] are point costs.

**Name:** Everyone has a name! Players are free to change this, and probably *should* if more than one person wants to play the same character.

**Point Total, Race, Profession:** These details appear under the name; e.g., “250-Point Human Cleric.” Characters worth fewer than 250 points have converted quirk points into extra money. Racial costs have been paid from professional advantage allotments.

**Description:** A brief biography. Except for mention of visible character traits and whether the individual is male or

female, there's no *physical* description. Players can modify the bio (*especially* if they're altering the delver's name or quirks!), change their character's sex, and describe looks.

**ST, DX, IQ, HT:** Attributes include base values from professional templates, extra levels taken as advantage options, and any racial adjustments.

**Damage, BL, HP, Will, Per, FP:** As for attributes – but these reflect not just direct changes but also *indirect* changes due to shifts in attribute levels.

**Basic Speed, Basic Move, Move:** Basic Speed and Basic Move reflect both direct and indirect changes, too. Move is figured from Basic Move, adjusted for encumbrance by comparing the weight of the listed gear to BL. Recheck Move if BL, Basic Move, or equipment changes.

**Dodge, Parry, Block:** Active defenses reflect Basic Speed for Dodge, combat skills for Parry and Block. Any bonuses for Combat Reflexes or Enhanced Block, Dodge, or Parry have *already* been added. Ditto encumbrance penalties to Dodge and Judo, Karate, and fencing Parry. Ditto Parry modifiers for weapons. Remember all this when altering abilities or gear.

**Advantages:** An alphabetical list of advantages – including languages and special professional or racial abilities.

**Disadvantages and Quirks:** An alphabetical list of disadvantages from professional and racial templates, followed by a list of quirks. Players are encouraged to swap quirks with ones they would find fun to play! Quirks related to name, backstory, or sex *must* change if those things are altered.

**Skills:** An alphabetical list of skills – both standard ones and special professional abilities – with levels. Skill levels reflect attribute and secondary characteristic values. Permanent modifiers for advantages and disadvantages are *already* factored in; see the footnotes. Remember to adjust skill levels when altering any of these other traits.

**Spells:** As **Skills**, but only for spellcasters. Levels reflect IQ and spellcasting talent (Bardic Talent, Magery, or Power Investiture).

**Footnotes:** Statistics adjusted for advantages or disadvantages bear footnote marks. The meanings of those marks appear after all traits, before gear.

**Equipment:** Gear, listed alphabetically by name. Some entries note number of items, contents of containers, or important statistics. All provide cost and weight – *totals*, for multiple, identical articles.

**Total Cost, Total Weight, Encumbrance Level:** The total \$ value and weight in lbs. of all listed gear appears under the **Equipment** heading. Encumbrance level rates total weight against BL; Move and Dodge *already* include its effects. Recheck these stats if BL or gear changes.

**Design Notes:** Details on interesting or unobvious decisions and synergies.

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# PUDDIN' NODDINGTON

## 246-Point Gnome Thief

Puddin' is the daughter of a craftswoman who holds office in the greatest of gnomish institutions: the Gadgeteer's Guild. Unlike her hardworking mother, she's lazy, and finds it deadly boring to fix gear for adventurers and smith locks for rich townies. She wants to *have* adventures and *get* rich! Fortunately, her talents are perfect for this – she has yet to encounter the lock or trap she cannot defeat. Unfortunately, she cannot make similar boasts regarding foes.

**ST** 11 [10]; **DX** 15 [100]; **IQ** 13 [60]; **HT** 11 [10].  
Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 14 [9].  
Basic Speed 6.00 [-10]; Basic Move 6 [0]; Move 4.  
Dodge 8; Parry 10 (Falchion), 10 (Sai); Block N/A.

### Advantages

Flexibility [5] Night Vision 5 [5]  
Gizmos 1 [5] Perfect Balance [15]  
High Manual Dexterity 2 [10] Widget-Worker 2 [10]  
Honest Face [1]  
Resistant to Poison 5 [5]

### Disadvantages and Quirks

Chummy [-5]  
Curious (9) [-7]  
Greed (12) [-15]  
Laziness [-10]  
Overweight [-1]  
Post-Combat Shakes (15) [-2]  
Sense of Duty (Adventuring Companions) [-5]  
Always trying to talk friends into lugging her gear. [-1]  
Don't call her "thief" – she's a "master locksmith." [-1]  
Keeps her bourgeois origins a secret. [-1]  
"Plump? I eat well because I'm good at my job. Unlike, uh, you." [-1]  
Tries to hide her shakiness after combat. [-1]

### Skills

Acrobatics-14\* [1]  
Brawling-15 [1]  
Carousing-11 [1]  
Climbing-18\*† [1]  
Connoisseur (Luxuries)-12 [1]  
Counterfeiting-11 [1]  
Crossbow-16 [2]  
Escape-16† [1]  
Fast-Draw (Knife)-15 [1]  
Fast-Draw (Sword)-15 [1]  
Filch-15 [2]  
Forced Entry-17‡ [1]  
Gambling-12 [1]  
Gesture-13 [1]  
Holdout-13 [2]  
Knot-Tying-17§ [1]  
Lockpicking-20‡§ [4]  
Main-Gauche-14 [1]  
Merchant-12 [1]  
Pickpocket-16§ [2]  
Scrounging-16‡ [1]  
Search-14 [2]  
Shadowing-12¶ [2]  
Shortsword-14 [1]  
Sleight of Hand-15§ [1]  
Smuggling-13 [2]  
Stealth-18 [12]  
Streetwise-13 [2]  
Traps-16‡ [4]  
Urban Survival-14 [2]

\* Includes +1 for Perfect Balance.  
† Includes +3 for Flexibility.  
‡ Includes +2 for Widget-Worker.  
§ Includes +2 for High Manual Dexterity.  
¶ Includes -1 for Overweight.



### Equipment

**\$3,000, 47.37 lbs.**  
**(Light encumbrance)**  
Bolts, Fine x15. Damage becomes 1d+4 imp. \$90, 0.9 lb.  
Clothing. \$0, 2 lbs.  
Coins. 1 gold, 5 silver. \$300, 0.12 lb.  
Crossbow Slings x2. Tote loaded pistol crossbows. \$400, 4 lbs.  
Crowbar. \$20, 3 lbs.  
Delver's Webbing. Holds bolts, goat's foot, personal basics, rations, tools. \$160, 3 lbs.  
Elven Rations, 6 meals. \$30, 1 lb.  
Falchion. 1d+2 cut (reach 1) or 1d-3 imp (reach 1). \$400, 3 lbs.  
Goat's Foot. \$50, 2 lbs.  
Light Mail Armor, Body. DR 3/1. \$525, 12.6 lbs.  
Lockpicks, Good. +1 to skill. \$250, 0.5 lb.  
Personal Basics. \$5, 1 lb.  
Pistol Crossbows (ST 15) x2. 1d+3 imp, Acc 1, Range 225/300, Shots 1(20), Bulk -4. \$300, 8 lbs.  
Sai. 1d+1 cr (reach 1) or 1d-1 imp (reach 1). \$60, 1.5 lbs.  
Tinted Goggles. Only worn in combat. \$150, 0.5 lb.  
Trap-Finder's Kit, Good. +1 to skill. \$250, 2 lbs.  
Wineskin. 1 quart water. \$10, 2.25 lbs.

### Design Notes: Puddin' Noddington

Puddin' isn't an antisocial thief who skulks alone; she works best when friends have her back, and has Chummy instead of some standard thief disadvantages. She's also somewhat round (Overweight) due to Laziness. Widget-Worker and High Manual Dexterity make her *DX*-based Traps skill 20 – and when disarming fails, Widget-Worker gives +2 to avoid the consequences! Puddin' loads her pistol crossbows (*slowwwly*) between battles and will shoot both before even considering melee combat, which she avoids if only because her sole armor is a concealed light mail vest. She has exchanged all but one quirk point for \$2,000, much of it in gnomish gadgetry; the last point raised her Crossbow skill.

# SIR YVOR GRYFFYN

## 245-Point Human Knight

Sir Yvor is a bona fide knight of the realm – a warrior from a long line of warriors, all sworn to fight the King’s wars. As there have been few wars of late, Yvor’s liege has set him to clearing monsters from the King’s roads and forests, ostensibly to make the land safer. Yvor’s lord secretly hopes his champion will strike it rich in some dungeon, bring home a storied artifact or two, and elevate his fortunes. Yvor, a man of honor, would pay his liege his due. Shorter term, Yvor’s honor compels him to defend allies and rally them to action when they falter.

**ST** 16 [60]; **DX** 14 [80]; **IQ** 10 [0]; **HT** 13 [30].  
 Damage 1d+1/2d+2; BL 51 lbs.; HP 16 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0].  
 Basic Speed 6.00 [-15]; Basic Move 6 [0]; Move 3.  
 Dodge 8\*; Parry 14\* (Sword), 11\* (Unarmed); Block 12\* (Shield).

### Advantages

Armor Mastery [5]	Rallying Cry [5]
Born War-Leader 2 [10]	Sacrificial Block [1]
Combat Reflexes [15]	Sacrificial Parry [1]
Fearlessness 3 [6]	Shield-Wall Training [1]
High Pain Threshold [10]	Weapon Master
Penetrating Voice [1]	(Longsword) [20]

### Disadvantages and Quirks

Code of Honor (Chivalry) [-15]  
 Obsession (Save a town by slaying a terrible monster) (12) [-5]  
 Sense of Duty (Adventuring Companions) [-5]  
 Sense of Duty (Nation) [-10]

Always roaring *some* kind of battle cry in action. [-1]  
 Believes honor is wisdom – much to the chagrin of high-IQ friends. [-1]  
 Loves armor and overspends on it. [-1]  
 Misuses adjectives (“Fetch my vorpal helmet!”). [-1]  
 Won’t stand for insults to the King. [-1]



### Skills

Armory (Body Armor)-11 [4]  
 Boxing-14 [2]  
 Broadsword-20 [24]  
 Connoisseur (Weapons)-12† [2]  
 Crossbow-16 [4]  
 Fast-Draw (Sword)-15\* [1]  
 Fast-Draw (Two-Handed Sword)-15\* [1]  
 Heraldry-9 [1]  
 Intimidation-9 [1]  
 Knife-14 [1]  
 Leadership-12† [2]  
 Riding (Horse)-13 [1]  
 Savoir-Faire-12† [1]  
 Shield-16 [4]  
 Strategy-11† [2]  
 Tactics-11† [2]  
 Two-Handed Sword-16 [0]  
 Wrestling-14 [2]

\* Includes +1 for Combat Reflexes.  
 † Includes +2 for Born War-Leader.

### Equipment

**\$3,500, 124.46 lbs. (Medium encumbrance)**

Bolts x20. \$40, 1.2 lbs.  
 Clothing. \$0, 2 lbs.  
 Coins. 1 gold, 2 silver. \$240, 0.06 lb.  
 Crossbow (ST 16). 1d+5 imp, Acc 4, Range 320/400, Shots 1(4), Bulk -6. \$150, 6 lbs.  
 Heavy Cloth Armor, Suit. +2 DR as inner layer. \$450, 36 lbs.  
 Hip Quiver. Holds bolts. \$15, 1 lb.  
 Large Shield. DB 3; 1d+1 cr (bash). \$90, 25 lbs.  
 Light Segmented Plate Armor, Suit. DR 3 (total DR 6). \$1,800, 48 lbs.  
 Longsword. 2d+7 cut (reach 1) or 1d+5 imp (reach 1, 2) one-handed, 2d+7 cut (reach 1) or 1d+6 imp (reach 1, 2) two-handed. \$700, 4 lbs.  
 Personal Basics. \$5, 1 lb.  
 Pouch. Holds personal basics. \$10, 0.2 lb.

### Design Notes: Sir Yvor Gryffyn

Weapon Master boosts Yvor’s longsword damage, and lets him attempt Rapid Strike at -3 and multiple parries at a cumulative -2. He parries if possible, saving blocks for allies beside him (Shield-Wall Training, which *also* means his large shield inflicts no -2 to attack) or behind him (Sacrificial Block) – but a longsword’s reach *does* let him invoke Sacrificial Parry for friends two yards distant. Yvor occasionally wields his longsword two-handed at its

default from Broadsword (a respectable 16, or DX+2, with Parry 12\*), and can Fast-Draw it that way. Yvor has sacrificed five quirk points for \$2,500, mostly spent on armor, which gets +1 DR and ignores -1 to DX for layering thanks to Armor Mastery. The common knightly monster-slaying Obsession has been modified to fit Yvor’s backstory. As a knight, Yvor doesn’t carry provisions but has ample funds to *pay* for them.

# ZEPHYRA

## 249-Point Half-Elven Wizard

As much as she hates to admit it, Zephyra fits the half-elf stereotype, boasting an elf's magical talent balanced against a half-breed's social isolation, in an impossibly willowy body topped with improbably flame-colored hair. She prefers to avoid human and elven civilization, devoting her energies to learning about . . . *older* cultures. She's willing to aid any group that offers protection in return for her magic – provided that they don't mind her fits of pique, or ask why most of her spells seem to involve fire and brimstone, pain and withering, burying people alive, and other nastiness.

Zephyra's carved, bejeweled wand is her power item. It holds 4 FP.

**ST** 10 [0]; **DX** 13 [60]; **IQ** 15 [100]; **HT** 11 [10].  
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 12 [-15]; FP 11 [0].  
Basic Speed 6.25 [5]; Basic Move 6 [0]; Move 6.  
Dodge 9; Parry 10 (Wand); Block 10 (Buckler).

### Advantages

Energy Reserve 5 (Magical) [15]  
Language: Elvish (Written) [3]  
Magery 4 [45]

### Disadvantages and Quirks

Bad Temper (9) [-15]  
Obsession (Become immortal, preferably undead) (12) [-10]  
Sense of Duty (Adventuring Companions) [-5]  
Skinny [-5]  
Social Stigma (Half-Breed) [-5]

Alloof during downtime – sits alone and reads. [-1]  
Detests comments about her appearance. [-1]  
Lashes out with magic when angered. [-1]  
Uses a free-to-maintain (1d) Flame Jet as a torch. [-1]  
When dividing treasure, will trade mundane shares for magical at 2:1. [-1]



### Design Notes: Zephyra

As Zephyra's racial template includes Magery 0, she paid 5 fewer points for her Magery – those went toward other advantages. Magery 4 enables her to exploit *Talent and Effect* (**Spells**, p. 11) for 4d Deathtouch and Flame Jet spells, among other things. Zephyra has invested all but one quirk point in more Energy Reserve. That last point fetched \$500, allowing her to have regular gear *and* define her clothing as magical "wizard's robes" bearing a Fortify spell.

### Skills

Alchemy-15 [8]  
Cartography-14 [1]  
Climbing-12 [1]  
Fast-Draw (Potion)-13 [1]  
Fast-Draw (Scroll)-13 [1]  
Hazardous Materials-14 [1]  
Hidden Lore  
(Elder Things)-14 [1]  
Hidden Lore (Lost Civilizations)-15 [2]  
Hidden Lore (Magic Items)-14 [1]  
Hidden Lore (Magical Writings)-14 [1]  
Hidden Lore (Undead)-14 [1]  
Innate Attack (Beam)-15 [4]  
Meditation-14 [2]  
Occultism-15 [2]  
Research-14 [1]  
Shield (Buckler)-15 [4]  
Smallsword-14 [4]  
Speed-Reading-14 [1]  
Stealth-12 [1]  
Teaching-14 [1]  
Thaumatology-16† [1]  
Writing-14 [1]

### Spells†

Agonize-17 [1]  
Clumsiness-17 [1]  
Counterspell-17 [1]  
Create Fire-17 [1]  
Death Vision-17 [1]  
Deathtouch-17 [1]  
Dispel Magic-17 [1]  
Earth to Stone-17 [1]  
Entombment-17 [1]  
Extinguish Fire-17 [1]  
Flame Jet-17 [1]  
Flesh to Stone-17 [1]  
Ignite Fire-17 [1]  
Itch-17 [1]  
Lend Energy-17 [1]  
Pain-17 [1]  
Paralyze Limb-17 [1]  
Purify Air-17 [1]  
Recover Energy-17 [1]  
Seek Earth-17 [1]  
Sensitize-17 [1]  
Shape Earth-17 [1]  
Shape Fire-17 [1]  
Smoke-17 [1]  
Spasm-17 [1]  
Stench-17 [1]  
Stun-17 [1]  
Summon Spirit-17 [1]  
Walk Through Earth-17 [1]  
Wither Limb-17 [1]

† Includes +4 for Magery.

### Equipment

**\$1,500, 19.79 lbs. (No encumbrance)**

Alchemist's Matches. \$15, 0.25 lb.  
Canteen, Full. 1 quart water. \$10, 3 lbs.  
Clothing w. Fortify +1. DR 1. \$1,000, 2 lbs.  
Coins. 2 silver, 5 copper. \$45, 0.14 lb.  
Elven Rations, 6 meals. \$30, 1 lb.  
Paper, 20 sheets. \$20, 1 lb.  
Personal Basics. \$5, 1 lb.  
Pouch. Holds coins, matches, rations. \$10, 0.2 lb.  
Pouch. Holds paper, scribe's kit. \$10, 0.2 lb.  
Scribe's Kit. \$50, 2 lbs.  
Short Staff, Fine, Magic Staff. 1d cr (reach 1) or 1d-2 cr (reach 1). \$90 + \$175 in gems, 1 lb.  
Small Shield, Buckler. DB 1; 1d-2 cr (bash). \$40, 8 lb.

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