

# DUNGEON FANTASY

POWERED BY GURPS™

Name \_\_\_\_\_ Player \_\_\_\_\_ Point Total \_\_\_\_\_

Ht \_\_\_\_\_ Wt \_\_\_\_\_ Size Modifier \_\_\_\_\_ Age \_\_\_\_\_ Unspent Pts \_\_\_\_\_

Profession \_\_\_\_\_ Race \_\_\_\_\_

	Level	Points		Level	Current	Points
ST	<input type="text"/>	[ ]	HP	<input type="text"/>	<input type="text"/>	[ ]
DX	<input type="text"/>	[ ]	Will	<input type="text"/>	<input type="text"/>	[ ]
IQ	<input type="text"/>	[ ]	Per	<input type="text"/>	<input type="text"/>	[ ]
HT	<input type="text"/>	[ ]	FP	<input type="text"/>	<input type="text"/>	[ ]

LANGUAGES	Spoken	Written	Points
_____	<input type="radio"/>	<input type="radio"/>	[ ]
_____	<input type="radio"/>	<input type="radio"/>	[ ]
_____	<input type="radio"/>	<input type="radio"/>	[ ]

BASIC LIFT (ST × ST)/5 \_\_\_\_\_ DAMAGE Thr \_\_\_\_\_ Sw \_\_\_\_\_

BASIC SPEED \_\_\_\_\_ [ ] BASIC MOVE \_\_\_\_\_ [ ]

## REACTION MODIFIERS

ENCUMBRANCE	MOVE	DODGE
None (0) = BL _____	BM × 1 _____	Dodge _____
Light (1) = 2 × BL _____	BM × 0.8 _____	Dodge -1 _____
Medium (2) = 3 × BL _____	BM × 0.6 _____	Dodge -2 _____
Heavy (3) = 6 × BL _____	BM × 0.4 _____	Dodge -3 _____
X-Heavy (4) = 10 × BL _____	BM × 0.2 _____	Dodge -4 _____

PARRY	BLOCK	DR
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

Name	ADVANTAGES	Points
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
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_____	_____	_____
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Name	DISADVANTAGES AND QUIRKS	Points
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



# Dungeon Fantasy Roleplaying Game

Name \_\_\_\_\_

Player \_\_\_\_\_

## HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

## RANGED WEAPONS

Weapon	Damage	Acc	Range	Shots	ST	Bulk	Notes	Cost	Weight

## SPEED/RANGE TABLE

For the complete table, see *Exploits*, pp. 97-98. Each 10× increase in linear measurement gives -6 to speed/range modifier.

Linear Measurement	Speed/Range
2 yards or less	0
3 yards	-1
5 yards	-2
7 yards	-3
10 yards	-4
15 yards	-5
20 yards	-6
30 yards	-7
50 yards	-8
70 yards	-9
100 yards	-10
150 yards	-11
200 yards	-12
300 yards	-13
500 yards	-14
700 yards	-15

## ARMOR AND POSSESSIONS

Item	Location	Cost	Weight
<b>Totals:</b>		<b>\$</b>	<b>lbs.</b>

## HIT LOCATION

Mod.	Location
0	Torso
-2	Arm/Leg
-3	Vitals*/Groin
-4	Hand/Foot
-5	Face/Neck
-7	Skull
-9	Eye*

\* Impaling or piercing attacks only.

**CHARACTER NOTES**


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**ADVENTURE NOTES**


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**TOWN EXPENSES**

**Cost of Living:** \$150/week.  
**Recharging Power Item:** \$5/FP.  
**Hirelings:** \$200/week if 62 points, \$400/week if 125 points.  
**Training in New Abilities:** \$40/point if on template,  
 \$80/point if off template (on top of point cost!). This is *optional* – ask the GM.  
**Buying Off Starting Physical or Supernatural Disadvantage:**  
 \$100/point (on top of point cost!).

**HEALING**

**Basic Healing:** \$2/HP, to a maximum of \$100.  
**Cure Physical Affliction (disease, poison, etc.):** \$50.  
**Cure Supernatural Affliction (petrification, shapeshifting, etc.):** \$100.  
**Repair Lasting/Permanent Crippling:** \$750/body part.  
**Repair Dismemberment:** \$1,600/body part.  
**Resurrection:** \$15,000.