

GURPS®

Fourth Edition

DUNGEON FANTASY™ 18

POWER ITEMS™



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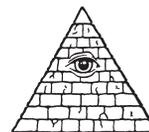
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INTRODUCTION

In dungeon fantasy, any spellcaster may designate one thing he owns – holy symbol, staff, etc. – as his “power item.”

– *GURPS Dungeon Fantasy 1: Adventurers*

The main limit on how much magic a spellcaster can hurl around – and on how often psionics, the Power Blow skill, and many other special abilities can be used – is *energy*. Time and skill level matter, too – but except in the most desperate of situations, cunning delvers can win a few seconds to finish casting or make a repeated attempt. Running out of fuel, by contrast, means going to Plan B.

Fortunately, heroes have options when Fatigue Points run low. They can guzzle paut, ask associates to cast Lend Energy or Share Energy, and in some cases burn Hit Points. The GM might even let them rest! Such gambits mean accepting tactical or financial inconvenience, however: diverting an ally from fighting, weakening oneself in combat, or paying the steep cash cost of paut (almost seven times as much per FP as a power item recharge) or greedy “friends.” And monsters don’t respect time-outs. An Energy Reserve is a convenient alternative, but that requires precious character points.

The beauty of power items is that they store energy that’s accessible without delay or inconvenience, and every caster and psi enjoys one *for free* – there’s no cash or point cost beyond that for equipment the delver would buy anyway. While a poor hero might not benefit much, most starting adventurers have a weapon or a piece of armor valuable enough to hold 5-8 FP, and trading quirk points for Signature Gear can net a \$2,500 item that stores 13 FP. Seasoned looters can have *dozens* of FP salted away in a single bauble.

Yet insatiable adventurers are always questing for *more*. *GURPS Dungeon Fantasy 18: Power Items* delivers useful

interpretations and new options for squeezing the most out of this important resource, but be warned: Great power brings great responsibility. More than many other *Dungeon Fantasy* supplements, this one leaves much to the GM, who should decide what’s allowed *before* turning the players loose!

PUBLICATION HISTORY

This is the first edition of *GURPS Dungeon Fantasy 18: Power Items*. It builds on rules for power items found in earlier *GURPS Dungeon Fantasy* volumes – particularly *GURPS Dungeon Fantasy 1: Adventurers* – and occasionally summarizes to minimize page-flipping, but is for the most part new work.

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), *GURPS Zombies*, and the *GURPS Action, GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . among many other things. Sean has been a gamer since 1979. His big non-gaming interests are mixology and Argentine tango. He lives in Montréal, Québec with his wife, Bonnie, and their cat, Zephyra.

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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.

CHANGES IN VALUE

In their quest for ever-larger power items, adventurers will want to tweak their gear's value. Below are rules covering this. These aren't *realistic*, just *balanced* for *Dungeon Fantasy*. That remark applies equally to economics – power item capacity tracks fixed intrinsic worth and never fluctuates with the market!

Adding Value

New equipment can be bought with features like silver coating, gems, or a mirror finish to boost its value as a power item. If it makes sense to add such adornments later, go ahead! There are two options:

Commissioned Work: Go to town, find a suitable crafts-man (in a new place, the GM may require an Area Knowledge roll), and pay the cost difference plus a 10% commission. Work takes 2d days. If you provide necessary materials (e.g., gems or silver), subtract their value from the cost difference – but you must still pay 10% of the *full* difference for labor. For instance, adding \$1,000 in gems costs \$100 plus whatever fraction of the \$1,000 you don't supply as gems.

DIY: If you have the right skill (e.g., Jeweler to set gems or Smith to plate metal) *and* the associated tool kit (*GURPS Dungeon Fantasy 1: Adventurers*, p. 24) or a universal one (*GURPS Dungeon Fantasy 4: Sages*, p. 12), you can do your own work. Cost is that of the upgrade, which you must meet by buying materials or supplying them; e.g., to add \$1,000 in gems, pay whatever fraction of the \$1,000 you can't supply as gems. You avoid the 10% commission but must roll against skill. Any success does the job while failure allows a repeated attempt – but critical failure either destroys the item or ruins the materials (roll 1d even-odd). Each attempt takes one week – this is rarely done in the field – and you can use *Time Spent* (p. B346) to save time or get a bonus.

Once all work is done, refigure maximum FP from the new value. The item doesn't actually contain extra FP yet – you must charge it up first (*Recharging*, p. 10). For

instance, if \$1,000 in gems raises the value of your \$100 warhammer (2 FP) to \$1,100 (8 FP), you'll have to pay \$30 or wait six days for a recharge, depending on the kind of power item.

Swaps and Losses

Removing adornments is sometimes possible – at least with gems and similar discrete add-ons. To do so without losing value, apply the *Adding Value* rules to one decoration at a time, with two changes: Reduce time to one day per attempt per ornament, and labor costs to 2% of *combined* item value.

Sacrificing one part to free up the other requires no appreciable time, cost, or skill, but automatically reduces the value of the sacrificed part by $(1d+4) \times 10\%$.

Either approach leaves the underlying item and whatever was extracted from it available for later use with *Adding Value*.

Example: A bejeweled crown is worth \$10,000. Skillfully extracting the biggest diamond, worth \$5,000 on its own, requires a day and either \$200 (2% of the full \$10,000) or a skill roll (with the usual risks); this results in a \$5,000 crown and a \$5,000 stone. Just sacrificing the gem would be free and easy, but would result in a \$5,000 crown and a damaged diamond worth \$0 to \$2,500. Once separated, the crown can receive a new gem while the old one can be set in another item; these are separate tasks.

If a power item explicitly loses value – by deliberate removal or bad luck (e.g., giant slug acid dissolving its silver coating) – its maximum FP capacity instantly plummets to match. Stored FP in excess of the lower limit are lost.

Example: A wizard uses that \$10,000 crown as a power item storing 25 FP. If she skillfully removes the \$5,000 diamond to pay The Devil, the crown is worth only \$5,000 and can hold 18 FP. If it currently contains 19-25 FP, the excess 1-7 FP are lost.

POWER ITEMS TABLE

After determining an object's effective power item value – omitting any part of cost that doesn't contribute – find that price tag that in the "Value" column and read over to the "FP" column to learn the article's capacity as a power item. For intermediate values, use the next-*highest* FP; e.g., even a \$10 quarterstaff holds 1 FP, while a \$1,000 high holy symbol stores 8 FP.

Value	FP	Value	FP
\$50	1	\$670	6
\$120	2	\$880	7
\$220	3	\$1,100	8
\$340	4	\$1,400	9
\$490	5	\$1,700	10

Value	FP	Value	FP
\$2,000	11	\$69,000	50
\$2,400	12	\$91,000	55
\$2,800	13	\$120,000	60
\$3,300	14	\$150,000	65
\$3,800	15	\$190,000	70
\$4,300	16	\$240,000	75
\$4,900	17	\$300,000	80
\$5,500	18	\$370,000	85
\$6,200	19	\$450,000	90
\$7,000	20	\$560,000	95
\$12,000	25	\$670,000	100
\$18,000	30	\$810,000	105
\$26,000	35	\$980,000	110
\$37,000	40	\$1,200,000	115
\$51,000	45	\$1,400,000	120

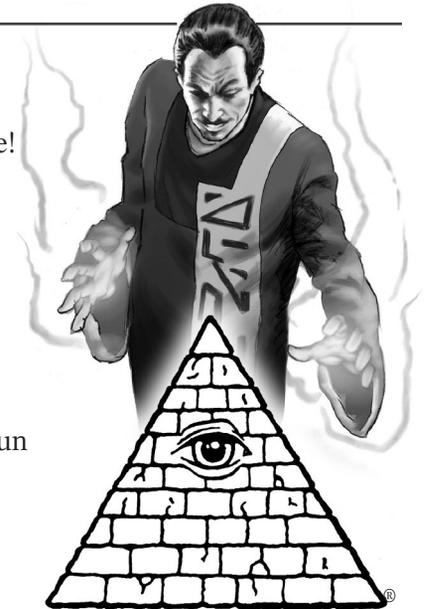
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