

**GURPS**

Fourth Edition

# DUNGEON FANTASY™ 11

## POWER-UPS™



Written by **SEAN PUNCH**

Illustrated by **SCOTT COOPER, DAVID DAY, and ED NORTHCOTT**

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*Amazing power-ups for every character.*

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GURPS System Design ■ STEVE JACKSON  
 GURPS Line Editor ■ SEAN PUNCH  
 Managing Editor ■ PHILIP REED  
 Assistant Managing Editor ■  
 MONICA STEPHENS

Page Design ■ PHIL REED and  
 JUSTIN DE WITT  
 Art Director ■ WILL SCHOONOVER  
 Production Artist & Indexer ■ NIKOLA VRTIS  
 Prepress Checker ■ MONICA STEPHENS

e23 Manager ■ STEVEN MARSH  
 Marketing Director ■ PAUL CHAPMAN  
 Director of Sales ■ ROSS JEPSON  
 GURPS FAQ Maintainer ■  
 VICKY "MOLOKH" KOLENKO

*Additional Material:* Peter V. Dell'Orto, Jason "PK" Levine, and Phil Masters

*Reviewers:* Jason "PK" Levine and Steven Marsh

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# INTRODUCTION

Given the chance, some players will spend points without regard for their characters' origins and stated goals. Of course, when a player asks to use bonus points to buy a wholly inappropriate ability, you can always say "no." But there are other options . . .

– *GURPS Basic Set*

*GURPS Dungeon Fantasy 3: The Next Level* introduced the concept of *power-ups*: "high-level" abilities on which delvers can spend hard-earned points. *Dungeon Fantasy 11: Power-Ups* continues this trend, offering adventurers entirely new ways to become more awesome! The GM may sell these, too, for points – or he might award them in lieu of points, perhaps even as consequences of wishes or divine favor. Like the treasures in *Dungeon Fantasy 8: Treasure Tables*, then, power-ups can serve as both rewards and purchases of sorts.

## PUBLICATION HISTORY

Power-ups from *GURPS Dungeon Fantasy 3: The Next Level* – about a page of text – are folded into this work for completeness' sake. You might also recognize a few perks from

*GURPS Power-Ups 2: Perks*, *GURPS Psionic Powers*, or *GURPS Thaumatology: Magical Styles*, albeit modified for *Dungeon Fantasy*. Finally, many power-ups are built from traits described elsewhere, primarily in *GURPS Martial Arts*, *GURPS Powers*, and *GURPS Thaumatology*. We haven't reprinted such building blocks verbatim; we've just given the rules needed to use the end product. You don't need any of those supplements to use this one!

## ABOUT THE AUTHOR

Sean "Dr. Kromm" Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects between 1995 and 2002. In 2004, he produced the *GURPS Basic Set*, *Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell'Orto), and the *GURPS Action*, *GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing.

Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, 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

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

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*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

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.

"Ye can have a shark as yer holy paladin mount?!?"

"Sure. They eat devilfish, mostly."

– Rich Burlew,  
*Order of the Stick*

## Advantages

Most advantage power-ups are exceptions to the rules governing traits available after character creation – from fairly mundane but normally inborn capabilities that appear on one’s character template to gifts that aren’t otherwise options for *any Dungeon Fantasy* race. Examples include:

- *Higher-than-usual advantage levels.* The most common examples here are Talents. The **Basic Set** limits Talents to four levels. Allowing five or more levels enables a delver to become proficient at several skills important to his profession while spending fewer points than his associates in other careers to which such expertise is less crucial. This applies equally to

advantages that aren’t Talents but which function similarly; e.g., High Manual Dexterity.

- *Mundane advantages normally off-limits in **Dungeon Fantasy**.* Especially *social* advantages! In a world where “society” means “where we drink, shop, and sell loot,” a social advantage that gives a delver a concrete edge at *adventuring* makes an excellent power-up.

- *Cinematic advantages.* Such traits aim to help PCs emulate the heroics of specific fictional archetypes, so they’re among the most fitting of power-ups for templates that match those roles.

- *Exotic or supernatural advantages.* Often, these are new abilities for existing powers: Bard-Song, Chi Mastery, Druidic Arts, Holy Might, etc. A wizard’s aptitude for magic is *effectively* a power, the abilities of which are advantages that have the Mana Sensitive limitation (-10%). In the larger-than-life reality of **Dungeon Fantasy**, certain unrealistic advantages might represent entirely *mundane* training, given appropriate modifiers and a suitable interpretation. And a few such gifts simply fit an archetype so well that they get a pass even though a hardnosed interpretation of advantage categories would forbid them!

- *Revamped advantages.* Replacing one or two features of an existing advantage with others of comparable scope can result in something that feels very new and fits a particular profession’s niche.

- *All-new advantages.* These are most often new Talents – but advantages pulled from elsewhere in **GURPS** (e.g., Leech, from **GURPS Powers**) also make nice discoveries for advanced adventurers.

## Material Power-Ups

An obvious omission here is *items* as power-ups. This might seem a serious oversight. After all, **Dungeon Fantasy** is inspired by old-school fantasy RPGs and computer games, which often feature entire *classes* (professions) designed around equipment, with “leveling up” bringing ever-improving gear.

The problem is that **GURPS** rarely treats equipment as part of the character. With two exceptions, everything is “easy come, easy go.” This goes double for delvers, who might find a Katana o’ Killing on one adventure, only to lose it forever down a spider-hole the next (or discover that it dissolves in sunlight).

Exceptions are superhero gadgets – which don’t apply here – and Signature Gear (**Adventurers**, p. 23). The GM may allow Signature Gear as a power-up. If an item could be bought for coin, then the GM can let heroes acquire it in town by paying points *instead*: 1 point per \$500 or fraction thereof. However, the GM is under no obligation to be harder on owners of found items in order to placate players who paid points for Signature Gear! In this case, the points bought the promise of something specific more so than security.

The best artifacts and magic items – like those in **40 Artifacts** and **Treasure Tables** – are more troublesome. Some have such high prices that the Signature Gear costs would be nuts. Others lack price tags altogether! If the GM wants to make such goods available for points (e.g., a cleric can buy sacred artifacts for points at his temple; see **Clerics**, pp. 33-36), he can forbid new Signature Gear in play and adapt *Gadgets Require an Unusual Background* (p. B477) instead.

With this change, the item’s *best* property determines the base point cost of Unusual Background (Artifact) – equivalent to Unusual Background (Invention) – as follows:

- *Property no better than that of mundane gear (ordinary armor, weapon, lantern, etc.):* 5 points.
- *Property no better than that of exceptional nonmagical gear (fine-quality item, high holy symbol, meteoric iron or orichalcum weapon, etc.):* 15 points.
- *Property no better than that of enchanted item from **Dungeon Fantasy 1**:* 30 points.
- *Property well beyond anything in **Dungeon Fantasy 1**, or cosmic:* 50 points.

If the thing has several distinct properties, start with the best and add 1/5 the value of the others. For instance, a cosmic item (50 points) with three 15-point properties would cost  $50 + (3 \times 15/5) = 59$  points. Final cost shouldn’t exceed that to buy equivalent benefits as innate abilities.

All of this assumes *portable* equipment: armor, weapons, tools, etc. Vehicles (flying ships, teleporting wardrobes, etc.) capable of transporting the entire party should cost at least double the points, if allowed. Buildings and property – from gazebos to castles – are beyond the scope of these rules. To handle them, add Status to the campaign and make society more complex than “town.”

In summary, while **Dungeon Fantasy** aims to be prescriptive to speed play and avoid arguments, this issue *demand*s GM judgment!

## Enhancements

**Dungeon Fantasy** doesn’t encourage complicated power-building, but there are times when an advantage requires modifiers to better suit a profession or a power, or dungeon-delving in general; see *Combination Power-Ups* (p. 7). Another option is the power-up that adds an enhancement to a trait the delver *already* has, giving him a capability that’s as interesting and as useful as a whole new advantage.

## Perks

Many “important” abilities of fictional heroes – or of entire classes of delvers in other fantasy RPGs – amount to perks. One particularly versatile perk often appears as *part* of a power-up:

*Unique Technique:* Lets a delver buy a technique (p. 7) that offers a whole new way to use a skill or removes a major skill penalty, but that would otherwise be off-limits.

## HOLY WARRIORS

Holy warriors get a mix of combat-related and clerical power-ups. They have access to everything on their template and in the Holy Might power (or a similar power granted by their deity, if using *Clerics*), plus these choices described in *The Next Level*:

- Blessed 1-6 (Heroic Feats; Holy, -10%) [9/level], maximum +2d to each of ST, DX, and HT.
- Enhanced Block up to 2 [5/level].
- Enhanced Parry (One Melee Weapon skill) up to 2 [5/level].
- Extra Attack 1 [25].
- Extraordinary or Ridiculous Luck [30 or 60].
- Higher Purpose up to 3 [5/level].
- Holiness up to 6 [5/level].
- Wild Talent (Focused, Clerical, -20%; Holy, -10%) [14/level], with *no* upper limit.

Two additional basic power-ups not mentioned elsewhere also suit the profession:

- Allies (Animal companion of equal points; 12 or less; Holy, -10%; Summonable, +100%) [19] or (15 or less) [29]. This works like a divine servant, but is a mount or a hound; see *Allies*, p. 13.
- Will up to 25 *before* racial modifiers [5/level], improving Exorcism, Intimidation, and Meditation, and greatly assisting True Faith.

### Close to Heaven

5 points/level

See the power-up of this name under *Clerics* (p. 22).

### New Realm

Variable

This is essentially the same power-up noted under *Clerics* (pp. 22-23). The difference is that instead of adding Power Investiture levels that come with access to several spell lists and sacred powers, it adds Holiness levels and access only to additional powers. Thus, the “startup cost” is just 5 points and Holiness in each new realm costs 1 point/level. The holy warrior must buy at least Holiness 1 in a new realm, but can’t exceed his Holiness level with his primary one.

**Advantages:** Holiness [5/level] as an alternative ability, for 1 point/level; Unusual Background (Champion of multiple gods) [5].

### Retribution

40 points

See the power-up of this name under *Clerics* (p. 23).

### Shield of Faith

30 points

See the power-up of this name under *Clerics* (pp. 23-24).

## INNKEEPERS

Innkeepers – from *Taverns*, p. 8 – are somewhat tongue-in-cheek, even for *Dungeon Fantasy*. If one is played as a serious PC, though, he can work toward everything on his template, plus these basic power-ups, which reflect a true generalist:

- Any *one* of ST, DX, IQ, or HT up to 25 *before* racial modifiers. Pick what you’re famous for: power, speed, wits, or an indestructible constitution.
- Charisma [5/level], with *no* upper limit.
- Resistant to Poison (+8) [7] or even Immunity to Poison [15]. (Okay, *this* power-up is about absorbing intoxicants, not being a generalist!)
- Smooth Operator up to 6 [15/level], which aids Carousing, Detect Lies, Diplomacy, Fast-Talk, Intimidation, Leadership, Sex Appeal, and Streetwise – all vital to the trade!
- Wealth up to Very Wealthy [30], making you *incredibly* good at fencing loot in town; see *Adventurers*, p. 23.
- Wild Talent [20/level], with *no* upper limit.

The GM with a good sense of humor might also allow Weapon Master (Improvised Weapons) [40]!

### Artifact Lore

25 points

See the power-up of this name under *Artificers* (p. 17).

### Jack of All Trades

10 points/level

This special “Talent” works differently from most. You have *no* bonus at all on skills you actually *know*, but when you roll at default for any skill that permits such a roll, add your Talent (maximum *three* levels – not four) to your effective level! This doesn’t make it any cheaper or faster to learn skills, or give any kind of reaction bonus.

**Attributes:** DX +1 to +3 (Only for defaults, -80%) [4/level]; IQ +1 to +3 (Only for defaults, -80%) [4/level]; HT +1 to +3 (Only for defaults, -80%) [2/level].

### Piecemeal Knowledge

1 point/skill

Innkeepers are good listeners who often receive not just coin but information as tips. Each Piecemeal Knowledge perk you buy lets you pick a skill reserved for another profession from among Esoteric Medicine (any), Exorcism, Herb Lore, Hypnotism, chi skills without *other* such skills as prerequisites (e.g., Power Blow and Pressure Points are fine, but not Flying Leap or Pressure Secrets), and spells that lack prerequisites (which includes many useful tricks, like Climbing, Haste, and Sense Foes). Provided that you meet the skill’s *mundane* prerequisites – minimum IQ, weapon skill levels, etc. – then you may learn and use that skill normally as a power-up!

### Street-Smart

5 points/level

See the power-up of this name under *Thieves* (p. 35).



# RACIAL POWER-UPS

These options are specific to members of particular races. Belonging to a race acts as an Unusual Background granting access to its power-ups. The GM may make exceptions, but these should be rare – however much you *want* a fire-infused power-up, it's likely impossible if neither of your parents was a fire elemental!

Players *do* have to pay attention to the specific stats here. These often alter the fine details of racial templates.

*That's one reason why most humans hardly ever see them. The other is that humans are very good at not seeing things they know aren't there.*

– Terry Pratchett, *Wings*

## AIR-INFUSED

Air-infused built using the optional rules on p. 6 of *Clerics* may purchase a new perk – Elemental Gifts – either at character creation or as a power-up. After that, they can buy air-themed abilities from sacred powers as power-ups. Those who aren't holy folk *can't* acquire Druidic Talent, Holiness, or Unholiness, though, or claim a discount for a power modifier. This option more-or-less requires *Clerics*; the abilities on p. 22 of *Adventurers* aren't especially “airy.”

### Call of the Wind

Air-infused can, with practice, awaken their inner elemental. This power-up has three levels, which must be taken in order. Each *includes* the previous level.

#### Call of the Wind 1

5 points

The initial consequence of exercising your elemental heritage is simply being less prone to the mundane health problems of mortals (extra +5 to resist disease and poison).

**Advantages:** Resistant to Metabolic Hazards (+8) [15] replaces Resistant (+3) [10], for 5 points.

#### Call of the Wind 2

15 points

As you grow closer to your elemental side, you're *also* less bothered by howling winds, lightning, and similar things that worry mortals (total DR 9 vs. such threats).

**Advantages:** Call of the Wind 1 [5]; Damage Resistance 9 (Limited, Air and Weather, -40%; Mana Sensitive, -10%) [23] replaces DR 5 [13], for 10 points.

#### Call of the Wind 3

25 points

The forces of Air are your constant allies, enabling you to truly fly (Air Move is twice Basic Speed).

**Advantages:** Call of the Wind 2 [15]; Flight (Mana Sensitive, -10%) [36] replaces Catfall [9] *and* Walk on Air [18], for 9 points; Reputation +4 (Air Elementals) [6] replaces Reputation +3 [5], for 1 point.

## CAT-FOLK

Cat-folk may buy these remarkable “cat-like” traits as power-ups *regardless* of profession:

- Discriminatory Hearing [15].
- Perfect Balance [15].
- Silence 1 or 2 [5 or 10].
- Speak with Animals (Specialized, Felines, -60%) [10].
- Temperature Tolerance 1-3 [1/level]. This means thicker and/or longer fur. The GM may require the cat-person to survive some sort of arctic adventure before allowing it.

## CELESTIALS

As guaranteed by a racial perk, celestials can add their “divine gifts” at any time as power-ups, and the GM should normally allow this. These traits are:

- Doesn't Breathe [20].
- Doesn't Eat or Drink [10].
- Doesn't Sleep [20].
- Extra Life [25/level].
- Flight (Winged, -25%) [30].
- Immunity to Metabolic Hazards [30].
- Temperature Tolerance [1/level].
- Walk on Air [20].
- Walk on Liquid [15].

Celestials built using the optional rules on p. 6 of *Clerics* – that is, those taking Holy Might or Unholy Might abilities as their divine gifts – may acquire further such abilities as power-ups *instead* of the above advantages. Gamers without *Clerics* can still use this option; just replace the divine gifts list with the Holy abilities on p. 22 of *Adventurers*. Either way, these traits lack power modifiers when bought by celestials who aren't also clerics or holy warriors.

Celestials can also purchase Holiness 1-3 [5/level], even if they aren't clerics or holy warriors. This *doesn't* give access to Holy Might abilities unless the celestial took those instead of regular divine gifts, or is actually a cleric or a holy warrior. By itself, Holiness lets you detect curses (*Dungeons*, p. 9), sense blessed/cursed items (*Dungeons*, p. 14), and succeed marginally more often at desperate prayer (*Dungeons*, p. 15).

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