

**GURPS**

Fourth Edition

# DUNGEON FANTASY™ 13

## LOADOUTS™



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Reviewer: Jason "PK" Levine

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# INTRODUCTION

If you accumulate a **lot** of gear, consider keeping it on a separate sheet.

– *GURPS Basic Set*

One of the great tropes of adventure fiction is the arming scene: a detailed description of the hero preparing his gear for battle. Sir Gawain gets one in *Sir Gawain and the Green Knight*; several Classical heroes get them in the *Iliad*, the *Odyssey*, and the *Aeneid*; and Arnold Schwarzenegger gets some memorable ones in *The Terminator* and *Commando*.

Unfortunately, gearing up in an RPG is often more an exercise in accounting than a rousing display of heroic preparation. *GURPS Dungeon Fantasy* makes it easy to build a character. Instead of plowing through the whole of the *GURPS Basic Set* and *GURPS Magic*, a player can choose a “job description,” find an appropriate template, select a few options, and be ready to play *except* for picking up that all-important gear. But just as a player building a character from scratch has to walk a line between broad talents and specific abilities within his point budget, he must strike a balance between cost, weight, effectiveness, and skill within his equipment budget: That sword is nice, but can I afford armor if I buy it? The armor’s great, but will I be able to move when I wear it? Do I need to go back and shuffle some points into cash? Did I remember to account for my Size Modifier? Did I actually take the skill to *use* that item?

*GURPS Dungeon Fantasy 13: Loadouts* applies the rapid, template-based approach used for character design to the task of buying equipment. Once you’ve decided which character template to use, look over the related loadouts. Each lists gear appropriate to a particular take on a character template, and indicates which template options to pick to make it work. For example, a hero built using the knight template might be a Viking warrior, a nobleman in shining armor, or a lightly armed thug. Loadout lenses provide choices for subsets of kit that you can mix and match to produce a desired effect or fit a particular budget.

*Loadouts* requires only the *Basic Set*, *GURPS Dungeon Fantasy 1: Adventurers*, and *GURPS Dungeon Fantasy 8: Treasure Tables*. However, it provides loadouts for not just the templates in *Adventurers* but also those in *GURPS Dungeon Fantasy 3: The Next Level*, *GURPS Dungeon Fantasy 4: Sages*, *GURPS Dungeon Fantasy 7: Clerics*, *GURPS Dungeon Fantasy 9: Summoners*, *GURPS Dungeon Fantasy 10: Taverns*, and *GURPS Dungeon Fantasy 12: Ninja*. No loadout

uses gear from one book (aside from the required volumes) to outfit a template from another, though – *only* the ninja loadouts draw gear from *Ninja*, *only* the innkeeper loadouts use items from *Taverns*, and so on.

## ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice which slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for artificers of engines of great healing. The marching order for the rest of his party includes a sorceress, a second-level rogue, and a pack of dogs.

## About GURPS

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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.

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# CHAPTER ONE

# LOADOUTS

To start with, buy at least the *minimal delver's kit* under *Basic Loadouts* (pp. 5-6), and perhaps a lens for that. Then select a lens appropriate to your character's template. Some templates, particularly the more combat-intensive ones, call for two lenses. For example, the barbarian, knight, and swash-buckler get a range of lenses that represent weapons and armor separately.

## READING LOADOUTS

*Name:* Each loadout is titled with a name. This usually matches that of an associated character template or style of template.

*Total Cost and Weight:* Just below the name are the total cost and weight of all the loadout's gear. Unless indicated otherwise, these totals assume a hero with SM 0.

*Alternate SMs:* Next is a block of costs and weights for delvers with SM other than 0. Rules for scaling weapons and armor for heroes with SM -1 to -6 appear on p. 8 of *The Next Level*; those for folk with SM +1 are found on pp. 27-28 of *Adventurers*. The costs of reduced-size gear assume that the adventurer *isn't* buying special "faerie" equipment – be sure to reduce effectiveness appropriately, especially for weapons! To purchase faerie gear for negative-SM delvers, pay the price listed for SM 0 but use the reduced weight for the appropriate SM. For further information, see *Little, Big* (below).

## Little, Big

*The Next Level* and *Adventurers* present weapon- and armor-scaling rules, but combat gear isn't everything!

- *Armor* scales as per *The Next Level*, p. 8: Reduce weight, leave cost alone, and apply SM as a DR penalty.

- *Weapons* also scale as per *The Next Level*, p. 8. Reach, weight, ST, and damage are always reduced. For *mundane* weapons, cost is reduced, too, and effectiveness suffers (e.g., missile weapons get less range); for *faerie* weapons, cost is that of the full-sized version but effectiveness doesn't otherwise change.

- *Shields* scale as weapons (*not* as armor).

- *Things worn, slept in, or that bear a load* use the weight scaling for armor. This includes blankets, clothing, environmental protection (like alchemist's garb), packs, quivers, and tents, but *not* canteens (see below). Cost is *also* reduced, using the same factor as weight; e.g., a backpack for a SM -4 adventurer has 1/20 the cost *and* weight of a full-sized pack. If such an article lists a weight or volume capacity, then that scales with weight; e.g., that backpack not only weighs 0.5 lb. instead of 10 lbs. but holds 5 lbs. instead of 100 lbs. Counts don't change – a tiny quiver or tent accommodates no fewer arrows or delvers, just smaller ones. Though faerie garments and backpacks are possible, they lack the attributes that faerie-work protects, making mundane items cheaper and no less effective.

- *Tools* scale as weapons. This affects not just pickaxes, but also tool *kits* (and similar sets of implements, like personal and group basics), holy symbols, lockpicks, musical instruments, optics, surgical instruments, whetstones, cooking utensils, etc. Like faerie tents and sleeping bags, faerie-work tools exist, but as they don't have the attributes that

faerie-style craftsmanship preserves, mundane tools are less expensive yet just as effective on a day-to-day basis. Articles that inflict damage – e.g., caltrops and traps – count as weapons and experience the usual damage modifiers.

Tiny delvers who desire full-sized versions of the above are welcome to them, if they're willing to pay for and carry heavier and often costlier items! There's no special penalty beyond this – but as such goods have appropriately sized straps, handles, controls, etc., larger users suffer a penalty equal to the SM disparity on any skill roll for the gear.

A few other cases:

- *Bulk goods* and *things that rely on absolute length, weight, or volume for effect* don't scale: Candles and oil burn in proportion to their mass for delvers of any size. Bandages, healer's kits, healing potions, etc. must be large enough to affect any likely recipient – and this goes for *bad* stuff, too, like grenade potions, nageteppos, and poisons. Rations don't scale but may end up being eaten more or less quickly; the same goes for water, so canteens don't scale, either. Rope, poles, etc. are only as strong and as long as purchased; a pixie could buy cord instead of rope, but it wouldn't support his larger friends and he'd still need length enough for his intended purpose. And a gallon of ale is a gallon of ale, no matter how many gnomes can get tipsy from it.

- *Texts* (primers, textbooks, etc.) have their own rules for different scales (*Sages*, p. 13). They're treated here as not changing weight or cost with SM, because faerie-scale texts are prohibitively expensive for starting adventurers. However, small heroes with big bankrolls can look into buying tiny books!

# BARBARIAN

Barbarians are strong enough to wear heavy armor but tough enough that they don't necessarily *need* it. This is a particular concern for those on a budget. Their enormous size makes their armor much heavier and more expensive, so most opt for a really good weapon, relying on their offensive abilities to end fights quickly and their durability to pull them through battles that run too long.

Most barbarians require two loadout lenses. First, select either the *light barbarian* or *heavy barbarian* lens for armor – or neither, for the sort of barbarian who runs into battle naked! Then pick a weapon lens.

Unlike loadouts for other templates, those for barbarians assume SM +1 when giving weight, cost, and weapon damage. Be sure to check the “Alternate SMs” list for fighters of other sizes – barbarian dwarves, knights and holy warriors who want to use barbarian-styled equipment, etc.

Assuming at least the minimal delver's kit, several load-out combinations require points in Signature Gear or traded for cash:

**0 points:** *light barbarian + flail; light barbarian + polearm; light barbarian + spear; light barbarian + two-handed axe; light barbarian + two-handed flail.*

**1 point** (\$500): *light barbarian + axe; light barbarian + broadsword; heavy barbarian + two-handed axe; heavy barbarian + two-handed flail.*

**2 points** (\$1,000): *light barbarian + two-handed sword; heavy barbarian + axe; heavy barbarian + flail; heavy barbarian + polearm; heavy barbarian + spear.*

**3 points** (\$1,500): *heavy barbarian + broadsword.*

**4 points** (\$2,000): *heavy barbarian + two-handed sword.*

## Light Barbarian

This is suitable for a barbarian who runs into battle with a minimum of protection, expecting to keep enemies at bay with weapons rather than to absorb their blows with armor.

### Partial Armor

Barbarians are known for wearing scraps of gear that provide a bare minimum of armor coverage and modesty. For either purpose, the protection is largely symbolic, but it's inexpensive and relatively lightweight.

Armor	Location	DR	Cost	Weight
Mail Loincloth	Groin	4/2*	\$60	6
Partial Mail Top	Torso†	4/2*	\$75	7
Partial Plate Top	Torso†	5	\$280	8

† Classically a bikini-style top, but can also represent a midriff-baring partial shirt, a network of armored belts and suspenders, and other more unisex items that provide partial torso coverage. On any *torso* or *vitals* hit, roll 1d: 1-3 means the location is protected; 4-6 indicates the attack hits an unarmored area, which gets no DR. Treat intentional targeting as attacking chinks in armor at half the usual penalty.

## Lens: Light Barbarian

**+\$270, +28 lbs.**

*Alternate SMs:* -6 (\$135, 0.14 lb.), -4 (\$135, 0.7 lb.), -2 (\$135, 2.8 lbs.), -1 (\$135, 7 lbs.), +0 (\$135, 14 lbs.).

- *Light Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$60. \$0, 2 lb.
- *Partial Mail Top* (above) [**Torso**] DR 4/2\*. \$150, 14 lbs.
- *Mail Loincloth* (above) [**Groin**] DR 4/2\*. \$120, 12 lbs.

## Heavy Barbarian

This is for a better-armored barbarian, such as a Viking raider. While not as good as what a knight might expect to use, it protects the vital areas.

## Lens: Heavy Barbarian

**+\$1,040, +84 lbs.**

*Alternate SMs:* -6 (\$520, 0.42 lb.), -4 (\$520, 2.1 lbs.), -2 (\$520, 8.4 lbs.), -1 (\$520, 21 lbs.), +0 (\$520, 42 lbs.).

- *Ordinary Clothing* (p. B266) [**Torso, Arms, Legs**] Initially free; replacement cost is \$120. \$0, 4 lbs.
- *Pot-Helm* (p. B284) [**Head**] DR 4. \$200, 10 lbs.
- *Scale Armor* (p. B283) [**Torso**] DR 4. \$840, 70 lbs.

## Axe

Select Axe/Mace, Bow, and Shield skills.

## Lens: Axe

**+\$705, +36.5 lbs.**

*Alternate SMs:* -6 (\$18.15, 0.93 lb.), -4 (\$57, 2.93 lbs.), -2 (\$152.99, 7.87 lbs.), -1 (\$307.51, 15.83 lbs.), +0 (\$465, 24 lbs.).

- *Arrows* ×20 (p. B276) [**Quiver**] \$60, 3 lbs.
- *Balanced Axe* (p. B271) [**Belt or Back**] Damage sw+3 cut. \$375, 6 lbs.
- *Hip Quiver* (p. B289) [**Torso**] Holds up to 20 arrows. \$30, 2 lbs.
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$90, 22.5 lbs.
- *Regular Bow* (p. B275) [**Torso**] Damage thr+2 imp. \$150, 3 lbs.

## Broadsword

Select Broadsword, Shield, and Thrown Weapon (Spear) skills.

## Lens: Broadsword

**+\$1,020, +39 lbs.**

*Alternate SMs:* -6 (\$27.20, 1.04 lbs.), -4 (\$85, 3.26 lbs.), -2 (\$226.67, 8.67 lbs.), -1 (\$453.33, 17.33 lbs.), +0 (\$680, 26 lbs.).

- *Broadsword* (p. B271) [**Torso**] Damage sw+2 cut, thr+2 cr. \$750, 4.5 lbs.
- *Javelin* ×4 (p. B273) [**Torso**] Damage thr+2 imp. \$180, 12 lbs.re
- *Medium Shield* (p. B287) [**Torso**] DB 2. \$90, 22.5 lbs.



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from the Queen of America!*

*– Porthos,  
The Three Musketeers*

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