

GURPS®

Fourth Edition

DUNGEON FANTASY™ 20 SLAYERS



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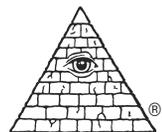
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ABOUT GURPS

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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

You're exceptionally effective at fighting a particular class of beings.

– **GURPS Dungeon Fantasy 11: Power-Ups**

Killing monsters is a fact of life (well, death) for delvers. Although motivations vary, “. . . and take their stuff” is nearly always on the list, if not at the top. It isn't *impossible* to be a pacifist treasure-hunter, but in a world with demons, dragons, orcs, trolls, undead, and endless other creatures that are as attached to valuables as the heroes are, that would be tricky – *very* tricky.

And because delvers work in teams, specialization often pays off; in particular, some adventurers have it in for specific classes of monsters. Holy warriors leap immediately to mind, as every one of these crusaders is bent on destroying either demons or the undead (and their unholy counterparts, with murdering servants of Good). But *anyone* with high combat skills can buy the Mortal Foe power-up (**GURPS Dungeon Fantasy 11: Power-Ups**, p. 12) and become a construct-slayer, demon-slayer, dire animal-slayer, or the like. Even without that, nothing prevents a hero from focusing on abilities and gear effective against a specific enemy type.

Yet for holy warriors, the *first* priority is serving their god by fighting Evil in *all* its guises, and by defending and leading the faithful. For magic-users, rogues, or (non-holy) warriors, it's casting spells, sneaking, or fighting – even if they have a special knack for defeating a particular class of opponents. These heroes are good at many things and just a bit better at slaying their mortal foes.

There *are* adventurers who make destroying specific kinds of enemies their purpose in life, however. They aren't incompetent at general delving tasks, but they're willing to be less good at such things in order to be downright deadly against a particular category of opponents. Such heroes are known as *slayers*.

Slayers punch *far* above their weight against their sworn rivals, giving a group that's just starting out a fighting chance against even the most powerful supernatural enemies. As they earn character points, they can backfill gaps in their competence if they feel the need. Their career arc is

almost the opposite of that of a generalist delver who tacks on Mortal Foe.

“Almost,” because there's one important difference: Slayers' abilities flow from force of will. They're neither *chi*-based like those of the martial artist nor psionic like those of the mentalist (**GURPS Dungeon Fantasy 14: Psi**), but like both, they're entirely internal in origin. They don't require sanctity, mana, or nature's strength, and they don't rely on gods or spirits lending a hand. Slayers can do their thing *no matter what*.

Now *that's* dedication!

PUBLICATION HISTORY

The mage-slayer and undead-slayer were inspired by – but not taken verbatim from – “The Mage-Hunter” in *Pyramid* #3/109: *Thaumatology V* and “The Undead-Hunter” in *Pyramid* #3/122: *All Good Things*, respectively. Those templates were for the **Dungeon Fantasy Roleplaying Game**, so there have been significant changes, particularly to the undead-slayer. As well, several traits were adapted from **GURPS Dungeon Fantasy 11: Power-Ups** and *Pyramid* #3/61: *Way of the Warrior*. The entire demon-slayer template and the majority of special abilities and notes for all three professions are entirely new.

ABOUT THE AUTHOR

Sean Punch set out to become a particle physicist in 1985 and ended up as **GURPS** Line Editor in 1995. In that capacity, he has written, edited, or contributed to some 150 **GURPS** releases, revised the game into its fourth edition (2004), and been a regular contributor to *Pyramid* magazine. From 2008, he has served as the lead creator of the **GURPS Dungeon Fantasy** series, which led to his design of the **Dungeon Fantasy Roleplaying Game**, released in 2017. Sean has been a gamer since 1979, but devotes most of his spare time to Argentine tango (and occasionally tending bar). He lives in Montréal, Québec.

Holy symbols like crosses and blessed water occasionally have an effect, but are dependent upon the personal faith of the user. Most Hunters opt for violence over faith.

– **Larry Correia, Monster Hunter International**

CHAPTER ONE

DEMON-SLAYERS

Demons . . .

Nobody but naive cultists likes them – and no wonder! At best, they'll kill you. Many will torture you first. The worst are duplicitous shapeshifters out to *steal your soul*. That “merely” bloodthirsty demons are (relatively) virtuous says everything most people need to know.

For scholars of cosmology, eschatology, and the -ologies in between, there's *also* the reality that whatever gods you worship – and however you believe they've divvied up Creation – some are inimical to mortals. “The Devil” may be one such being or shorthand for the lot. Whatever the truth, capital-E Evil exists, deities who personify it rule realms that meet the traditional criteria for “Hell,” and demons serve them.

Thus, demons aren't just uncouth (like orcs) or voracious (like dragons). Their *cosmic role* is promoting Evil – thwarting Good. To achieve this, their masters send them to help wicked summoners and boss monsters engineer depraved schemes, unholy artifacts, and terrible curses . . . all common in dungeons.

Before turning to the cleric or holy warrior, remember: *They* serve deities, too. They have agendas, and they judge. Their gifts require sanctity, a force inconveniently absent where demons thrive.

Demon-slayers *don't* judge – they aren't all good, much less Good. They take the side of mortals vs. demons. And as their gifts emanate from their souls, not from some distant god-head, they can fight their battles anywhere.

DEMON-SLAYER ADVANTAGES

Demon-slayers are masters of self-defense against demons. Some elements of this are mundane: Train hard and keep the right gear on hand. Others involve taking conscious control of their *soul*, leading to supernatural gifts that don't rely on external forces. In a sense, demon-slayers are shamans of their own spirits – or perhaps clerics of their inner gods.

Banishing Blade

15 points

Any weapon you wield can harm intangible spirits (and semi-tangible ones, such as toxifiers) – *all* of them, not just demons. It effectively has Affects Insubstantial (p. B102)

against them. If you wound such a being to -HP or worse, it must make *Will* rolls when mortals would make HT rolls; at -5xHP, it fails automatically. If a demon fails, it suffers the equivalent of a successful Banish spell.

Advantages: Blessed (Ghost Weapon)* [15].

* Optionally, the GM can make this new form of Blessed available as a Holy ability. When limited with the Holy power modifier, it affects only *evil* spirits.

*The only good
demon is a dead
one, I say.*

*– Gheed,
in Diablo II*

Close to Hell

see *GURPS Dungeon Fantasy 11: Power-Ups*, p. 24

This Talent gives +1 per level to Exorcism, Hidden Lore (Demons), Occultism, Psychology (Demons), Religious Ritual, and Theology.

Demonologists, evil clerics, necromancers, and unholy warriors enjoy +1 per level on reaction rolls from demons – but you use this Talent to “know thy enemy,” and demons know *you* and react at -1 per level! To compensate for the lost bonus and extra downside, you get *two* alternative benefits: You may add your Close to

Hell level to all rolls to use Demon Sniffer (below) and to rolls for *Praying* (*GURPS Dungeon Fantasy 2: Dungeons*, p. 15) specifically for help against demons.

Demon Sniffer

10 points

Many demons are masters of shapeshifting or illusion; others possess victims to do their dirty work. You can detect them regardless! This requires a Concentrate maneuver, after which the GM makes a secret Perception roll for you, applying range modifiers from the *Size and Speed/Range Table* (p. B550). Success means the GM tells you the direction to the nearest demon – or, if you're concentrating on a specific person, place, or thing, whether it's actually a demon, or possessed or cursed by one. You'll also get a vague sense of strength, ranging from “imp” to “The Devil.”

You may follow up success with an IQ roll to discern what specific type of demon you're dealing with. This is a free action. Critical success on this roll provides details useful for defeating the demon – anything that Hidden Lore, Physiology, or Psychology would reveal! In the case of a unique demon of great power, this might include its *name*.

Advantages: Detect (Demons) [10].

MAGE-SLAYER POWER-UPS

Like all professions, mage-slayers can use earned character points to add or improve everything on their template. Although they get much of their power up front – see *Why So Few Power-Ups?* (p. 8) – some traits are open-ended, while a few options show up later in their career (because that's when they have the points for them!):

- *Either* HT [10/level] *or* Will [5/level] up to 25 *before* racial modifiers. This is mostly to resist magic.

- Acute Caster Sense [2/level], with *no* upper limit.

- Heroic Reserves up to 20 [3/level].

- Mage-slayer perks (p. 10), to a maximum number equal to Magical Toughening + Selective Magic Resistance.

- Magical Toughening [5/level], with *no* upper limit.

- Nondetection [5/level], with *no* upper limit.

- Ridiculous Luck [60].

- Selective Magic Resistance [5/level], with *no* upper limit.

Experienced slayers also gain access to advanced skills that work similarly to Dispel Magic and Remove Curse (p. 11). Critical failures with these have *no* lasting bad effects (like loss of advantages or IQ) for mage-slayers!

Drain Magery

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 3+, Selective Magic Resistance 3+, *and* Suspend Magery skill (below).

See *GURPS Magic*, p. 130. Always costs 30 FP and requires 10 minutes.

Drain Mana

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 3+, Selective Magic Resistance 3+, *and* Suspend Mana skill (below).

See *GURPS Magic*, p. 127. Always costs 10 FP times radius in yards and requires one hour.

Suspend Magery

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 2+, Selective Magic Resistance 2+, *and* Dispel Magic skill (p. 11).

See *GURPS Magic*, p. 130. Always costs 12 FP and requires 10 seconds.

MAKING SLAYERS USEFUL

The obvious way to enable *any* slayer to contribute is to include suitable foes to defeat! The *GURPS Dungeon Fantasy Monsters* volumes are indispensable here – especially *Monsters 1*, which indexes the monsters in earlier *Dungeon Fantasy* volumes and offers monster lenses.

Demon-slayers want to take on as-Sharak, demonic clouds, Demons of Old, devilkin, doomchildren, hellhounds, imps, peshkali, toxifiers, “generic” petty and standard demons, and divine servitors of The Devil. Modifying other monsters with *Possessed* (*Monsters 1*, p. 38) greatly expands the options. *Possessed people* are also an interesting challenge – especially if they can't just be killed.

Mage-slayers are easy to please: Any magic-using opponent – from a horde pygmy shaman with one spell to the most powerful lich or spellcasting dragon – lets them shine. Don't overlook “civilized” casters; dwarves, elves, humans, and other humanoids aren't always the good guys. In high-powered campaigns that spend significant time in town, battling the Wizards' Guild or an influential temple could be the ultimate challenge.

Undead-slayers seek to return ash spirits, draugr, flaming skulls, horrid skulls, liches, shadow warriors, skeletons, undead slimes, and zombies of all varieties to the grave – permanently. Ghosts offer different, equally interesting challenges. A monster modified with *Undead* (*Monsters 1*, p. 38) or *Ghostly* (*Monsters 1*, pp. 37-38) counts for these purposes.

Out of combat, slayers crave opportunities to show off specialized knowledge (like Hidden Lore, Occultism, Physiology, Psychology, and Thaumatology skills). Include environmental and supernatural hazards these heroes are especially fit to resist; for instance, a plague-ridden area into which an undead-slayer with Immunity to Disease must venture alone, or effects that ensure the mage-slayer gets value from those points in Magical Toughening and Selective Magic Resistance. Give demon- and undead-slayers chances to try Exorcism – and mage-slayers, Dispel Magic and Remove Curse – to triumph over curses (*GURPS Dungeon Fantasy 2: Dungeons*, p. 9), hauntings, and supernatural tricks and traps.

To reward such heroes after these travails, have tools of the trade turn up in treasure – whether that means holy hardware for a demon- or undead-slayer, or meteoric arms and armor for a mage-slayer. Overconfident beings of the types discussed above may keep such things as trophies after defeating less-capable hunters. Enemies who engage in infighting and factionalism might hoard them for later use: No love is lost between demons, spellcasters are cliquish (hostility between good and evil clerics is especially strong), vampires are clannish, and so on.

Suspend Mana

Will/Very Hard

Defaults: None.

Prerequisites: Magical Toughening 2+, Selective Magic Resistance 2+, *and* Dispel Magic skill (p. 11).

See *GURPS Magic*, p. 125. Always costs 5 FP times radius in yards and requires 10 minutes.

UNDEAD-SLAYER SKILLS

Your zeal allows you to use Exorcism (p. B193) without the need for the Holy Might power. Your template's mandatory advantages eliminate the -4 for lack of holy support when dealing with ghosts, hauntings, and similar death-related beings and curses. You *can* exorcise other spirits and curses, but at -4.

Your sensitivity also lets you use Blind Fighting (p. B180) without the Chi Mastery power. Learned this way, it works strictly on the living, the undead, and spirits – never on constructs or inanimate objects. It's useful even if you have Specter Sight (p. 15), as many undead aren't invisible, but simply hidden in the darkness.

UNDEAD-SLAYER PERKS

Undead-slayers may buy as many of these perks as they can afford; there's no prerequisite number of advantage levels, skill points, or whatever.

Brave: As described under *Demon-Slayer Perks* (p. 6).

Corpse Smart: You never confuse the corporeal undead with the living, the just-plain-dead, or constructs stitched together from dead bodies. For instance, you won't mistake approaching zombies for live people, or zombies lying on the floor for corpses – and you'd *never* think a corpse golem was undead. This grants no ability to penetrate *supernatural* deceptions: ghosts possessing the living, liches hiding behind illusions, vampires shapeshifted into bats, etc.

Covenant of Rest: You cannot be summoned, reanimated, or resurrected if you die – not in body, not in spirit. Attempts to raise you as undead or possess your corpse fail automatically. If you're lucky enough to have Extra Life, this perk kicks in once you're out of lives.

Gift of the Dead: When you destroy an undead creature that *didn't want to be undead* (GM's decision, but skeleton and zombie slaves, lesser undead in thrall to greater ones, and ghosts prevented from reaching the afterlife usually count), the soul you've laid to rest gives thanks by healing you 1 HP, 1 FP, or 1 HR, as you wish.

Holy Touch: Your punches, kicks, and other *unarmed* strikes (not grapples) count as *holy* weapons where advantageous.

Purifying Touch: Your punches, kicks, and other *unarmed* strikes (not grapples) count as *fire* where advantageous, though damage type doesn't become burning.

Rest in Pieces: The holy warrior's Shtick, renamed as an excuse to offer more details (all of which apply to holy warriors, too!): *Living* foes that you, personally, slay cannot return as undead – they stay dead, even if infected with contagious vampirism, zombie-ism, or a similar curse, or subjected to the Zombie or Mass Zombie spell. This doesn't bypass powerful traits like Extra Life, Supernatural Durability, or Unkillable; prevent spirit summoning; or stop Necromantic spells that cost more than 20 energy to cast (including Resurrection, Lich, and Wraith). To cover all *that*, use Final Rest (below).

Finally, you can influence spirits by sheer will. This gives you exotic skills that work as the spells of the same name for the purposes of energy cost, time required, and effects. Unlike spells, though, these are Will-based, unaffected by mana or sanctity, require no words or gestures, and don't take twice as long at skill 9 or less – but also get no energy cost or time reduction for high skill.

Final Rest

Will/Hard

Defaults: None.

Prerequisites: Rest in Pieces *and* Turning.

See *GURPS Magic*, p. 89. Always costs 20 FP and requires 10 minutes.

Materialize

Will/Hard

Defaults: None.

Prerequisites: Abomination Sense *and* Ghost Weapon.

See *GURPS Magic*, pp. 150-151. Always costs 5 FP and requires a Concentrate maneuver.

UNDEAD-SLAYER

250 points

Like many, you were born sensitive to ghosts . . . but your gift continued to develop, both in breadth (you can sense *all* undead) and depth (you can repel and harm what you sense). You decided to train it, and today you're a devoted destroyer of the undead. For people who've become undead against their wishes, you bring peace – though that may still mean severing the head and staking the heart. Those who *choose* undead, you fight, neither offering nor asking for quarter!

Attributes: ST 13 [30]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 15 [10]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Abomination Sense [10]; Ghost Weapon [15]; Higher Purpose 1 (Slay Undead) [5]; Rest in Pieces [1]; *and* Turning [25]. • Another 40 points distributed among ST +1 to +4 [10/level], DX +1 or +2 [20/level], IQ +1 or +2 [20/level], HT +1 to +4 [10/level], HP +1 to +4 [2/level], Will +1 to +5 [5/level], FP +1 to +4 [3/level], Acute Abomination Sense [2/level], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Ghost Armor 1-5 [4/level], Gizmos 1-3 [5/level], Hard to Kill [2/level], Hard to Subdue [2/level], Heroic Reserves 1-13 [3/level], High Pain Threshold [10], Higher Purpose 2-3 (Slay Undead) [5/level], Luck [15] *or* Extraordinary Luck [30], Night Vision 1-9 [1/level], Rapid Healing [5], Recovery [10], Resistant to Disease (+3) *or* (+8) [3 *or* 5] *or* Immunity to Disease [10], Resistant to Evil Supernatural Powers (+3) *or* (+8) [5 *or* 7], Resistant to Supernatural Abilities of the Undead (+3) *or* (+8) [3 *or* 5], Signature Gear [Varies], Slayer Training [3-5/skill], Specter Sight [8], Spirit Empathy [10], Weapon Bond [1], *or* more undead-slayer perks (above).

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Ben: All right, uh, okay, uh, how do you best kill a witch?

Hansel: Uh, cutting off their heads tends to work . . . and ripping out their hearts . . . and skinning them is also nice.

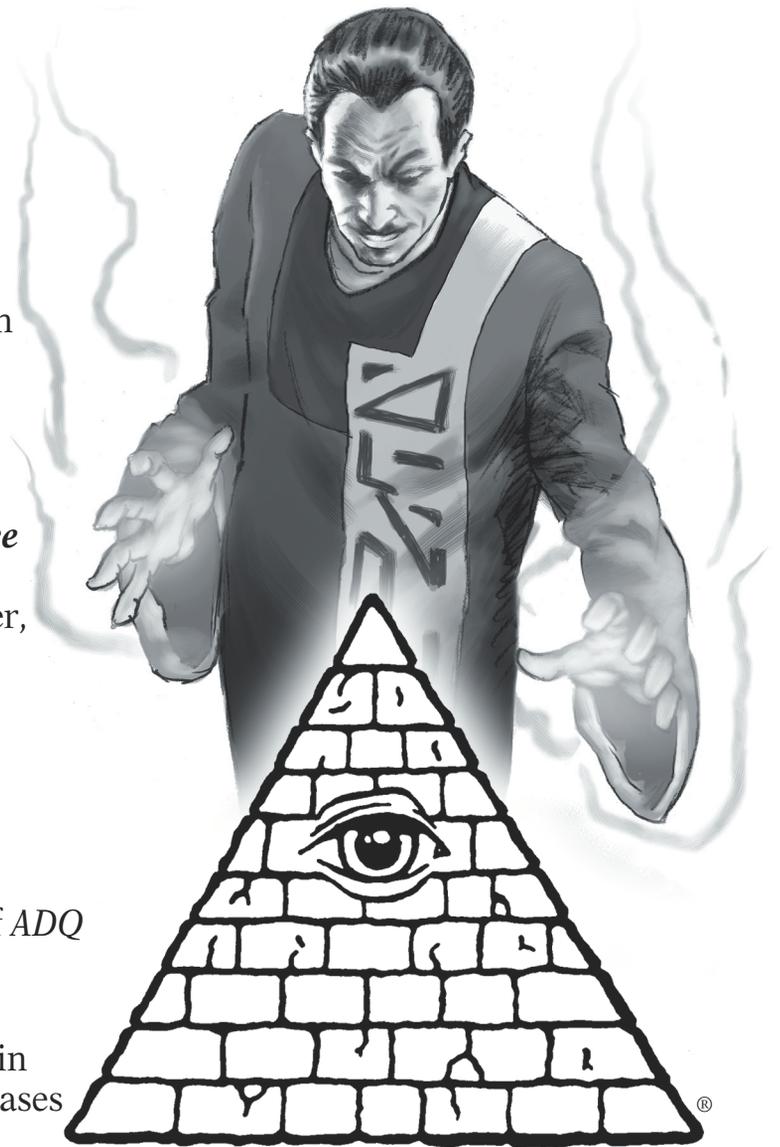
Gretel: Yeah, but burning them is the best way.

– Hansel & Gretel: Witch Hunters (2013)

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