

GURPS[®]

Fourth Edition

DUNGEON FANTASY CAREER GUIDE™

2020 EDITION



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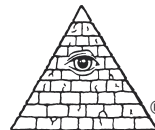
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INTRODUCTION

Dungeon fantasy works best if every PC fills a distinct niche.
– **GURPS Dungeon Fantasy 1: Adventurers**

When **GURPS Dungeon Fantasy** launched in late 2007, it featured 11 professions in one short work: **GURPS Dungeon Fantasy 1: Adventurers**. Dungeon fantasy being *hack 'n' slash* fantasy, though, “more stuff” was essential. Beginning with **GURPS Dungeon Fantasy 3: The Next Level**, power-ups, lenses, and other add-ons followed faster than a scout can ridle an orc with arrows.

Dungeon fantasy is also *kitchen-sink* fantasy; it borrows from every source that could conceivably fit. Adventurers might represent archetypes found in any flavor of fantasy – epic fantasy, historical fantasy, horror fantasy, steam-punk fantasy, even science fantasy. Thus, many templates for entirely new professions appeared, with power-ups and lenses of their own.

As of this writing, over a dozen years later, there are nearly 50 professional templates, with a huge variety of variants and add-ons. This content is strewn across 36 dedicated supplements (again, *as of this writing*), as well as many of the 122 issues of Volume 3 of *Pyramid* magazine. That makes it challenging to create characters, plan campaigns, and follow discussions.

A complete collection of this material would fill an encyclopedia we’re unlikely ever to have the means to compile. **GURPS Dungeon Fantasy Career Guide** offers the next-best thing: an index to it all. Look up a profession to learn where to find its template and other goodies. Information is confined largely to page references – although we couldn’t resist the *occasional* note.

A parting thought: Even if you don’t normally print PDFs, consider printing *this* one. As a GM, you can highlight templates and add-ons permitted in your campaign. As a player, you can annotate roles you’ve played, how you customized them, what you’d do differently, and whether your hero retired in peace – or in pieces!

RECOMMENDED BOOKS

See **GURPS Dungeon Fantasy 1: Adventurers** for the ground rules for professional templates in **GURPS Dungeon Fantasy**, **GURPS Dungeon Fantasy 3: The Next Level** for an intro to lenses, and **GURPS Dungeon Fantasy 11: Power-Ups** to learn all about power-ups.

Generally, the more *Dungeon Fantasy* supplements and *Pyramid* issues you have on hand, the more valuable **GURPS Dungeon Fantasy Career Guide** will be. It’s intended for those with a good-sized library. That said, we wouldn’t be unhappy if you used it as a shopping list for your next campaign or character!

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 with *son amour*, Geneviève.

ABOUT GURPS

Steve Jackson Games is committed to full support of **GURPS** players. We can be reached by email: info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at gurps.sjgames.com.

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Pyramid (pyramid.sjgames.com). For 10 years, our PDF magazine *Pyramid* included new rules and articles for **GURPS**, plus systemless locations, adventures, and more. The entire 122-issue library is available at Warehouse 23!

Internet. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. You can also join us at facebook.com/sjgames or twitter.com/sjgames. Share your brief campaign teasers with #GURPSHook on Twitter. Or explore that hashtag for ideas to add to your own game! The **GURPS Dungeon Fantasy Career Guide** web page is gurps.sjgames.com/dungeonfantasy/careerguide.

Store Finder (storefinder.sjgames.com): Discover nearby places to buy **GURPS** items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We’ve added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

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.

CHAPTER ONE

WHAT DO YOU WANT TO DO WITH YOUR LIFE?

Here are a whole lot of answers to that question, in alphabetical order. Each entry provides these details:

Name: The profession's name. A dagger (†) warns that the occupation might be too lighthearted (innkeeper), technological (demolisher and musketeer), or unorthodox (blob, carnie, dragon, imitator, and Unknowable Thing) for "traditional" dungeon crawls.

General Type: **Cunning** means somebody adept at many mundane *noncombat* skills – say, a craftsperson, talker, or woodsman. **Mystical** denotes an adventurer whose shtick is casting spells or wielding powers; [F] indicates they can possess a familiar (see *GURPS Dungeon Fantasy 5: Allies*), while [P] means they may designate a power item (for the deluxe treatment, see *GURPS Dungeon Fantasy 18: Power Items*). **Warrior** refers to a delver whose primary purpose is fighting. Professions that straddle a line get two labels.

Preferred Environment: **Dungeon** means somebody optimized for looting, combating Evil, or *servng* Evil in dark places that are neither civilized nor outdoors. **Town** labels adventurers who are most capable around settlements – be they social engineers, urban criminals, or users of extremely light arms and armor. **Wilderness** marks professionals whose noteworthy capabilities concern tracking, trekking, and dealing with Nature. A line of work that bridges two situations gets two labels. **No Preference** says the delver is a useful ally in *all* environments, though not necessarily an expert in *any* of them.

Description: Summary of the profession's role, strengths, and weaknesses.

Entries go on to list any of the following that apply:

Template: Location of the basic template. *All* professions have this!

Variants: Alternative templates that *replace* the basic one, listed by name. These rarely work exactly like the standard template – be sure to follow up page references.

Lenses: Location of lenses for just this template or for a small number of templates including it. For lenses almost *anybody* can have, see *General Lenses* (p. 16).

Special Abilities: Location of extraordinary innate capabilities *besides* spells, most often meaning powers.

Special Allies: Location of stats for familiars or summoned beings (*not* henchmen, which anybody can have; see *GURPS Dungeon Fantasy 15: Henchmen*).

Special Skills: Location of skills not widely available to other delvers.

Spells: Location of notes on magical spells – possibly including *finite*, *prescriptive* spell lists like those of clerics and druids.

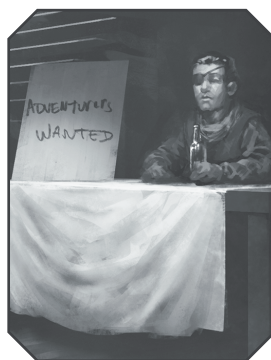
Power-Ups: Location of special character improvement options.

Special Gear: Location of paraphernalia exclusive or essential to the profession – or at least, rarely used by most other adventurers. Does *not* include universal gear (notably ordinary weapons and armor!), articles that such delvers merely favor (e.g., poison for assassins), or magic items (however specialized).

Loadouts: Location of preselected *packages* of starting equipment, which are useful reminders and checklists even when not buying every last item.

Social: Location of guidelines for social organizations (families, guilds, temples, etc.) that profession members routinely lead or belong to. For *general* social traits that suit most delvers, see *GURPS Dungeon Fantasy 17: Guilds*, pp. 4-7, and *Pyramid* #3/58, pp. 11-14.

Sample Characters: Location of pregenerated characters of this type.



CHAPTER TWO

STILL NOT SURE?

These tips can help you to pick the right template and lens(es) for the campaign and your point budget.

GENERAL LENSES

The following lenses aren't specific to one profession – they work with *almost* any template.

<i>Lens</i>	<i>Point Cost</i>	<i>Location</i>	<i>Cannot Be Added To</i>
Alchemist Lens	50	<i>Pyramid</i> #3/82, p. 7	Artificer
Artificer Lens	70	DF 4 , p. 7	Artificer
Assassin Lens	50	DF 12 , p. 9	Assassin
Chevalier Lens	50	<i>Pyramid</i> #3/122, p. 15	Chevalier
Commander Lens	50	<i>Pyramid</i> #3/122, p. 18	Commander
Death Knight	50	<i>Pyramid</i> #3/50, pp. 13-14	Necromancer
Demon Knight	50	<i>Pyramid</i> #3/50, p. 14	Demonologist
Incanter Lens	50	DF 19 , p. 9	Incanter
Mentalist Lens*	50	DF 14 , p. 19	Mentalist
Mystic Knight Lens	50	<i>Pyramid</i> #3/13, p. 18	Mystic Knight
Ninja Lens	50	DF 12 , p. 11	Ninja
Regular Cleric	10	PDC , p. 89	–
Scholar Lens	50	DF 4 , p. 11	Scholar
Secular Cleric	15	PDC , p. 89	–
Servant of the Divine	50	<i>Pyramid</i> #3/36, p. 10	Cleric, Druid, Evil Cleric, Holy Warrior, Unholy Warrior
Sorcerer Lens	50	<i>Pyramid</i> #3/82, p. 10	Sorcerer
Wilderness Training	15	DF 16 , p. 5	–

* More simply, add Unusual Background (Psionic) [10] and psi-related traits; see **DF 3**, pp. 40-41.

WHO DO I SEND?

The campaign's typical adventure backdrop influences what professions are most useful. As well, the *best* adventuring parties are balanced between broad categories of ability. These lists should help players pick the right people when assembling a team.

Environment

"We're mostly in . . ."

Dungeons: Barbarian, blob, cleric, commander, demolisher, demon-slayer, demonologist, dragon, dwarf, elemental, evil cleric, holy warrior, incanter, knight, mage-slayer, mentalist, monster slaver, musketeer, mystic knight, necromancer, psychic slayer, shield-bearer, sorcerer, swashbuckler, thief, undead-slayer, unholy warrior, Unknowable

When assembling a team, consider adventure backdrop and a balance of abilities.

Thing, wizard. *For backup:* Artificer, assassin, imitator, justiciar, martial artist, ninja, scholar, scout, wrestler.

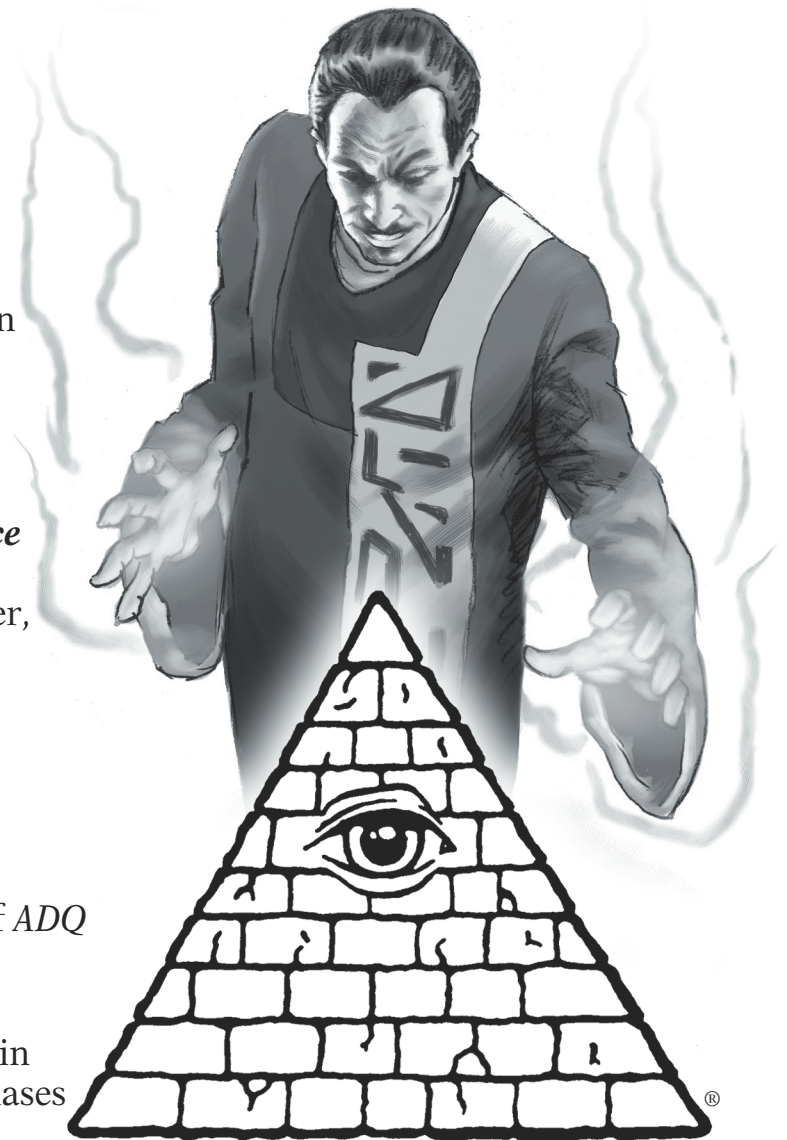
Town: Artificer, assassin, bard, carnie, innkeeper, justiciar, martial artist, mentalist, ninja, scholar, thief. *For backup:* Cleric, commander, elemental, imitator, incanter, knight, mage-slayer, musketeer, mystic knight, sorcerer, swashbuckler, wizard, wrestler.

Wilderness: Barbarian, beastmaster, chevalier, dragon, druid, elf, monster slaver, scout, shaman. *For backup:* Cleric, commander, elemental, imitator, incanter, justiciar, knight, martial artist, mentalist, musketeer, mystic knight, ninja, scholar, sorcerer, wizard.

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