

GURPS

Fourth Edition

DUNGEON FANTASY 3™ THE NEXT LEVEL™



By Sean Punch

STEVE JACKSON GAMES

FEAR THE PSIONIC NYMPH BARD-THIEF!

Every dungeon delver knows that piles of gold aren't half as useful as powers, skills, and spells for killing monsters and taking their stuff. And all that raiding earns experience points for even better abilities, making it easier to grab more money and power the next time!

GURPS Dungeon Fantasy 3: The Next Level offers power-ups and advanced options for *Dungeon Fantasy 1: Adventurers* – but it's bursting with goodies that will extend the lifespan of *any GURPS* dungeon-crawl campaign:

- Nonhumans, sub-races, and half-breeds that add up to 37 playable races, including classics like elves and dwarves, and originals like cat-folk, half-spirits, and dragon-blooded.
- Lenses for combining any two templates from *Dungeon Fantasy 1: Adventurers*, giving a total of 110 mixed professions.
- Two new archetypes – the evil cleric and unholy warrior, with their own spells and powers.
- Power-ups both for specific templates and for anyone – notably psionics and spell-archery.
- Advice to the GM on awarding experience points for killing and looting, and on training expenses for learning new abilities in play.

Don't be left behind – you deserve more power!

By Sean Punch

Cover Art by Bob Stevlic

Illustrations by Ed Northcott, Shea Ryan, and Dan Smith



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1ST EDITION, 1ST PRINTING
PUBLISHED AUGUST 2008

ISBN 978-1-55634-789-4



9 781556 347894

\$12.95 **SJG 01-8973**



5 1295

Printed in
the USA

GURPS[®]

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THE NEXT LEVEL[™]



Written by **SEAN PUNCH**

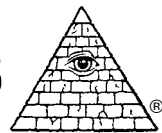
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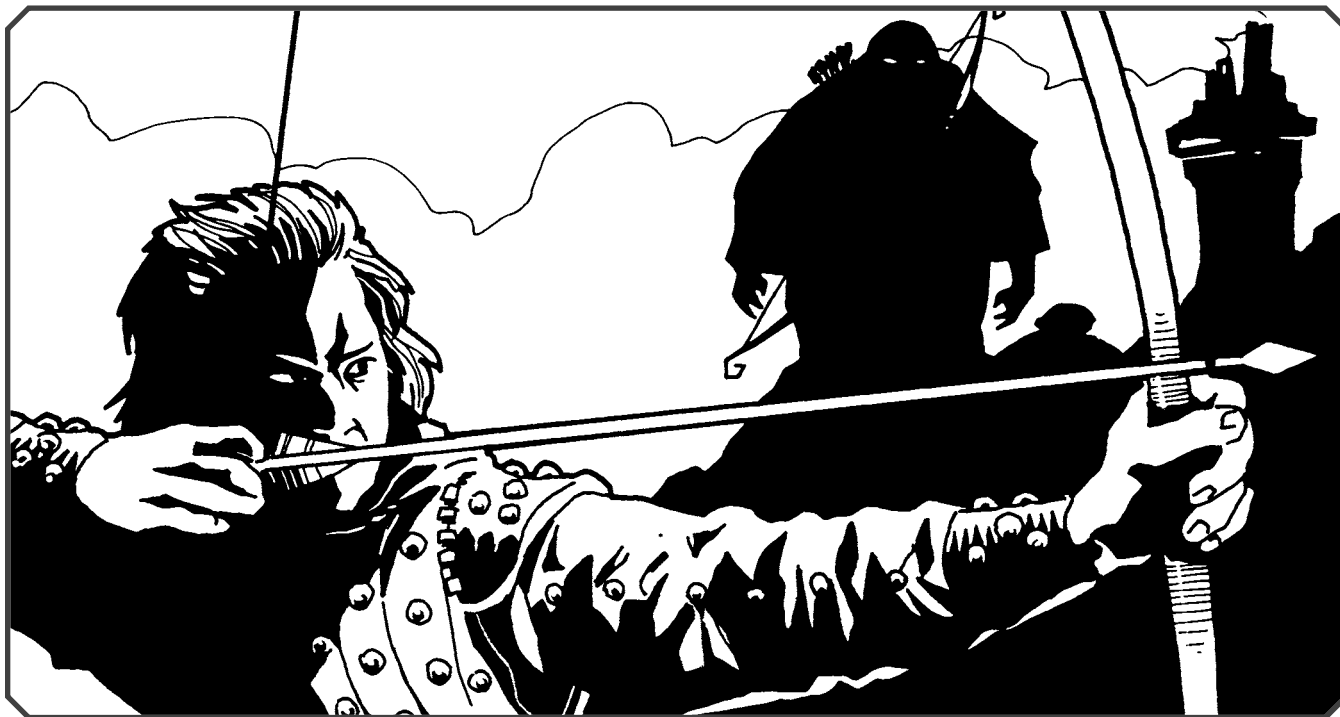
Stock #01-8973

Version 1.1 – August 2008



CONTENTS

INTRODUCTION	3	Minotaur.....	14	Swashbuckler.....	33
1. NONHUMAN RACES	4	Ogre.....	14	Thief	34
Cat-Folk	5	Reptilians	15	Wizard.....	36
Coleopteran	5	Troll.....	16		
Corpse-Eater	5	Wildman.....	16	3. POWER-UPS	38
Dark One	6			Mortal Foe	40
Dwarf	6	2. MIXING PROFESSIONS	17	Psionics.....	40
Elves	6	Barbarian.....	19		
Faerie Folk	8	Bard	20	4. NEW CAPABILITIES	40
Gargoyle.....	9	Cleric.....	22	Spell-Archery	41
Gnome	10	Druid.....	24	Two-Weapon Fighting.....	41
Goblin-Kin	10	Holy Warrior	26	Adding New Abilities.....	42
Half-Spirits.....	12	Knight.....	28		
Halfling.....	14	Martial Artist	29	5. ADVANCEMENT	42
		Scout.....	31	INDEX	44



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INTRODUCTION

In a high-powered game, there should be all manner of expensive options available to soak up points: great wealth, exotic advantages, magic, psionics, powerful racial templates . . . preferably several of these.

– *GURPS Basic Set*

GURPS Dungeon Fantasy: Adventurers and Dungeons support fast, simple games with a limited number of roles, skills, and options for delvers. They ape classic dungeon RPGs, which emphasized killing monsters and taking treasure, not designing characters. Still, complex character concepts with tricky ability mixes have always been an element of hack-and-slash gaming – if only because of the added opportunities for munchkinism!

This is one area where *GURPS* outdoes old-school RPGs. Ultimately, the GM of a *GURPS* dungeon crawl *could* simply say, “Here are your points. Buy stuff. Get back to me when you’re done.” However, such an approach might lead to downright unplayable PCs – or to such extreme munchkinism that only one player has fun. Enter *Dungeon Fantasy 3: The Next Level*.

The goal of *The Next Level* is to support more-complicated but *balanced* PCs – both at the start and after some in-game evolution. Like other *Dungeon Fantasy* titles, it’s simply a play aid, and takes a hack-and-slash approach that won’t suit every fantasy campaign. It describes races only in terms of traits likely to matter on a dungeon crawl. It treats character templates as almost mandatory when *GURPS* normally views them as optional. Most important, it cultivates munchkinism whenever that would be fun!



About the Author

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the *GURPS* Line Editor. Since 1995, he has compiled the two *GURPS Compendium* volumes, written *GURPS Wizards* and *GURPS Undead*, edited or revised over 20 other *GURPS* books, and masterminded rules for dozens more. Most recently, he created the *GURPS Basic Set, Fourth Edition* with coauthor David Pulver, wrote *GURPS Powers* with co-author Phil Masters, and wrote *GURPS Martial Arts* with co-author Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the books that interest you! Go to the book’s web page and look for the “Bibliography” link.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

Hobgoblin

15 points

Choice Professions: Barbarian, Knight.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Hobgoblins are the big, ill-tempered, *stupid* ones that constitute the shock troops of a goblin-kin army. They're tough, strong, and – despite major psychological drawbacks – dangerously strong-willed and alert. They also have boar-like tusks, and like to bite.

Work out a hobgoblin's height and weight as if his ST were *three* levels higher. The average hobgoblin (ST 12) is as big as a ST 15 human: 6'2"-7' and 170-270 lbs.

Attribute Modifiers: ST+2 [20]; IQ-2 [-40]; HT+1 [10].

Secondary Characteristic Modifiers: HP+3 [6]; Will+2 [10]; Per+2 [10].

Advantages: Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10]; Teeth (Fangs) [2].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (12) [-10]; Social Stigma (Savage) [-10].

Orc

15 points

Choice Professions: Barbarian, Knight, Thief.

Marginal Professions: Bard, Cleric, Druid, Wizard.

Orcs are the medium-sized, not-too-stupid ones that bully the other sorts. They're the officers of the goblin-kin legions, inasmuch as that's anything to be proud of. Simple folk often identify *all* goblin-kin as "orcs," which greatly peeves any orcs in earshot. And it's hard to be out of earshot – orcs have twitchy, pig-like ears that hear everything.

Find the height and weight of an orc as if his ST were *two* levels higher. The typical ST 11 orc is as large as a ST 13 human: 5'11"-6'9" and 155-245 lbs.

Attribute Modifiers: ST+1 [10]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: HP+2 [4]; Will+1 [5]; Per+1 [5].

Advantages: Acute Hearing 2 [4]; Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

Disadvantages: Appearance (Ugly) [-8]; Bully (12) [-10]; Social Stigma (Savage) [-10].

Almost Monster

Several races have Social Stigmas and/or below-average Appearance. Some have Odious Racial Habits. In dungeon fantasy, it's reasonable to ask, "Is it fair for a race to get abilities like high ST and Flight in return for reaction penalties?"

Good question!

Appearance and Odious Racial Habits

Racially Unattractive, Ugly, or Hideous looks give -1, -2, or -4, respectively – and Odious Racial Habit gives -1 per -5 points – to all rolls for buying or selling goods, finding backers, or other social activities described in *Dungeon Fantasy 2: Dungeons* as occurring in town. This affects reaction *and* skill rolls. Penalties are cumulative with each other and those for Social Stigmas.

Members of races with such traits also stand out. Apply the same penalties to mundane and *magical* rolls to disguise them as anything but another member of their race, cumulative with the -1/level from Unnatural Features.

Social Stigmas

Racial Social Stigmas give penalties to not only the above skill and reaction rolls, but also those for dungeon negotiations. Apply the *worst applicable penalty in the party*. Stigmas include:

Half-Breed: -1 to reactions and -2 to skill rolls unless the other party is neither human nor whatever your other half is.

Infernal: -2 to reactions and -2 to skill rolls, and *helpful* clerical spells (like healing) work at -3 on you.

Savage: -2 to reactions and -4 to skill rolls except with other savages like you. There's a 6 or less chance you'll be denied entry to town. If so, you *can't* conduct business and must live just as if you were on the road, eating rations and facing random encounters.

Monster: -3 to reactions and -6 to skill rolls except with others of your kind, and a 9 or less chance you'll be denied entry to town.

Nonhuman barbarians should ignore their character template's Social Stigma and select -10 points of other barbarian disadvantages instead. They can't have *two* Social Stigmas.

Similarly, Social Stigma (Infernal) *includes* Social Stigma (Excommunicated), so infernal wizards, evil clerics, and unholy warriors can't take that disadvantage again.

A Monster's Life

The GM is free to make the world *unfair* for races with a total reaction penalty of -3 or worse from Appearance, Odious Racial Habit, and/or Social Stigma (that's coleopterans, corpse-eaters, gargoyles, goblin-kin, half-ogres, minotaurs, ogres, reptilians, and trolls). Some ideas:

- Blessed items won't work for them. Some might *curse* them!
- Elf princesses skip them when distributing quest rewards.
- Enemy archers and wizards target them first.

Every adventure should feature situations where avoiding harm or receiving loot depends on *not* being a monster.



Holy Warrior-Knight

+50 points

There's little difference between this lens and a holy warrior who sticks to his role. "Holy knight" *sounds* cool, though.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: Armoury (Body Armor *or* Melee Weapons) (A) IQ-1 [1]; Connoisseur (Weapons) (A) IQ-1 [1]. • Spend 8 points *total* on Axe/Mace, Bow, Boxing, Broadsword, Polearm, Shortsword, Spear, Sumo Wrestling, or Two-Handed Sword, all (A) DX-1 [1], DX [2], DX+1 [4], or DX+2 [8], and/or combat skills *already* known at the 4-point level or higher, where 4 points give +1 and 8 points give +2.

* Gives +1 to Fast-Draw.

Holy Warrior-Martial Artist

+50 points

Abilities that benefit from the holy warrior's Will and IQ make this mix viable. Simply read "chi" as "religious zeal."

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].*

Skills: Acrobatics (H) DX-1 [2]; Jumping (E) DX [1]. • *Replace* Brawling (E) DX+1 [2] with Karate (H) DX [4]. • *Replace* Wrestling (A) DX+1 [4] with Judo (H) DX [4].

Special Abilities: 10 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

* See *Cleric-Martial Artist* (p. 23) for important notes on disadvantages.

Holy Warrior-Scout

+50 points

Demons may fly – but a holy warrior's Higher Purpose and Shtick work just fine with a bow. A popular lens!

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+2 [8]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per [2]. • Stealth (A) DX-1 [1], or 1 point in existing skill to get Stealth (A) DX [2].

Holy Warrior-Swashbuckler

+50 points

The Higher Purpose bonus stacks with bonuses for Enhanced Parry and Weapon Master, making the holy warrior-swashbuckler Evil's deadliest foe.

Attributes: +1 DX [20].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Enhanced Parry 1 (Weapon of choice) [5]; Weapon Master (Weapon of choice) [20].

Skills: *Either* choose a holy warrior Melee Weapon skill and put 8 more points into it, raising it by +2, *or* add *one* of Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]. • Acrobatics (H) DX-1 [2].

Unholy Warriors

The standard holy warrior template can be perverted to serve Evil, yielding a blackguard known as the *unholy* warrior. To take up arms for Evil, apply the lens below to the holy warrior template.

Unholy Warrior

+0 points

Advantages: Replace Higher Purpose (Slay Demons *or* Slay Undead) [5] with Higher Purpose (Slay Servitors of Good)† [5]. • All Holiness, basic or added, becomes Unholiness. • Change Shtick (Foes slain personally can't rise as undead) [1] to Legionary of the Damned‡ [1]. • Swap all points in Holy abilities for the same number of points in Unholy abilities (p. 41). • In advantage options, *replace* Higher Purpose (different from first) [5] with Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7].

Disadvantages: Replace this entire section with: Social Stigma (Excommunicated)§ [-10]. • Another -15 points chosen from among Bad Temper [-10*], Gluttony [-5*], Greed [-15*], Jealousy [-10], Laziness [-10], Lecherousness [-15*], or Selfish [-5*]. • A further -15 points chosen from among the previous traits or Bloodlust [-10*], Bully [-10*], Callous [-5], Code of Honor (Pirate's) [-5], Compulsive Lying [-15*], Fanaticism [-15], Intolerance ("Good" religions) or (All other religions) [-5 or -10], Overconfidence [-5*], or Stubbornness [-5].

Skills: Unholy warriors prefer Physiology and Psychology skills for *good* creatures or humans (torture and manipulation). • Replace Esoteric Medicine (Holy) (H) Per-2 [1] with Poisons (H) IQ-2 [1].

* Multiplied for self-control number; see p. B120.

† Gives +1 to attack, damage, defense, and resistance rolls vs. angels and celestials, artifacts of Good, and good clerics and holy warriors.

‡ *Legionary of the Damned:* You can safely wield artifacts cursed by evil gods (but *not* by wizards!).

§ See note under *Evil Clerics* (p. 23).

New Horizons for Unholy Warriors

After adding this lens to the holy warrior template, you can apply any lens meant for holy warriors – *except* holy warrior-cleric – and become an unholy warrior-wizard or whatever. To create an unholy warrior-evil cleric, simply buy the holy warrior-cleric lens and interpret everything Holy as Unholy.

The Legions of Evil Want YOU!

Anyone but a holy warrior or a good cleric can take up the sword of Evil. Start with your template's holy warrior lens, but make *all* the changes noted above for the unholy warrior. In particular, replace its required disadvantage with Social Stigma (Excommunicated) and swap Esoteric Medicine for Poisons.

CHAPTER FOUR

NEW

CAPABILITIES

Several popular fantasy-game abilities suit many templates but don't appear on *any* of them. At the GM's option, any of the following might be available – at character creation and/or in play – to anyone with the points and prerequisites.

MORTAL FOE

5 points/class

Prerequisite: Combat skill at 20+.

Some adventurers are exceptionally effective at fighting a particular class of beings. This could be due to special training (“I’m a card-carrying Golem Hunter for the Wizards’ Guild.”), growing up in a rough area (like Hell), or good old hate. Anyone who masters a combat skill – that means skill 20+ – can buy Higher Purpose [5] to reflect this.

This advantage gives +1 on *all* rolls – attacks, defenses, damage, resistance, spells, Traps, etc. – to defeat one specific category of creatures. Valid classes are Constructs, Demons, Dire Animals, Elder Things, Elementals, Faeries, Hybrids, and Undead, all as defined in *Dungeon Fantasy 2: Dungeons*. Every *two* combat skill levels past 20 allow another Higher Purpose (for 5 points more).



Holy warriors may purchase Higher Purpose (Slay Demons) and/or (Slay Undead) regardless of skill level. For them, these rules apply only to *other* classes of foes.

PSIONICS

Cheesy psi powers are a hack-and-slash tradition! The powers in the *Basic Set* aren't especially suitable for delvers, though. Psionic adventurers should use this new power instead. They *must* buy Unusual Background (Psionic) [10] first – mostly to balance the fact that psi bypasses magic and frequently has unintended consequences.

Power Modifier: Psionics

-10%

Psi abilities require 1 FP to activate for a minute and 1 FP/minute to maintain – or 1 FP per *attack*, for Mind Blast. Using such gifts attracts psionic monsters. The GM will roll 3d every time you activate psi abilities and after each battle in which you use Mind Blast. On 6 or less, Astral Things (treat as insubstantial spirits for the purpose of what affects them), mindwarper, or something similar will strike. The odds rise to 9 or less if such monsters are already present in the dungeon!

Psionics Abilities

Clairsentience (PM, -10%) [45]; Damage Resistance 1 to 6 (Limited, Psi*, -20%; PM, -10%) [4 to 21]; Detect (Psionics; PM, -10%) [9]; Mind Blast† [29]; Mind Control (PM, -10%) [45]; Mind Reading (PM, -10%) [27]; Mind Shield 1 to 6 (Limited, Psi*, -50%; PM, -10%) [2 to 10]; Psychometry (PM, -10%) [18]; Scanning Sense (Para-Radar; PM, -10%) [36]; Telecommunication (Telesend; PM, -10%) [27]; and Telekinesis 1 to 10 (PM, -10%) [5 to 45].

* Limited, Psi means DR *only* works against psionic attacks like the mindwarper's psychokinetic lash, and Mind Shield only helps vs. things like Mind Blast.

† *Mind Blast:* Take an Attack maneuver and roll a Quick Contest of Will, at -1/yard, against your foe's Will. Victory stuns him for 3 seconds; he may try a Will roll every 3 seconds to recover. Victory by 5+ knocks him out for *minutes* equal to triple the margin. This is Affliction 1 (Based on Will, +20%; Extended Duration, 3x, +20%; Malediction 1, +100%; No Signature, +20%; PM, -10%; Secondary Unconsciousness, +40%) [29].

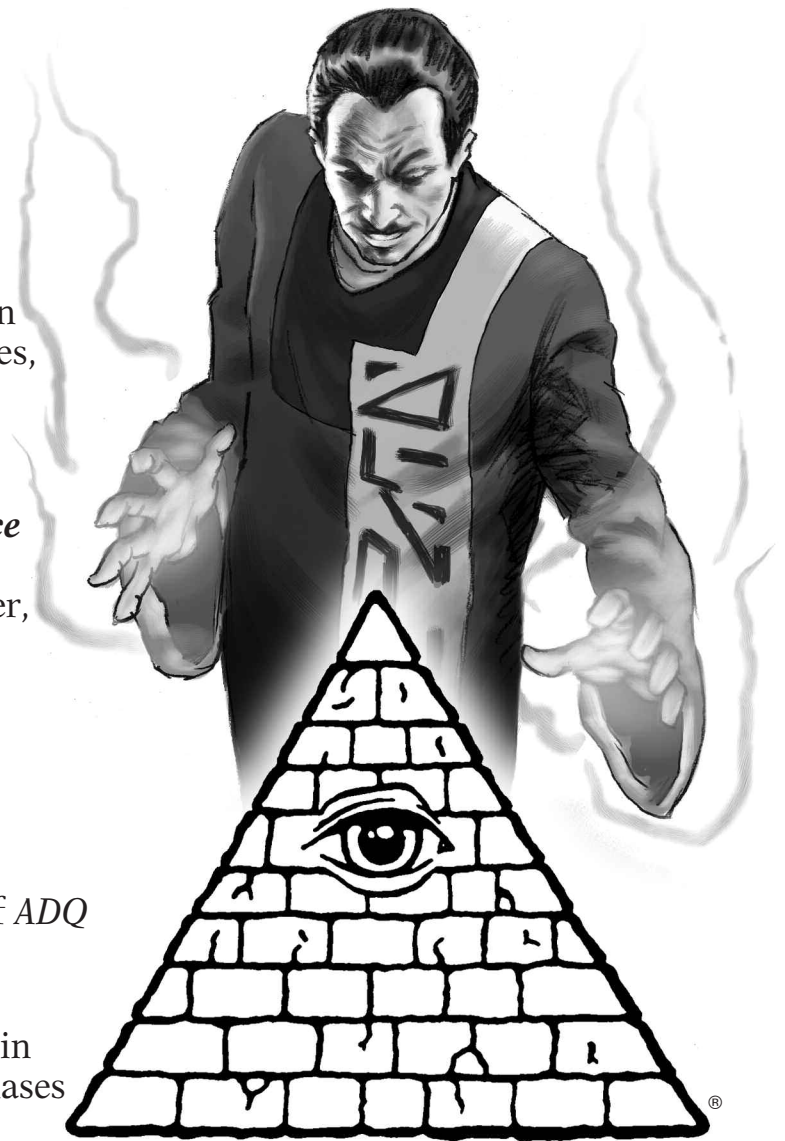
INDEX

- 0-point races, 10, 14; *goblin*, 10; *halfling*, 14.
- 15-point races, 11, 16; *hobgoblin*, 11; *orc*, 11; *wildman*, 16.
- 20-point races, 5-10, 16; *corpse-eater*, 5; *dark one*, 6; *dwarf*, 6; *faun*, 8; *gnome*, 9; *half-elf*, 7; *half-orc*, 10; *high elf*, 7; *leprechaun*, 9; *mountain elf*, 7; *nymph*, 9; *sea elf*, 7; *shadow elf*, 7; *troll*, 16; *wood elf*, 8.
- 25-point races, 7, 9; *gargoyle*, 9; *pixie*, 9; *winged elf*, 7.
- 30-point races, 15; *dragon-blooded*, 15; *lizard man*, 15.
- 40-point races, 5, 14; *cat-folk*, 5; *minotaur*, 14; *ogre*, 14.
- 75-point races, 5, 12-13; *air-infused*, 13; *celestial*, 12; *coolepteran*, 5; *earth-infused*, 13; *elder-spawn*, 12; *fire-infused*, 13; *infernal*, 12; *water-infused*, 13.
- Advantages, 20, 39-42; *Bard-Song Talent*, 20; *Bardic Magery*, 20; *Energy Reserve*, 39; *Mortal Foe*, 40; *Two-Weapon Fighting*, 41-42.
- Air-infused, 13.
- Alchemy, 18.
- Appearance, Hideous, 5, 14-15.
- Armor, 8, 14; *ogre*, 14; *tiny*, 8.
- Backstabbing, *ranged*, 35.
- Banestorm, 5.
- Barbarian choice races, 5-6, 8-12, 14-16; *corpse-eater*, 5; *dragon-blooded*, 15; *half-ogre*, 15; *half-orc*, 10; *coolepteran*, 5; *dwarf*, 6; *faun*, 8; *gargoyle*, 9; *goblin*, 10; *hobgoblin*, 11; *infernal*, 12; *lizard man*, 15; *minotaur*, 14; *ogre*, 14; *orc*, 11; *wildman*, 16.
- Barbarians, 19-20, 38; *lenses*, 19-20.
- Bard choice races, 7-9; *faun*, 8; *high elf*, 7; *nymph*, 9.
- Bard-Song Talent, 20.
- Bardic Magery, 20.
- Bardic skills, 18.
- Bards, 20-22, 38; *lenses*, 20-22.
- Better Power Items, 6.
- Born Biter, 15.
- Brotherhood of Ghouls, 6.
- Call of the Wild, 16.
- Campaign power level, 4.
- Cat-folk, 5.
- Celestial Nimbus, 12.
- Celestial, 12.
- Changing professions, 42.
- Chi skills, 18, 31; *with weapons*, 31.
- Choice professions, 5.
- Cleric choice races, 6, 9, 12; *elder-spawn*, 12; *celestial*, 12; *dark one*, 6; *dwarf*, 6; *gnome*, 9.
- Clerics, 22-24, 38; *evil*, 23-24; *evil spells*, 24; *lenses*, 22-24.
- Coleopteran, 5.
- Corpse-eater, 5-6.
- Dark One, 6.
- Divine Gifts, 12.
- Dragon-blooded, 15.
- Dread Touch, 41.
- Drench, 13.
- Druid choice races, 6-9, 13; *earth-infused*, 13; *dark one*, 6; *faun*, 8; *gnome*, 9; *high elf*, 7.
- Druids, 18, 24-25, 38; *lenses*, 24-25.
- Dwarf, 6.
- Dwarven Gear, 6.
- Earth-infused, 13.
- Elder Gift Talent, 6, 12.
- Elder things, 6, 12.
- Elder-spawn, 12.
- Elemental races, 13.
- Elven Gear, 6.
- Elves, 6-8; *best-tasting*, 8.
- Energy Reserve, 39.
- Esoteric Medicine specialties, 18.
- Evil, 23-24, 27, 41; *clerics*, 23-24; *evil spells*, 24; *Unholy Might*, 41; *unholy warriors*, 27.
- Expenses, training, 43.
- Faerie folk, 8-9; *gear*, 8.
- Fantasy, 5.
- Faun, 8.
- Fire-infused, 13.
- Flaming Fingers, 13.
- Flaming Hair, 13.
- Forbidden templates, 5.
- Forest Guardian Talent, 7.
- Gargoyle, 9.
- Gear, 8, 14, 21, 23; *boffer arrows*, 23; *bow-harp*, 21; *ogre*, 14; *tiny*, 8.
- Giant Weapons, 10, 14.
- Gnomes, 8, 10; *tiny gear*, 8.
- Goblin-kin, 10-11.
- Goblins, 10.
- Half-elves, 7.
- Half-ogres, 15.
- Half-orcs, 10.
- Half-spirits, 12-13.
- Halfling Marksmanship Talent, 14.
- Halflings, 14; *tiny gear*, 8.
- Herb Lore, 18.
- Hobgoblin, 11.
- Holy warrior choice races, 6, 12; *celestial*, 12; *dwarf*, 6.
- Holy warriors, 25-28, 38, 41; *evil*, 27; *lenses*, 25-28; *Unholy Might*, 41.
- Improving characters, 18.
- Infernal Gifts, 13.
- Infernal, 12.
- Infused, 13.
- Knight choice races, 5-6, 9-12, 14-16; *coolepteran*, 5; *corpse-eater*, 5; *dragon-blooded*, 15; *dwarf*, 6; *gargoyle*, 9; *goblin*, 10; *half-ogre*, 15; *half-orc*, 10; *hobgoblin*, 11; *infernal*, 12; *lizard man*, 15; *minotaur*, 14; *orc*, 11; *wildman*, 16.
- Knights, 28-29, 39; *lenses*, 28-29.
- Lenses, 17-37; *interpreting*, 18.
- Leprechaun Charms, 9.
- Leprechauns, 9; *tiny gear*, 8.
- Leveling, 38-39, 42-43.
- Lizard men, 15.
- Marginal professions, 5.
- Martial artist choice races, 5, 8, 13; *air-infused*, 13; *cat-folk*, 5; *fire-infused*, 13; *water-infused*, 13; *wood elf*, 8.
- Martial artists, 29-31, 39; *lenses*, 29-31.
- Mind Blast, 40.
- Minotaurs, 14.
- Monster races, 11.
- Mortal Foe, 40.
- Niche protection, 17.
- Night-Adapted Vision, 16.
- Ninja, 31, 35.
- Nymphs, 9.
- Ogres, 14-15.
- Orcs, 11.
- Perks, 6, 9-10, 12-14, 16; *Better Power Items*, 6; *Brotherhood of Ghouls*, 6; *Call of the Wild*, 16; *Celestial Nimbus*, 12; *Divine Gifts*, 12; *Drench*, 13; *Dwarven Gear*, 6; *Elven Gear*, 6; *Flaming Fingers*, 13; *Flaming Hair*, 13; *Giant Weapons*, 10, 14; *Infernal Gifts*, 13; *Leprechaun Charms*, 9; *Pixie Shot*, 9; *Puff of Air*, 13; *Stone Fist*, 13; *Stony*, 9.
- Pickaxe Pendant Talent, 6.
- Pixie Shot, 9.
- Pixies, 9; *tiny gear*, 8.
- Points, budgeting and, 4-5, 17-18.
- Power level, 4.
- Powers, 40-41; *Psionics*, 40-41; *Unholy Might*, 41.
- Power-ups, 38-39, 42-43.
- Professions, changing, 42.
- Psionics, 40-41.
- Puff of Air, 13.
- Races, 4-16; *from other books*, 5; *with negative reaction modifiers*, 5-7, 9-12, 14-16.
- Religious Ritual specialties, 18.
- Reptilians, 15.
- Roles, 17.
- Scout choice races, 5, 7-7, 13-16; *air-infused*, 13; *cat-folk*, 5; *faun*, 8; *fire-infused*, 13; *half-elf*, 7; *halfling*, 14; *lizard man*, 15; *mountain elf*, 7; *sea elf*, 7; *shadow elf*, 7; *troll*, 16; *water-infused*, 13; *wildman*, 16; *winged elf*, 7; *wood elf*, 8.
- Scouts, 31-32, 39; *lenses*, 31-32.
- Skills, 18, 31; *bardic*, 18; *chi and weapons*, 31; *chi*, 18; *combining templates and lenses*, 18.
- Social Stigmas, 6-7, 10-12, 14-16; *Half-Breed*, 7; *Infernal*, 12; *Monster*, 6, 14-16; *Savage*, 10, 15-16.
- Spell-Archery, 41.
- Stone Fist, 13.
- Stony, 9.
- Swashbuckler choice races, 5, 9, 12-13; *air-infused*, 13; *cat-folk*, 5; *coolepteran*, 5; *corpse-eater*, 5; *fire-infused*, 13; *infernal*, 12; *leprechaun*, 9; *water-infused*, 13.
- Swashbucklers, 33-34, 39; *lenses*, 33-34.
- Talents, 6-7, 10, 12, 14; *Elder Gift*, 6, 12; *Forest Guardian*, 7; *Halfling Marksmanship*, 14; *Pickaxe Pendant*, 6; *Widget-Worker*, 10.
- Templates, 4-5; *choice*, 5; *forbidden*, 5; *marginal*, 5; *overlapping*, 4-5; *racial*, 4.
- Theology specialties, 18.
- Thief choice races, 5-14, 16; *air-infused*, 13; *cat-folk*, 5; *dark one*, 6; *earth-infused*, 13; *elder-spawn*, 12; *gnome*, 9; *goblin*, 10; *half-orc*, 10; *halfling*, 14; *leprechaun*, 9; *mountain elf*, 7; *orc*, 11; *pixie*, 9; *shadow elf*, 7; *troll*, 16; *winged elf*, 7; *wood elf*, 8.
- Thieves, 34-36, 39; *lenses*, 34-36.
- Training, 43.
- Trolls, 16.
- Two-Weapon Fighting, 41-42.
- Unholy Might, 41.
- Unholy warriors, 27.
- Water-infused, 13.
- Weapons, *tiny*, 8.
- Widget-Worker Talent, 10.
- Wildman, 16.
- Wings, 7.
- Wizard choice races, 6-9, 12; *dark one*, 6; *elder-spawn*, 12; *gnome*, 9; *half-elf*, 7; *leprechaun*, 9; *mountain elf*, 7; *pixie*, 9; *sea elf*, 7; *shadow elf*, 7; *winged elf*, 7; *wood elf*, 8.
- Wizards, 36-37, 39; *lenses*, 36-37.

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