

GURPS[®]

Fourth Edition

DUNGEON FANTASY DENIZENS[™]

SWASHBUCKLERS



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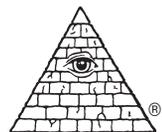
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Stock #37-0341

Version 1.0 – November 2016



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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.

INTRODUCTION

Swashbuckling heroes can defeat dozens of foes because the story calls for it.

– *GURPS Basic Set*

Battling monsters while clad in steel and swinging a massive axe? That's just a matter of throwing enough money and muscle at a problem. Counting on skill and speed instead of armor and brute force? *That* takes daring, and explains why many gamers regard the swift, stylish swashbuckler as the ultimate fantasy warrior! Filling this fashionable footwear calls for more than a flashing blade and a floppy hat or an eye-patch, though – you need sick combat moves for starters, plus enough dash and audacity in one place to bend reality to favor the bold.

GURPS Dungeon Fantasy has all that. The catch is that it's stashed in bits and pieces throughout the series, especially in *GURPS Dungeon Fantasy 1, 3, and 11* (and *GURPS Dungeon Fantasy 8*, for the floppy hats). Then there are the swashbuckler variants and power-ups in various *Pyramid* issues. And *then* there are all the swords scattered across the *GURPS Basic Set*, *GURPS Low-Tech*, and *GURPS Martial Arts*. That spells a lot of digging and page-flipping for players, which is why we've pulled everything together in *GURPS Dungeon Fantasy Denizens: Swashbucklers*.

But wait, there's more! *Swashbucklers* also adds piles of previously unseen goodies. New lenses let you play an aging, not-so-slim fencing master – or even a hero who favors the quarterstaff over the sword. New power-ups further emphasize skill, speed, and luck. New combat moves let the oldest dog try new tricks. And there's also tons of advice on how to make *your* swashbuckler unique, the hero of his personal legend.

Adventure awaits!

RECOMMENDED BOOKS

This supplement and the *GURPS Basic Set* give you everything you need to create a swashbuckler for a *GURPS Dungeon Fantasy* campaign. Be sure to check out

GURPS Dungeon Fantasy 1: Adventurers, *GURPS Dungeon Fantasy 8: Treasure Tables*, and *GURPS Dungeon Fantasy 13: Loadouts* for equipment, though – and *GURPS Dungeon Fantasy 5: Allies* or *GURPS Dungeon Fantasy 15: Henchmen* if your hero has Allies. For brevity's sake, *general* power-ups from *GURPS Dungeon Fantasy 11: Power-Ups* aren't reiterated here, but you only *require* that volume if you want to do things any old warrior could do!

PUBLICATION HISTORY

GURPS Dungeon Fantasy Denizens: Swashbucklers incorporates the swashbuckler templates from *GURPS Dungeon Fantasy 1: Adventurers* and *Pyramid* #3/64: *Pirates and Swashbucklers*; the cross-profession lenses for swashbucklers from *GURPS Dungeon Fantasy 3: The Next Level* and *GURPS Dungeon Fantasy 7: Clerics*; and all of the swashbuckler-specific power-ups from *GURPS Dungeon Fantasy 11: Power-Ups* and *Pyramid* #3/61: *Way of the Warrior*. A few elements were adapted from *GURPS Low-Tech* and *GURPS Martial Arts*. Many aspects of the above have been tweaked to work together more smoothly.

ABOUT THE AUTHOR

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985 and ended up as *GURPS* Line Editor in 1995. In 2004, he and coauthor David Pulver redesigned *GURPS* into its Fourth Edition. Since 2008, Sean has served as lead creator of the *GURPS Dungeon Fantasy* series. He has also developed, edited, or written some 60 other *GURPS* releases, contributed to many more, and published regular support in *Pyramid* magazine.

Sean has been a gamer since 1979. He spends his spare time learning and dancing Argentine tango. He occasionally moonlights a bartender – the sort who loves mixology and takes forever to make your cocktail. He lives in Montréal, Québec with his wife, Bonnie, and their cat, Zephyra.

swashbuckler: A swashbuckling person. Mid 16th century: from *swash* + *buckler*.

swashbuckling: Engage in daring and romantic adventures with bravado or flamboyance.

swash: Flamboyantly swagger about or wield a sword.

buckler: A small round shield held by a handle or worn on the forearm.

– *Oxford English Dictionary*

PORTLY

+0 points

"What! to dinner?" said D'Artagnan. "What time is it, then?"

"Eh! why, it is after one o'clock."

"Your home is a paradise, Porthos; one takes no note of time. I follow you, though I am not hungry."

"Come, if one can't always eat, one can always drink."

– Alexandre Dumas, *Twenty Years After*

Not all swashbucklers are sleek action heroes straight out of bodice-rippers. Some prefer to hold court in an inn during their downtime, partaking of fine food and drink. The resulting girth slows them down – a little, to merely "fast" – but has no effect on their precision. And being *big* comes with being *strong*.

SWASHBUCKLER SKILLS

Swashbuckler templates and lenses mention several new skill specialties and variants.

Fast-Draw (Staff)

see pp. B194-195

This Fast-Draw specialty covers quarterstaves carried in back sheaths, slings, and other rigs rarely seen outside of fantasy. It requires two empty hands to use. It replaces sword-oriented specialties of Fast-Draw for swashbucklers with the staff-swinging lens (pp. 1 4-15), enabling them to learn the Dazzling Draw, Flawless Fast-Draw, and Quick-Sheathe perks (see *Perks*, pp. 21-24).

Mental Strength

see p. B209

Works as usual, but swashbucklers substitute the prerequisites Diestro 1+ (p. 26), Weapon Master (any), and Philosophy (Martial).

Parry Missile Weapons (Staff)

see p. B212

In *Dungeon Fantasy*, Parry Missile Weapons is usually reserved for delvers with Chi Mastery (*Adventurers*, pp. 21-22). Staff-swinging swashbucklers replace this prerequisite with Weapon Master (Quarterstaff), but then the skill works only with a staff.

Philosophy (Martial)

see p. B213

This Philosophy specialty serves mainly as a prerequisite for Mental Strength. However, it can also work just like Meditation or Theology for *Seeking Guidance* (*Dungeons*, p. 15).

Thrown Weapon (Sword)

see p. B226

This cinematic specialty of Thrown Weapon is available only to delvers with versions of Weapon Master that encompass swords. See *Thrown Swords* (p. 32) for details.

Attributes: +2 ST [20].

Secondary Characteristics: -1.00 Basic Speed [-20].

Advantages: Add even more ST [10/level] to advantage options, if absent.

Disadvantages: Overweight [-1]. • Add Compulsive Carousing [-5*], Gluttony [-5*], Laziness [-10], and increasing Overweight to Fat [-3] for -2 points or to Very Fat [-5] for -4 points (capping HT at 15 or 13, respectively) to any list that distributes points among disadvantages, and devote at least -5 points from that allocation to such traits.

Skills: Carousing (E) HT [1], or 1 point in existing skill to get Carousing (E) HT+1 [2].

STAFF-SWINGING

+1 or +2 points

Thou standest there with a good yew bow to shoot at my heart, while I have nought in my hand but a plain blackthorn staff wherewith to meet thee.

– Howard Pyle, *The Merry Adventures of Robin Hood*

Some consider "swashbuckler" synonymous with "swordsman," yet many a dashing, storied hero has favored the quarterstaff. This may be for practical reasons that delvers will surely appreciate: the staff is *cheap*, and its combination of +2 to Parry and *Better Two-Handed Parrying* (p. 18) can rival the fencing parry. Legendary staff masters who wield ranged weapons inevitably seem to choose bows (though not all are named John).

Advantages: Relevant template choices become Enhanced Parry (Staff), Weapon Bond (Starting quarterstaff), and Weapon Master (Quarterstaff).

Perks: Combat Pole-Vaulting 1 or 2 (**Power-Ups**, p. 11) [1 or 2].

Skills: In primary skills, take melee option #3 and replace the skill with Staff (A) DX+5 [20]. • Replace Fast-Draw (Knife, Sword, and/or Two-Handed Sword) with Fast-Draw (Staff) (above).* • Replace Thrown Weapon (Knife or Sword) (E) DX [1] or DX+1 [2] with Bow (A) DX-1 [1] or DX [2] in ranged combat options – and if this is chosen, Fast-Draw (Arrow) can replace any remaining Fast-Draw skill.

* All swashbuckler templates except for the rogue spend 1 or 2 points on Fast-Draw specialties for blades. The rogue may *opt* to use a two-point secondary skill choice for such skills.

Customization Notes

This lens reduces the number of available power-ups by ruling out those that call for cutting attacks (Coup de Jarnac), fencing skills (Armor Familiarity), swords (A Sword Is A Sword, Relinquishment, and Wall of Steel), and/or one-handed weapons (Quick-Swap, Two-Weapon Fighting, and Two-Weapon Mastery).

Ultimate Slayer Thrust to Vitals: No penalty for thrusting attacks to the vitals. 6 points.

Perks: Rules Exemption (Technique Mastery allowed on Targeted Attack) [1]; Technique Mastery (Targeted Attack) [1].

Techniques: One of Targeted Attack (Weapon Swing/Neck) (H) Skill+0 [6], Targeted Attack (Weapon Swing/Skull) (H) Skill+0 [8], Targeted Attack (Weapon Thrust/Eye) (H) Skill+0 [10], or Targeted Attack (Weapon Thrust/Vitals) (H) Skill+0 [4].

Wall of Steel

3 points/level

Prerequisite: Parry score of 16+ with a fencing weapon or a sword, counting *only* (skill/2)+3, the +1 from Combat Reflexes, and any Enhanced Parry bonus.

When wielding a ready sword or fencing weapon, you can whirl it around so quickly that it seems to fill the air in front of you. Frontal attacks are slightly deflected – partially dissipated, if something like dragon’s breath or a Missile spell – granting you (including your eyes!) and anything you’re carrying +1 DR, cumulative with all other DR. This DR applies even against attacks that get past a parry with the whirling blade. Touches must penetrate it *first* to affect you. Only non-frontal attacks and Cosmic ones that bypass DR may ignore it completely.

Wall of Steel has no effect on your ability to move, attack, or defend. You can keep it up while striking, parrying,

running, etc. It is tiring, though: 1 FP *per second* to maintain. Declare whether you’re using it (or not) at the *start* of each turn.

Those who use two blades may buy a second level of Wall of Steel. This increases DR to 2 when two suitable weapons are ready. It’s up to the GM whether coleopterans and similar races can have further levels for additional weapons.

Advantages: Damage Resistance 1 or 2 (Accessibility, Requires ready fencing weapon(s) or sword(s), -30%; Costs Fatigue, 1 FP/second, -10%; Directional, Front, -20%; Force Field, +20%) [3 or 6].

Wizard-Hunter

15 points

Prerequisite: A combat skill at 18+ when floated from DX to Per.

Your aim is so keen that you can penetrate magical defenses with mundane weapons! Spells cannot block your armed attacks, permitting you to stab across the edges of Force Domes, ignore Shield and Armor spells, shoot arrows through Missile Shields, and so forth. This is intensive mundane training, not a supernatural gift.

Advantages: Blessed (Anti-Magic Weapon) [15]. This new form of Blessed costs 15 points by comparison to Blessed (Ghost Weapon) in **GURPS Powers: Divine Favor** – but despite the name, it isn’t Holy.

MASTERING YOUR WEAPONS

The following Weapon Master options are available to swashbucklers during character creation or as power-ups:

Weapon Master (Weapon of choice): Any one weapon type, almost always a blade wielded with Broadsword, Rapier, Saber, Shortsword, Smallsword, or Two-Handed Sword. Pick a specific weapon listed on the weapon table; e.g., Weapon Master (Cutlass), Weapon Master (Dress Smallsword), or Weapon Master (Light Edged Rapier). Benefits don’t extend to other weapons used with the same skill. 20 points.

Weapon Master (Two weapons): Two different weapons that can be used at the same time. This usually means a specific one-handed sword, as above, plus an off-hand choice wielded using one of Axe/Mace, Cloak, Main-Gauche, Shield, or Shield (Buckler). Again, select particular weapons; however, you need not go narrower than “buckler,” “cloak,” or “shield” for items used to block. Examples are Weapon Master (Cutlass and Hatchet), Weapon Master (Dress Smallsword and Cloak), and Weapon Master (Light Edged Rapier and Long Knife). 25 points.

Weapon Master (Skill of choice): Every weapon appearing under your choice of Broadsword, Rapier, Saber, Shortsword, Smallsword, or Two-Handed Sword on the weapon table. For instance, Weapon Master (Rapier) covers the rapier, light rapier, edged rapier, light edged rapier, and every other kind of rapier. 25 points.

Weapon Master (Two skills of choice): Every weapon listed under any one of Broadsword, Rapier, Saber, Shortsword, or Smallsword *plus* one of Axe/Mace, Cloak, Main-Gauche, Shield, or Shield (Buckler). Weapon Master (Rapier and Shield) covers anything used with Rapier or Shield, Weapon Master (Shortsword and Axe/Mace) covers anything wielded with Shortsword or Axe/Mace, and so on. If you use a fencing sword and a main-gauche, compare the next option. 30 points.

Weapon Master (Fencing weapons): Every weapon listed under any of Main-Gauche, Rapier, Saber, or Smallsword. 30 points.

Weapon Master (Fencing weapons and shields): Everything listed under Cloak, Main-Gauche, Rapier, Saber, Shield, Shield (Buckler), and Smallsword. 35 points.

Weapon Master (Swords): Everything listed under Broadsword, Knife, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, and Two-Handed Sword. 35 points.

Weapon Master (Swords and shields): Everything listed under Broadsword, Cloak, Knife, Main-Gauche, Rapier, Saber, Shield, Shield (Buckler), Shortsword, Smallsword, and Two-Handed Sword. 40 points.

Where logical, existing Weapon Master specialties can be broadened in play as a power-up. The new version must encompass everything covered by the old one. Point cost equals the difference in advantage costs.

Hero's Mask

Power Item: 4 FP

This domino mask (p. 31) bears a supernatural imbue ment flowing from the residual spiri tual energy of its legendary owner. Wearers with any of Impulsiveness, On the Edge, Overcon fidence, or Trickster grow foolishly carefree in their anonymity: -3 on self-control rolls for those dis advantages – and also for Com pulsive Gambling, Greed, or any similar problem when rolling to avoid accepting a bet, fee, or dare to do something outrageous. However, they also gain the ben efits of Daredevil (p. B47), and those who *already* have Daredevil are at +2 on all skill rolls when taking unnecessary risks!

Wearers who lack all of Impul siveness, On the Edge, Overcon fidence, and Trickster experience no special effects, good or bad.

Such masks generally get their owners killed and thus show up at magic shops at low prices. Each is named for its original owner. \$7,500, 0.25 lb.

Indestructible Garb

Any garment can be enchanted to be proof against soiling, stain ing, tearing, and so on – though the high cost of such magic makes it rare on anything besides cloaks and regal robes. Such clothes never lose value as described under *Dressing to Kill* (pp. 30-32). While this doesn't give the *wearer* DR, the filth-repelling properties do mean that only exposed body parts ever get dirty or are vul nerable to contact agents. Adds \$12,000 to the price of any cloak or suit of clothing.

Scabbard of the Smith

Power Item: 6 FP (S), 7 FP (M), or 8 FP (L)

This ornate, magical scabbard keeps any sword it holds in top condition. If the blade has spent at least one hour in the sheath, the first blow that connects within a minute of the weapon being drawn gets +1 cutting or impaling dam age for sharpness. The bonus is lost if the sword is out for more than a minute.

Even better, if the sword is shattered – by a deliberate attack, parry, Shatter spell, etc. – but not dissolved or disin tegrated, and the pieces can be gathered (make a Search roll if in doubt) and placed in the sheath, the sword will be fully repaired after one day, as if by a Repair spell (*GURPS Magic*, p. 118). This won't restore supernatural properties unless



they have the *artistic, materials, or racial* origin (*Treasure Tables*, p. 50).

The scabbard doesn't magically resize itself to all blades. The smallest can hold only daggers and knives (Reach C to C, 1): \$8,600, 0.5 lb. Mid-sized ones can accommodate any sword with maximum Reach 1: \$16,800, 1 lb. Large ones suffice for weapons up to Reach 2: \$24,900, 2 lbs. Users of even bigger blades are out of luck!

Swift-Strike Weapon

Swift-Strike is a new enchantment for weapons that have an associated Fast-Draw specialty *and* don't become unready after attacking. In practice, this means knives, fencing weapons, swords, and (occasionally) sticks or staffs. The weapon gives the user a bonus to Fast-Draw, to offset Rapid Strike penalties (for the total number of attacks, and this cannot give a *net* bonus), and in any Quick Contest to see who attacks first – but only with that weapon. This is +1 for \$4,000, +2 for \$16,000, or +3 for \$80,000. Only the +1 level is usually for sale at magic shops.

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The pen is mightier than the sword . . . if the sword is very short, and the pen is very sharp.

– Terry Pratchett, *The Light Fantastic*

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