

GURPS®

Fourth Edition

DUNGEON FANTASY™ 11

POWER-UPS™



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Amazing power-ups for every character.

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INTRODUCTION

Given the chance, some players will spend points without regard for their characters' origins and stated goals. Of course, when a player asks to use bonus points to buy a wholly inappropriate ability, you can always say "no." But there are other options . . .

– *GURPS Basic Set*

GURPS Dungeon Fantasy 3: The Next Level introduced the concept of *power-ups*: "high-level" abilities on which delvers can spend hard-earned points. *Dungeon Fantasy 11: Power-Ups* continues this trend, offering adventurers entirely new ways to become more awesome! The GM may sell these, too, for points – or he might award them in lieu of points, perhaps even as consequences of wishes or divine favor. Like the treasures in *Dungeon Fantasy 8: Treasure Tables*, then, power-ups can serve as both rewards and purchases of sorts.

PUBLICATION HISTORY

Power-ups from *GURPS Dungeon Fantasy 3: The Next Level* – about a page of text – are folded into this work for completeness' sake. You might also recognize a few perks from

GURPS Power-Ups 2: Perks, *GURPS Psionic Powers*, or *GURPS Thaumatology: Magical Styles*, albeit modified for *Dungeon Fantasy*. Finally, many power-ups are built from traits described elsewhere, primarily in *GURPS Martial Arts*, *GURPS Powers*, and *GURPS Thaumatology*. We haven't reprinted such building blocks verbatim; we've just given the rules needed to use the end product. You don't *need* any of those supplements to use this one!

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), and the *GURPS Action*, *GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing.

Sean has been a gamer since 1979. His non-gaming interests include cinema, cooking, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

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.

*"Ye can have
a shark as yer
holy paladin
mount?!?"*

*"Sure. They
eat devilfish,
mostly."*

– *Rich
Burlew,
Order of
the Stick*

CHAPTER ONE

POWER-UPS IN THE CAMPAIGN

Before getting into the cool abilities, a warning to the GM on what *he's* getting into. Power-ups are nothing less than ways to make adventurers more powerful. Some crank existing capabilities up to 11; others add entirely new feats. The latter, especially, may seem a little underpriced – a result of **GURPS** averaging point costs over every genre and setting. A gift that isn't generically useful might be exceptionally handy in *Dungeon Fantasy*. Except in a few markedly game-breaking

cases, however, point costs haven't been “normalized” using Unusual Backgrounds, simply because it's a time-honored tradition for personal power to be a temptation above treasure for delvers!

This doesn't compel the GM to permit every option to every hero without considering what's appropriate, though. It also doesn't mean that he can't make power-ups expensive in ways that have nothing to do with points . . .

WHAT'S IN A POWER-UP?

So what *is* a power-up? There are endless possibilities, handled in diverse ways. A few things need defining for every power-up, though.

NAME

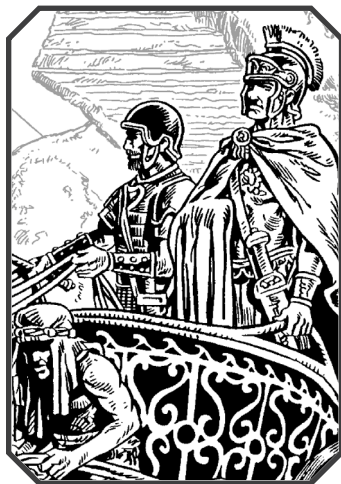
A power-up may be a single, uncomplicated trait – attribute, advantage, perk, etc. – that works *exactly* as explained in the **Basic Set**, singled out as an especially fitting use of points for heroes of particular backgrounds. In that case, it will simply share the trait's name. Resistant to Poison is Resistant to Poison, however it's acquired.

On the other hand, a power-up might be a modified, revamped, or all-new advantage, or one of the special cases under *Combination Power-Ups* (p. 7), or a trait that needs additional guidelines in a *Dungeon Fantasy* campaign. If so, it will have a new name to remind you of its special treatment. When recording the power-up on a character sheet, simply write down this name. You can list it like an advantage or record *all* power-ups in their own section.

COST

Power-ups cost points – a single point for a perk, more for greater capabilities. Some power-ups come in levels, each costing more than the one before it; be sure to note the level and

pay the associated cost. A few have “Variable” cost; read the description for details. For the cases discussed in *Combination Power-Ups* (p. 7), the listed cost buys the whole package.



PREREQUISITES

If a power-up is associated with particular professions or races, then belonging to a suitable group is a prerequisite. Some such power-ups list additional requirements – only a paragon of the race or profession can have them. Even if the GM doesn't treat character templates as mandatory, or offers custom racial templates, he should consider keeping the prerequisites or replacing them with something comparable. General power-ups often have specific requirements like this, too.

However, “prerequisite” here doesn't always mean an advantage or a skill, as it does in the **Basic Set**. A power-up may actually require a *disadvantage*; for instance, all cleric power-ups effectively have such a requirement, since being a cleric entails selecting a -10-point mental disadvantage to go with Holy Might (*Adventurers*, p. 22). A couple of power-ups impose even more complex conditions – always read the write-up!

TRAITS

The heart of a power-up is the character traits it grants. The most basic “power-ups” that any delver can buy are simply new skills and spells – or higher levels of existing ones – from his character template. The most interesting examples venture beyond this, though.

Attributes and Secondary Characteristics

Any adventurer can improve his attributes and secondary characteristics to their racial maxima. The ability to exceed such a limit makes for a simple but wonderful power-up! This has no intrinsic cost beyond that of the scores. As noted under *Professional Power-Ups* (p. 17), being a member of the right profession amounts to an Unusual Background that justifies this.

Extra levels of such scores that bear advantage-style modifiers (e.g., Accessibility or Costs Fatigue), giving bonuses under particular circumstances or for a limited time, can also be power-ups. These might be available even to delvers who are otherwise subject to normal racial limits.

For the benefit of players powering-up PCs and GMs designing new power-ups, the *Racial Maxima Table* (below) summarizes racial limits in the language of pp. B14-18.

Racial Maxima Table

Race	ST	DX	IQ	HT	HP	Will	Per	FP	Basic Speed	Basic Move
Air-Infused	20	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Cat-Folk	19	21	20	20	ST+30%	20	21	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Celestial	21	21	21	21	ST+30%	22	21	(HT+30%)+1	[(DX+HT)/4]+2.50	(Basic Speed)+3
Coleopteran	21	20	19	21	ST+30%	19	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Corpse-Eater	22	20	20	22	ST+30%	20	20	HT+30%	[(DX+HT)/4]+1.50	(Basic Speed)+3
Dark One	20	20	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Dragon-Blooded	21	20	20	21	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Dwarf	20	20	20	21	ST+30%	20	20	(HT+30%)+3	[(DX+HT)/4]+2.00	(Basic Speed)+2
Earth-Infused	20	20	20	20	(ST+30%)+1	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Elder-Spawn	20	20	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Faun	20	21	20	21	ST+30%	20	22	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Fire-Infused	20	20	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+3.00	(Basic Speed)+3
Gargoyle	20	20	19	21	(ST+30%)+2	19	19	HT+30%	[(DX+HT)/4]+1.75	(Basic Speed)+3
Gnome	20	20	20	20	ST+30%	20	20	(HT+30%)+3	[(DX+HT)/4]+2.00	(Basic Speed)+2
Goblin	20	20	19	21	(ST+30%)+1	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Half-Elf	20	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Half-Ogre	24	20	19	21	ST+30%	19	19	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Half-Orc	20	20	20	21	(ST+30%)+1	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Halfling	17	21	20	21	(ST+30%)+2	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+2
High Elf	19	20	21	20	ST+30%	21	21	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Hobgoblin	22	20	18	21	(ST+30%)+3	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Human	20	20	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Infernal	22	21	20	21	ST+30%	20	20	(HT+30%)+1	[(DX+HT)/4]+2.50	(Basic Speed)+3
Leprechaun	16	22	20	20	(ST+30%)-2	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Lizard Man	22	20	19	21	ST+30%	19	19	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+4
Minotaur	23	20	18	23	ST+30%	18	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Mountain Elf	19	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Nymph	20	20	20	21	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Ogre	30	19	17	23	ST+30%	17	17	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Orc	21	20	19	21	(ST+30%)+2	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Pixie	15	23	20	20	(ST+30%)-4	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Sea Elf	19	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Shadow Elf	19	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Troll	19	21	20	21	(ST+30%)+1	20	22	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Water-Infused	20	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Wildman	22	20	19	21	ST+30%	19	22	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Winged Elf	18	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+3
Wood Elf	19	21	20	20	ST+30%	20	20	HT+30%	[(DX+HT)/4]+2.00	(Basic Speed)+4

We hobbits are plain, quiet creatures. Adventures make one late for dinner.

– J.R.R. Tolkien, *The Hobbit*

Advantages

Most advantage power-ups are exceptions to the rules governing traits available after character creation – from fairly mundane but normally inborn capabilities that appear on one's character template to gifts that aren't otherwise options for *any* **Dungeon Fantasy** race. Examples include:

- *Higher-than-usual advantage levels.* The most common examples here are Talents. The **Basic Set** limits Talents to four levels. Allowing five or more levels enables a delver to become proficient at several skills important to his profession while spending fewer points than his associates in other careers to which such expertise is less crucial. This applies equally to

advantages that aren't Talents but which function similarly; e.g., High Manual Dexterity.

- *Mundane advantages normally off-limits in **Dungeon Fantasy**.* Especially *social* advantages! In a world where “society” means “where we drink, shop, and sell loot,” a social advantage that gives a delver a concrete edge at *adventuring* makes an excellent power-up.

- *Cinematic advantages.* Such traits aim to help PCs emulate the heroics of specific fictional archetypes, so they're among the most fitting of power-ups for templates that match those roles.

- *Exotic or supernatural advantages.* Often, these are new abilities for existing powers: Bard-Song, Chi Mastery, Druidic Arts, Holy Might, etc. A wizard's aptitude for magic is *effectively* a power, the abilities of which are advantages that have the Mana Sensitive limitation (-10%). In the larger-than-life reality of **Dungeon Fantasy**, certain unrealistic advantages might represent entirely *mundane* training, given appropriate modifiers and a suitable interpretation. And a few such gifts simply fit an archetype so well that they get a pass even though a hardnosed interpretation of advantage categories would forbid them!

- *Revamped advantages.* Replacing one or two features of an existing advantage with others of comparable scope can result in something that feels very new and fits a particular profession's niche.

- *All-new advantages.* These are most often new Talents – but advantages pulled from elsewhere in **GURPS** (e.g., Leech, from **GURPS Powers**) also make nice discoveries for advanced adventurers.

Enhancements

Dungeon Fantasy doesn't encourage complicated power-building, but there are times when an advantage requires modifiers to better suit a profession or a power, or dungeon-delving in general; see *Combination Power-Ups* (p. 7). Another option is the power-up that adds an enhancement to a trait the delver *already* has, giving him a capability that's as interesting and as useful as a whole new advantage.

Perks

Many “important” abilities of fictional heroes – or of entire classes of delvers in other fantasy RPGs – amount to perks. One particularly versatile perk often appears as *part* of a power-up:

Unique Technique: Lets a delver buy a technique (p. 7) that offers a whole new way to use a skill or removes a major skill penalty, but that would otherwise be off-limits.

Material Power-Ups

An obvious omission here is *items* as power-ups. This might seem a serious oversight. After all, **Dungeon Fantasy** is inspired by old-school fantasy RPGs and computer games, which often feature entire *classes* (professions) designed around equipment, with “leveling up” bringing ever-improving gear.

The problem is that **GURPS** rarely treats equipment as part of the character. With two exceptions, everything is “easy come, easy go.” This goes double for delvers, who might find a Katana o' Killing on one adventure, only to lose it forever down a spider-hole the next (or discover that it dissolves in sunlight).

Exceptions are superhero gadgets – which don't apply here – and Signature Gear (**Adventurers**, p. 23). The GM may allow Signature Gear as a power-up. If an item could be bought for coin, then the GM can let heroes acquire it in town by paying points *instead*: 1 point per \$500 or fraction thereof. However, the GM is under no obligation to be harder on owners of found items in order to placate players who paid points for Signature Gear! In this case, the points bought the promise of something specific more so than security.

The best artifacts and magic items – like those in **40 Artifacts** and **Treasure Tables** – are more troublesome. Some have such high prices that the Signature Gear costs would be nuts. Others lack price tags altogether! If the GM wants to make such goods available for points (e.g., a cleric can buy sacred artifacts for points at his temple; see **Clerics**, pp. 33-36), he can forbid new Signature Gear in play and adapt *Gadgets Require an Unusual Background* (p. B477) instead.

With this change, the item's *best* property determines the base point cost of Unusual Background (Artifact) – equivalent to Unusual Background (Invention) – as follows:

- *Property no better than that of mundane gear (ordinary armor, weapon, lantern, etc.):* 5 points.
- *Property no better than that of exceptional nonmagical gear (fine-quality item, high holy symbol, meteoric iron or orichalcum weapon, etc.):* 15 points.
- *Property no better than that of enchanted item from **Dungeon Fantasy 1**:* 30 points.
- *Property well beyond anything in **Dungeon Fantasy 1**, or cosmic:* 50 points.

If the thing has several distinct properties, start with the best and add 1/5 the value of the others. For instance, a cosmic item (50 points) with three 15-point properties would cost $50 + (3 \times 15/5) = 59$ points. Final cost shouldn't exceed that to buy equivalent benefits as innate abilities.

All of this assumes *portable* equipment: armor, weapons, tools, etc. Vehicles (flying ships, teleporting wardrobes, etc.) capable of transporting the entire party should cost at least double the points, if allowed. Buildings and property – from gazebos to castles – are beyond the scope of these rules. To handle them, add Status to the campaign and make society more complex than “town.”

In summary, while **Dungeon Fantasy** aims to be prescriptive to speed play and avoid arguments, this issue *demands* GM judgment!

Spells

Some spells are effectively advantage-like gifts that almost *any* caster might have. If they have casting times, energy costs, durations, etc., though, then it's simplest to define them as spells. Like any new spell, these make excellent caster power-ups.

Techniques

Techniques (pp. B229-233) are rather fine-grained and fussy for *Dungeon Fantasy* – that's why *Adventurers* omits them. A few tricks of the trade are undeniably techniques in *GURPS* terms, though, and therefore suitable power-ups. As a compromise between complexity and appropriateness, they can be treated as all-or-nothing capabilities, always bought at their maximum level or at most in a couple of large chunks (e.g., halfway to maximum and maximum).

Combination Power-Ups

Power-ups often consist of *several* traits that have to be purchased together. Important examples, in increasing order of complexity, are:

- An advantage modified with many enhancements and limitations.
- *Several* advantages – possibly modified – that always occur together.
- A technique that would otherwise be off-limits, alongside a Unique Technique perk (p. 6) that opens the door to it. This combination is advantage-like, in that the capability the technique offers is only possible for delvers with the power-up. Everybody else lacks the perk that lets them attempt the technique, even at default!
- Lenses (p. B449) to character or racial templates, which bundle together attributes, secondary characteristics, advantages, perks, and/or techniques – and occasionally even disadvantages or quirks – in all-or-nothing packages that resemble



the mixed-profession lenses on pp. 19-37 of *The Next Level*. Such power-ups are essentially learnable meta-traits (pp. B262-263).

Be aware that any power-up with the Unique Technique perk or a full-blown Unusual Background advantage built in is an exception to one of the conventions observed by the rest of *Dungeon Fantasy*. This doesn't give *all* heroes license to break that rule.

Finally, note that combination power-ups always occur in the combinations listed. The GM *may* allow delvers to buy individual bits and pieces with earned points, but otherwise, this is forbidden. Again, a specific allowance isn't *carte blanche*!

ACQUIRING POWER-UPS

The only *absolute* preconditions for adding a power-up are that the GM permits it and the hero meets the requirements the GM has set for it: prerequisites, points, cash, souls, etc. These considerations have substantial depth, though – especially if the players are being admirably munchkin about the whole thing.

STARTING WITH POWER-UPS

The division between starting templates and power-ups is *arbitrary*. Readers of the *Dungeon Fantasy* series in the mirror universe where *GURPS* authors sport sinister-but-dashing goatees report that certain power-ups are basics and vice versa. Thus, it's fairest to let delvers who have the points and prerequisite traits buy their profession's power-ups at character creation. Not that this is *practicable* for all power-ups!

Even so, the GM is free to decree that certain power-ups fall into another category below. Any power-up described with an adjective like "secret" or "advanced" is a good candidate. Such options *aren't* available at the campaign's start.

BUYING POWER-UPS

An adventurer can always spend earned points on attributes up to his racial limit (see the *Racial Maxima Table*, p. 5), traits on his character template, and his profession's special powers. If the GM agrees, then a hero with the points and prerequisites can also buy general power-ups, the professional power-ups noted for his line of work, and his species' racial power-ups. The GM might still decree certain choices off-limits, of course.

Where a power-up is simply an extreme quantity of something the delver already has, the GM should consider limiting improvement to one step after each adventure (mission, dungeon, raid, etc.). For instance, a human barbarian who wants to raise his ST from 20 (the human limit) to 25 (the power-up limit) might need to complete five adventures to do so. The GM could also tie in *starting* power-ups here, letting PCs start with only the lowest level of a power-up and requiring them to earn future levels in play.

Optionally, the GM may *further* charge “training fees,” normally paid in cold, hard cash to the relevant brotherhood, guild, monastery, temple, etc. Suggested tuition:

- *Power-up is improved attribute or secondary characteristic:* Free!
- *Power-up is higher level of known advantage, power, skill, or spell:* \$20/point.*
- *Power-up is completely new advantage, power, skill, or spell:* \$40/point.*
- *Power-up is special exception outside buyer's usual profession or race:* \$80/point.

* The first *point* in a skill or a spell, and the first *level* of an advantage, is “new.” Everything after that is a “higher level.”



SPECIAL REQUIREMENTS

Power-ups can have requirements besides points and cash. Meeting these may bestow the ability outright, increasing the adventurer's point total, or simply grant the delver the option to purchase the power-up with points and loot accumulated on the adventure that made it available. This is especially suitable for secret power-ups, explaining why, for instance, every wizard who saves up 100 points and \$4,000 doesn't instantly go learn the Secret Teleportation Spell (p. 37) – it's a secret, *duh!*

Ancient Writings

A classic source of power-ups is codices, tablets, etc. found in forgotten places. This comes as no surprise for spells (these are *traditionally* found in grimoires), but a suitably impressive work may hold the secrets of things that aren't normally “studied,” like most powers and advantages. For instance, a guide to

secret exercises might let a barbarian – and maybe anyone – raise ST above 20 . . . *if* he can read it.

To prevent boring *Dungeon Fantasy* games where the heroes spend more time in the library than in the dungeon, don't use *Improvement Through Study* (p. B292-294). Such “workbooks” function in one of two ways:

Mundane Workbook: Anybody who reads the writing and follows its instructions can spend earned points to buy the power-up. Only one person can use such a book at a time (two, if one of them doesn't sleep), and he must peruse it for 15 weeks on the road or in town before doing so. Its information is complex enough to take *years* to transcribe (the Obtrusive Hand of Game Balance at work). If sold, it fetches \$100 per point the power-up costs; e.g., a workbook on the Secret Teleportation Spell [100] is a \$10,000 treasure. *Buying* it should cost at least 10 times as much – it's cheaper to pay for training. Weight varies, but is rarely under 12 lbs. Alternatively, use *Sages* to determine the weight of a manual worth the same number of points.

Magical Workbook: As above, except that after 15 weeks, the reader (just one!) *gains the power-up outright*, increasing his point value. The book then immediately crumbles, goes blank, or becomes a merely mundane workbook. The actual force at work need not be magic; it might instead be divine (like clerical spells) or perhaps even some deity's cosmic teachings. Price is at least 10 times that of a comparable mundane workbook – that is, \$1,000/point to sell or \$10,000/point to buy (if not more)! Weight ranges from that of a mundane work down to that of a magical scroll (0.05 lb.).

Quests

An adventure might lead the heroes to a teacher who can impart the necessary power-up: They fight their way to the dungeon's bottom level, cut down the final monster, bash open the bricked-in arch . . . and step out into some sort of Shangri-La, where the martial artist can learn from a Secret Master. Or maybe there's conveniently a teacher there for *each* of the PCs. The fairest way to handle this is for the GM to award the usual points for the adventure and tell the players that they can spend those however they like, but have one-time-only crack at a special power-up, if they want it.

Alternatively, such a quest may open doors back home: Upon bringing back the head of the Osmium Dragon, the knight is admitted for training in some hitherto unavailable combat power-up and the wizard finally gains access to the secrets of Energy Reserves. Again, a pay-as-you-go system is probably better than handing out free points.

Not all doors opened are on the mortal plane, though. Clerics (all sorts), druids, and holy/unholy warriors might acquire power-ups from among the Druidic, Holy, or Unholy abilities granted by their deity only after proving themselves. If using **Clerics**, such an adventurer who performs a great service for a higher power allied with his own may, in lieu of points, receive a gift normally reserved for servants of that other god – or at least the option to buy an ability like this, perhaps even one of his choosing, as a power-up. Such an option remains valid until exercised or the hero commits an affront against the entity granting the boon. A spell off a different list from the usual one is equally apropos.

Finally, quests are one of the few really good ways to justify power-ups from outside one's profession. If the GM feels that an adventure undertaken for the Great Temple or Master Thief was sufficiently risky and impressive, *every* PC may learn a secret usually reserved for clerics or thieves. This should come out of earned points, and those in alien professions may be charged a fee where those in the correct profession aren't. Still, it's a great opportunity!

In all cases, the GM should do his subtle best to ensure that the heroes earn enough points during the quest to buy the power-up at its end. It's also advisable to drop a hint that the players may want to save up points. For a true once-in-a-lifetime chance, the GM might even generously make up the outstanding point cost through other means ("The otherworldly energies exact a toll. You gain Power Reincarnate but lose a HT point.").

Special Training

Some quests may be difficult enough that the heroes receive power-ups *beforehand*, as mission preparation. The GM decides how to handle the cash and/or point costs. If the delvers take the initiative and seek special training, then that's simply *Buying Power-Ups* (pp. 7-8) with a specific goal in mind.

If the GM has the next adventure prepared, and has planned a job offer from a patron capable of offering training, then he could tell the players at the end of the current dungeon crawl that the upcoming one may go better with special training. At that point, the Brotherhood of Bards or Wizards' Guild steps in and offers to teach a previously off-limits power-up. Each player can decide for himself whether to expend earnings from the last adventure to obtain capabilities useful on the next one.

And if the future mission *won't work at all* unless the PCs have the right capabilities, the GM can declare something like, "You spend a month at scout boot camp. Non-scouts get Bow at DX+2 and Fast-Draw (Arrow) at DX+1. Scouts learn the Bow Fencer power-up." The points might be a gift or subtracted off the award for the adventure. In the latter case, the promise of substantial *material* rewards is wise – it gives the heroes an incentive to go on the quest instead of running off with their new training.

Designing New Power-Ups

The GM is encouraged to create new power-ups – doubtless with the support of power-hungry munchkins! For thoughts on selecting the mechanical guts, see *Traits* (pp. 4-7). For examples, see Chapter 2; each item there notes exactly what traits go into it, often with footnotes explaining rules interpretations, expressly to assist GMs who are inventing power-ups.

Brave GMs with large **GURPS** libraries will find further inspiration outside this work. Good resources include **GURPS Martial Arts** (notably *Style Perks*, pp. 49-52, and *Creating New Techniques*, pp. 89-95), the appropriately titled **GURPS Power-Ups** series, **GURPS Powers** (in particular *Alternative Abilities*, p. 11; *Attributes as Abilities*, p. 13; *Special Effects*, pp. 113-114; and *Special Cases*, pp. 115-119), and **GURPS Thaumatology** (especially Chapters 2 and 7).

There's more to a *good* power-up than stats, though. Bear these "three Xs" in mind:

- *eXciting*. The best power-ups are abilities about which yarns can be spun and toward which heroes will want to work. "Becoming an expert at Broadsword" is a fine general objective, but a bit lacking in color. "Learning the *Botte Segrete*" – now *that's* an accomplishment!
- *eXclusive*. A good power-up should offer something that isn't otherwise on the table. Anybody can improve ST, but only the privileged few can raise ST past their racial maximum or add Striking ST. Any adventurer might learn the Stealth skill, but Backstabber (p. 35) exploits it in a special way that only thieves can learn. And so on.
- *eXemplary*. A good power-up complements a specific role or is a remarkable trait of a particular race. Even "all adventurers" – as opposed to staid townsfolk and farmers – can work. What matters is that the power-up offers a clear growth path that helps the player spend earned points to realize a goal, whether that's becoming an archmage, growing into a paragon orc, or retiring as a storied and successful delver.

Wishes

Potent enchantments (notably the Great Wish spell in **GURPS Magic**), divine favor, ancient Elixirs of Transmogrification, and so on can simply bestow power-ups: "Poof! You're more powerful!" This differs from the magical workbooks under *Ancient Writings* (p. 8) or divine rewards discussed in *Quests* (pp. 8-9) only in special effects. However, if the adventurers are in a position to *make wishes*, then the GM needs to decide which power-ups exist and are common knowledge. Even munchkins can't request boons forbidden by the Laws of Creation (as represented by the GM) or that they can't describe properly.

He was trying to find some help in the ancient military journals of General Tacticus, and had actually found a section headed What to Do If One Army Occupies a Well-fortified and Superior Ground and the Other Does Not, but since the first sentence read "Endeavour to be the one inside" he'd rather lost heart.

– Terry Pratchett, *Carpe Jugulum*

CHAPTER TWO

THE POWER-UPS

And now the good stuff!

Be aware that detailed traits and footnotes appear here to help the GM with design – *players* should simply pay point costs, write down names, and focus on described effects. The inner workings of many power-ups rely on complex rules from the **GURPS** books listed under *Designing New Power-Ups* (p. 9). While the GM is welcome to tinker with these concepts, their invocation doesn't entitle rules-savvy players to do so.

Similarly, power-ups are exceptions practically by definition. They regularly interpret existing traits creatively or make judgment calls that might go another way under different circumstances. These calls and interpretations

How Are They Sorted?

These power-ups *don't* follow the **GURPS** custom of listing advantages in one place, perks in another, techniques in a third, and so forth. Regardless of their constituent traits, they appear in alphabetical order within each category. This is to encourage gamers to choose power-ups based on *roles* – not rolls or rules!

are peculiar to individual power-ups, and aren't for *Dungeon Fantasy* in general.

GENERAL POWER-UPS

These capabilities are, in principle, available to anyone. They aren't tied to particular professions or races. In practice, both points and prerequisites limit accessibility – and the GM might rule that a power-up is a secret to be discovered in play or earned through a specific quest.

COMBAT POWER-UPS

These power-ups are useful mainly in battle. Because all dungeon-crawlers need to fight, there's no restriction by profession. Knights have fewer specialist power-ups than most other delvers, though, so they'll be spending more points here, while prerequisites may *effectively* place certain options out of reach of some PCs (e.g., Acrobatics moves aren't likely for heroes other than bards, martial artists, swashbucklers, and thieves).

Cleaving Strike

5 points/skill

Prerequisites: Any Melee Weapon skill capable of swinging attacks, plus *one* of ST 18+, Trained by a Master, or Weapon Master.

Cleaving Strike is a special All-Out Attack that lets you attempt to swing through up to three adjacent foes in front of you! It's *all* you can do that turn, no matter how fast or skilled you are. Since it's an All-Out Attack, it also leaves you without active defenses. Otherwise, the rules below replace the usual ones for All-Out Attack.



When you launch a Cleaving Strike, you cannot step. Instead, you stand in place and make attacks on up to three foes in front of you, from left to right or from right to left (your choice), changing facing as you engage each one. All attacks must be strikes with a swung weapon.

Choose a hit location on the first foe and then make your attack roll. Your opponent defends normally. If you succeed and he fails to defend, roll your usual weapon damage against him, at the better of a flat +2 or +1 *per die*, as with All-Out Attack (Strong). Owing to this move's sheer power, the enemy suffers -1 to all DX and HT rolls to avoid falling down due to knockback or knockdown!

What happens next depends on whether you missed, your rival dodged or retreated, you knocked your enemy down or back, you hit a limb or an extremity and did enough damage to dismember it, or you managed to *kill* your victim. If *any* of those conditions applies, you may proceed to the next target in order and repeat the process. Otherwise, your turn ends.

You can swing through at most two additional foes after the first. You always end your turn facing the final opponent attacked.

Purchase this power-up for one specific Melee Weapon skill. Cleaving Strike (Axe/Mace) is different from Cleaving Strike (Staff).

Perks: Unique Technique (Cleaving Strike) [1].

Techniques: Cleaving Strike (H) Skill+0 [4].*

* Technically, fighters without Trained by a Master or Weapon Master should suffer an extra -6 for making a triple Rapid Strike, but ST 18+ suffices to waive this – it costs more than those two advantages put together!

Combat Perks

1 point/perk

Combat Perks represent slick moves or dirty tricks useful in a fight. They're available to anybody who meets the prerequisites. Most delvers may buy one Combat Perk per *full* 20 points invested in "combat skills," a category encompassing any skill that permits attacks or active defenses, with bare hands or weapons (melee or ranged), plus all Fast-Draw skills. Knights – whose sole concern is fighting – may purchase one perk per full 10 points in such skills.

Perks marked with a † *require* specialization – read the description! Perks with a ‡ come in *levels*; each level counts as one perk, but write the perk just once on your character sheet, along with its level and total point cost (e.g., Dirty Fighting 3 [3]).

For piles of such perks, see **GURPS Martial Arts**.

*The secret of steel has always
carried with it a mystery. You must
learn its riddle, Conan. You must learn
its discipline.*

– **Conan the Barbarian**

Acrobatic Feints

Prerequisite: Acrobatics.

You may use Acrobatics instead of a combat skill in order to make a Feint maneuver (p. B365).

Brave

A Fright Check normally fails on a roll of 14+, even if one's Will and bonuses (like Fearlessness) total to greater than 13; see p. B360. *You* fail only on a 15+. This doesn't improve your Will – it merely raises the automatic failure threshold. Thus, for Brave to be *useful*, your adjusted Will must be at least 14!

Combat Pole-Vaulting‡

Prerequisites: Acrobatics and Jumping.

You can use a pole – customarily a staff or a polearm – to vault in combat. You must take a Ready maneuver to prepare it for this, which unreads it as a weapon. On later turns, you may either claim a bonus equal to (pole's Reach in yards)-1 to Acrobatics and Jumping rolls to leap, evade, etc., or add (pole's Reach in yards) to jumping distance – choose one benefit per feat. Maximum useful Reach is 4, giving +3 to skill or +4 yards of distance. To wield the pole as a weapon requires another Ready maneuver.

You may buy two levels of this perk. Combat Pole-Vaulting 2 permits one free grip change per turn. You could attack and change to a vaulting grip one turn, then vault and change to a fighting grip the next – or change to a vaulting grip and vault one turn, then change to a fighting grip and attack the next.

Dirty Fighting‡

You get +1 per level (maximum three levels) to any feint or attack made as a "sucker punch" *before combat begins*. These

benefits are cumulative with the effects of *Hidden Weapons* (**Dungeons**, p. 12). This perk works just once per fight you start.

Dual Ready†

You can use a *single* Ready maneuver to draw a weapon with either hand. Specialize by weapon combination in left-hand/right-hand order; e.g., Dual Ready (Axe/Pick) lets you ready an axe in your left hand and a pick in your right. This is redundant if you can Fast-Draw those weapons, of course.

Finishing Move†

You have a move that's especially deadly against beaten foes. You must specialize by attack: Finishing Move (Axe/Mace Cut), Finishing Move (Smallsword Thrust), etc. When you use the chosen attack on someone you, personally, have *stunned* or *knocked out* in melee combat (*not* with special abilities or ranged attacks), add +1 *per die* to damage.

Flourish

If you opt to use the turn *immediately after* one on which you knock down or kill a foe to try any of the gambits under *Taunt and Bluster* (**Dungeons**, p. 12), you may execute an impressively bloody flourish that gives +4 to your roll for that task.

Follow-Through

Like Flourish (above), but faster: At the end of any turn on which you knock down or kill an enemy, you may attempt one of the ploys under *Taunt and Bluster* (**Dungeons**, p. 12) as a *free action*. You get no special bonus.

Pack Rat

You're an expert at finding your stuff, or maybe just remarkably organized. Whenever the GM rules that you need more than one Ready maneuver to pull out equipment other than a weapon in combat – typically 1d seconds if in a pocket or 2d seconds from a pack (see p. B383) – *halve* this and round down.

Quick-Sheathe†

Prerequisite: Fast-Draw.

You've practiced sheathing a weapon *quickly*. A successful Fast-Draw roll allows you to do this instantly instead of having to either drop your weapon (risky when fighting in a swamp or over an abyss) or waste precious combat maneuvers to stow it. Specialties match those for Fast-Draw (p. B194).

Reach Mastery†

Changing Reach with a long weapon that has an asterisk (*) on its Reach stat usually requires a Ready maneuver. Not for you! You can do this as a free action *once* on your turn, before or after your maneuver. You must specialize by weapon; e.g., Reach Mastery (Glaive).

Sacrificial Parry†

You're adept at protecting less-capable or exposed allies. You can attempt a parry defense on behalf of an ally standing within your weapon's Reach. Shield DB (yours or his) never counts. If your friend is *behind* you, this only works if the attack involves a long weapon passing through your hex on the battle map. In all cases, this "uses up" a parry for you – that's why it's sacrificial! You must specialize by melee combat skill.

Shield-Wall Training

You've drilled extensively at fighting from behind a shield wall. You can sacrifice your block defense to block an attack on a fellow delver standing *beside* you. As a side benefit, you may also ignore the -2 to attack when holding a large shield (see p. B547).

Trademark Move

This is the perk defined in *Trademark Moves* (**Dungeons**, p. 27): +1 on all skill rolls for one full turn's worth of ultra-specific combat actions. A Trademark Move must be distinctive. The GM is free to forbid one that isn't! You *can* buy both Trademark Move *and* Finishing Move (above) – two perks – for the same exploit.

Master at Disarms

10 points/skill

Prerequisite: Any Melee Weapon skill.

You get +5 to skill when you attack an enemy's weapon (pp. B400-401), offsetting the various penalties to hit for this task. If you hit and your foe fails to defend, then you also receive +5 in the ensuing Quick Contest if your goal is to disarm him or +2 to effective ST if you're trying to *break* his weapon.

You must buy this power-up for one specific Melee Weapon skill.

Advantages: Striking ST 2 (Only with disarm with one combat skill, -60%) [4].

Techniques: Disarming (H) Skill+5 [6].

*I am Beowulf, and I'm here to
kill your monster.*

– *Beowulf*

Mortal Foe

5 points/class

Prerequisite: Any combat skill at 20+.

You're exceptionally effective at fighting a particular class of beings. This could be due to special training ("I'm a card-carrying Golem Hunter for the Wizards' Guild."), growing up in a rough area (like Hell), or good old hate. This power-up gives +1 on *all* rolls – attacks, defenses, damage, resistance, spells, Traps, etc. – to defeat one specific category of creatures. Valid classes are Constructs, Demons, Dire Animals, Elder Things, Elementals, Faeries, Hybrids, and Undead, all defined in **Dungeons**; Servitors of Good, described in **Allies**; and Spirits, explained in **Summoners** (but only if you have abilities that can affect immaterial entities).

You may select Mortal Foe only after you've mastered a combat skill. That means skill 20+. Every *two* skill levels past 20 let you pick another Mortal Foe (for 5 points more), if you wish. Only your highest combat skill counts here!

Advantages: Higher Purpose (Slay Monsters) [5/level].*

* Holy warriors may purchase Higher Purpose (Slay Demons) or (Slay Undead) – and unholy warriors, Higher Purpose (Slay Servitors of Good) – regardless of skill level. For them, these rules apply only to *other* classes of foes.

Not Without My Weapon

10 points/skill

Prerequisite: Any weapon skill.

You get +5 on all rolls to resist being disarmed for any reason. If you somehow get disarmed, you can recover a dropped weapon *quickly*. Instead of taking two turns, make a single Ready maneuver and roll against DX or that weapon's Fast-Draw specialty, at +1 if you crouch and scoop or -1 if you remain standing and flip the weapon into your hand using a foot. Failure means a wasted turn.

You must purchase this power-up for one specific weapon skill. This *can* be a missile weapon skill, like Bow. If so, the +5 applies to raw ST and DX rolls, not to skill rolls.

Techniques: Retain Weapon (H) Skill+5 [6]; Toe Flip (A) DX-1 or Fast-Draw-1 [4].

Perfect Recovery

10 points

Prerequisite: Acrobatics.

You're highly adept at regaining your feet in combat. Ignore both the basic -6 and the encumbrance penalties under *Acrobatic Stand* (**Dungeons**, p. 12). You may always roll against *full* Acrobatics skill to stand up as a single Change Posture maneuver – even in the heaviest armor.

Perks: Armor Familiarity 4 (Acrobatics) [4].

Techniques: Acrobatic Stand (A) Acrobatics+0 [6].

Run and Hit

10 points/skill

Prerequisites: Any Melee Weapon skill, *and* Trained by a Master or Weapon Master.

This power-up lets you make a *full-skill* attack with a Move and Attack maneuver (p. B366), instead of being at -4 and having your skill capped at 9. Moreover, if your *previous* maneuver was Move, you're now sprinting and get +2 to ST when you work out damage for this blow. The resulting damage bonus is usually +2 to swing or +1 to thrust.

All of the other drawbacks of Move and Attack still apply! Notably, you're at -2 on every other DX-based roll you make that turn (for Fast-Draw, to avoid tripping or being disarmed, to resist Tanglefoot spells, etc.), and when you defend, you can neither parry nor retreat.

You must buy this power-up for one specific Melee Weapon skill.

Advantages: Striking ST 2 (Only with Move and Attack with one combat skill, -60%; Takes Extra Time 1, -10%*) [3].

Perks: Unique Technique (Running Attack) [1].

Techniques: Running Attack (H) Skill+0 [6].

* Takes Extra Time normally adds Concentrate or Ready maneuvers. Here it adds a Move maneuver to build up steam.

Slayer Training

Variable

Clerics, demonologists, holy/unholy warriors, and necromancers often train to target the specific vital areas needed to slay supernatural foes, whence this power-up's name. However, any warrior might do something similar – be he a mighty barbarian who strikes off heads or a nimble swashbuckler who stabs for the heart. Thus, this is a general power-up.

Slayer Training halves hit location penalties for a particular weapon skill used against a specific hit location. You must specialize by both weapon skill and target. For instance, Slayer Swing at Neck (Broadsword) isn't the same as Slayer Swing at Neck (Axe/Mace) or Slayer Thrust to Vitals (Broadsword).

If you use the same Slayer Training repeatedly on an intelligent foe in a fight, he has +1 to defend against your third and later uses. At the GM's option, he may get this bonus if he ever observed you using the attack twice or more, or otherwise has cause to expect it. This never applies when fighting automations and mindless monsters: zombies, slimes, etc.

Slayer Swing at Neck

4 points/skill

Prerequisite: Any Melee Weapon skill capable of swinging attacks.

You swing for the neck at -2 to hit instead of at -5. This doesn't affect thrusts.

Techniques: Targeted Attack (Weapon Swing/Neck) (H) Skill-2 [4].

Slayer Swing at Skull

5 points/skill

Prerequisite: Any Melee Weapon skill capable of swinging attacks.

You swing for the skull at -3 to hit instead of at -7. This doesn't affect thrusts.

Techniques: Targeted Attack (Weapon Swing/Skull) (H) Skill-3 [5].

Slayer Thrust to Eye

6 points/skill

Prerequisite: Any Melee Weapon skill capable of thrusting attacks.

You thrust for the eyes at -4 to hit instead of at -9. This doesn't affect swings.

Techniques: Targeted Attack (Weapon Thrust/Eye) (H) Skill-4 [6].

Slayer Thrust to Vitals

3 points/skill

Prerequisite: Any Melee Weapon skill capable of thrusting attacks.

You thrust for the vitals at -1 to hit instead of at -3. This doesn't affect swings. You might have to roll vs. Physiology to locate the vitals on some creatures. Others simply lack them!

Techniques: Targeted Attack (Weapon Thrust/Vitals) (H) Skill-1 [3].

Two-Weapon Fighting

6 points/skill*

Prerequisites: Any one-handed Melee Weapon skill, and Trained by a Master or Weapon Master.

Buy this separately for each Melee Weapon skill. Two-Weapon Fighting (Saber) lets you wield two sabers. To fight using a saber and an axe, purchase Two-Weapon Fighting (Axe/Mace) as well. When armed with two suitable melee weapons, you can make a full-skill attack with both. Additional strikes due to All-Out Attack (Double) or Extra Attack can come from *either* weapon. You *can't* combine this with Rapid Strike – you must use just *one* weapon if you do that.

Perks: Off-Hand Weapon Training [1].†

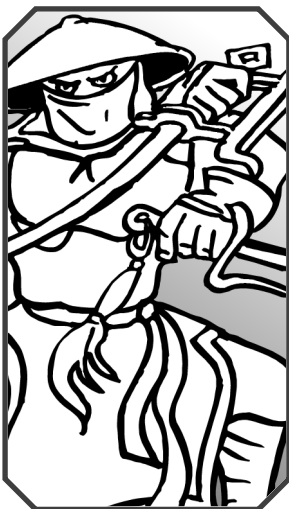
Techniques: Dual-Weapon Attack (H) Skill+0 [5].

* Costs 5 points with Ambidexterity [5], which the GM may opt to make learnable.

† For gamers without **GURPS Martial Arts**, this perk replaces the technique of the same name (p. B232) and lets you ignore the -4 off-hand penalty with the chosen combat skill. Fighters with Ambidexterity don't need the perk, whence the price reduction.

Specialized Two-Weapon Fighting

Two-Weapon Fighting works with two weapons of the same type. To mix and match, you must buy it twice. In the example above, Two-Weapon Fighting (Axe/Mace) covers an axe in each hand, Two-Weapon Fighting (Saber) is for a saber in each hand, and buying both lets you use two sabers, two axes, or a saber and an axe in whichever hands you like. But what if you use only a single, fixed combination? For that, buy Specialized Two-Weapon Fighting and specify two weapons in left-hand/right-hand order; e.g., Specialized Two-Weapon Fighting (Axe/Saber) works with an axe in the left hand and a saber in the right, but with *no other combination*. Point cost is unchanged.



CASTER POWER-UPS

Only adventurers who can cast spells may buy these power-ups, and not every caster has access to them all. However, they're still "general" in the sense that they aren't the exclusive territory of one or two professions.

Adversity Casting

Variable

Prerequisite: Deathliness, Demonic Attunement, Elemental Influence, Magery, or Power Investiture (any) at 1+.

Your spells are optimized for use under circumstances where casting might otherwise be difficult or impossible: restrained, silenced, etc. For each level of this power-up, treat your casting requirements as one step more favorable on the list under *Magic Rituals* (p. B237). This *doesn't* benefit effective skill, casting time, or energy cost – just the need for words and gestures. For instance, casting a spell at base skill 14 normally calls for a few quiet words *and* a gesture. With Adversity Casting 1, you could omit either words or gestures; with Adversity Casting 2, you could waive both!

Each level of this power-up costs 4 points multiplied by your Deathliness, Demonic Attunement, Elemental Influence, Magery, or Power Investiture level. For example, if you have Deathliness 4, Adversity Casting costs 16 points/level. While there's no upper limit, there's rarely a good reason for most delvers to take more than Adversity Casting 1 or 2. If you raise your spellcasting Talent, you *must* pay the cost difference for Adversity Casting, too; e.g., going from Magery 4 to 5 costs 10 points, and if you have Adversity Casting 1, its price rises from 16 to 20 points, so you owe *another* 4 points.

Bards *cannot* take this power-up – their magic always requires the “ritual” of music to work.

Advantages: Magery [10/level] or Power Investiture [10/level] – one of which underlies *any* casting Talent – acquires levels of the enhancement Easy Casting, +40%/level.*

* This omits Magery 0 for simplicity's sake.

Familiar

31 to 43 points

Prerequisite: Bardic Talent, Deathliness, Demonic Attunement, Elemental Influence, Magery, Power Investiture (any), or Wild Talent (No Advantage Requirements) at 1+.

Any spellcaster can acquire a familiar; see *Allies*, pp. 20-29 for complete rules and detailed point costs. A familiar makes a great power-up for a caster; however, adding it requires not just points but also 1d weeks spent searching the wilderness. Scholars who do so in play must further expend one use of Wild Talent for the game session. At the GM's option, *summoners* – demonologists, elementalists, necromancers, and shamans – can spend points to add their familiar immediately, since conjuring “pets” is their stock in trade.

Advantages: Ally ([Type]; Built on 25%; Constantly Available; Special Abilities, +50%; Summonable, +100%; Sympathy, -25%) [9]; Energy Reserve 6 (Drains Familiar) [9]; Special Rapport (Familiar) [5]; any abilities modified with Granted by Familiar, -40%.

Ghost Blaster

5 points/spell

Prerequisite: At least one Missile spell.

You can blast insubstantial opponents with one of your Missile spells. Cast your spell as usual but add 4 FP to the *initial* casting's *base* cost. For instance, Fireball normally costs 1 FP per 1d, so you'd pay 5 FP for 1d, 6 FP for 2d, and so on when invoking this power-up. However, the resulting Fireball would fry ghosts, ethereal monsters, and other shady characters.

You must buy this power-up for one specific Missile spell.

Perks: Enhanced Spell (Missile, Affects Insubstantial) [1].

Techniques: Missile/Affects Insubstantial (A) Spell+0 [4].

Magic Perks

1 point/perk

Magic Perks represent minor ways in which spellcasters can bend the rules of magic. As power-ups, they're traditionally learned from academies, temples, wizards' guilds, etc. between adventures. A caster may purchase one Magic Perk per *full* 20 points he has in spells.

Some perks have self-explanatory prerequisites. Others are marked with a †; these require specialization *by spell*. Perks with a ‡ come in *levels*. Each level counts as one perk, but write the perk just once on your character sheet, along with its level and total point cost; e.g., Far-Casting 2 (Sleep) [2].

For lots more perks like these, see *GURPS Thaumatology: Magical Styles*.

*The existence of tricks does
not imply the absence of magic.*
– Bernard Cornwell,
Excalibur

Area Spell Mastery†

Prerequisite: At least one Area spell.

You can alter the how much of the circle of one particular Area spell is affected *after* you cast it. You must specialize in an Area spell with ongoing effects that you normally can't adjust this way. By taking a Concentrate maneuver, you can decide what portions of your area are affected. This can't extend the effects beyond the original area.

Far-Casting†‡

Prerequisite: At least one spell that's cast at -1/yard.

You're adept at casting one particular spell from afar. You must specialize in a spell that's cast at -1 per yard of range – typically a Regular or Area spell. Each level of Far-Casting with that spell erases -1 of the range penalty for it. This can never give a net bonus.

Huge Subjects†

Prerequisite: At least one Regular spell.

You're accustomed to casting a particular Regular spell on larger-than-human-sized targets, like dragons or giants. When casting that spell, subtract one from the subject's SM (minimum SM 0) before multiplying cost by 1 + SM.

Melee Spell Mastery†

Prerequisite: At least one Melee spell.

A caster with a Melee spell “charged” cannot work further magic until he gets rid of his spell. You've learned a way around this for one particular Melee spell. This lets you cast other spells without losing the magical charge of that Melee spell, although you do so at -3, as if you were concentrating (see p. B238).

Missile Spell Mastery†

Prerequisite: At least one Missile spell.

Almost identical to *Melee Spell Mastery* (above), but for one particular *Missile* spell ... and critical failure at casting another spell while holding a Missile spell means that your Missile spell affects you, just as if you failed the Will roll to control it after being injured (see pp. B240-241).

Power Casting†

You can transcend your normal limits with one specific spell that has variable levels of effect. When casting that spell, add one level to your effective spellcasting Talent for the sole purpose of determining your maximum allowed energy expenditure. See *Magery and Effect* (p. B237) and *Missile Spells* (p. B240).

Psychic Guidance†

Prerequisite: At least one Missile spell.

You're capable of controlling a Missile spell with your mind instead of hurling it like a bolt or a grenade. Use your effective skill with the spell *instead* of the Innate Attack skill to attack as well as to cast. Ranged combat modifiers apply as usual.

Rule of 17†

Prerequisite: At least one Resisted spell.

You're exceptionally good at overcoming your target's resistance with one particular Resisted spell. *The Rule of 16* (p. B349) kicks in a level later for you, becoming the Rule of 17.

Spell Hardiness†

Through ritual dueling or sadistic instruction, you've been zapped with a harmful spell so often that your magical aura has become hardened against it. You must specialize in a particular *damaging* spell. You have DR 1 against that one spell only.

Spell Resistance†

As *Spell Hardiness* (above), but instead of +1 DR vs. a damaging spell you get +3 to resist a particular Resisted spell. Who casts the spell (cleric, necromancer, wizard, etc.) is unimportant, but the bonus is otherwise highly specific and doesn't help against similar spells or potions.

*The spell's weakening;
I can feel it in my gums.
– Jeffrey Ford,
"The Manticore's
Spell"*

Magical Stability

Variable

Prerequisite: Bardic Talent, Deathliness, Demonic Attunement, Elemental Influence, Magery, or Power Investiture (any) at 1+.

Your spells have a "safety." Whenever you roll a critical failure, you may roll against your spell a second time, without range penalties but with all other applicable modifiers. Success turns the result into a normal failure.

This power-up costs 4 points multiplied by your Bardic Talent, Deathliness, Demonic Attunement, Elemental Influence,

Magery, or Power Investiture level. For example, with Power Investiture 5, Magical Stability costs 20 points. If you improve your spellcasting Talent, you *must* pay the cost difference for Magical Stability as well; e.g., going from Power Investiture 5 to 6 costs 10 points, and if you have Magical Stability, its price rises from 20 to 24 points, so you must pay a *further* 4 points.

Advantages: Magery [10/level] or Power Investiture [10/level] – one of which underlies *any* spellcasting Talent – gains the enhancement Stable Casting, +40%.*

* This omits Magery 0 for simplicity's sake.

Spells

Spells are surely the most popular caster power-ups. *Secret* spells guarded by liches, rival guilds, and cultist priests are wonderful power-ups, but beyond the scope of **Power-Ups**. Here are a few more basic spells that nearly any caster can learn. All are subject to the usual rules for the spellcaster's magic.

Protection from Evil/Good

Regular

Protects as Armor (p. B253) and Magic Resistance (*Magic*, p. 123), but only against direct attacks and spells originating from genuinely Evil/Good beings (GM decides). Indirect nastiness – e.g., traps and mindless golems – never counts, even if it's The Devil's work. Each energy point (up to 5) grants +1 DR and +2 Magic Resistance. The spell's subject *must* be willing or the spell simply fails.

Protection from Evil and *Protection from Good* are separate spells.

Duration: 1 minute.

Cost: 1 to 5 to cast. Half that to maintain.

Prerequisites: Sense Evil or Good (for *Protection from Evil* or *Good*, respectively), *and* any of Demonic Attunement or Power Investiture (any) at 2+, or Bardic Talent, Deathliness, Elemental Influence, or Magery at 3+.

Sense Evil/Good

Information; Area

Works exactly like *Sense Foes* (p. B245), but detects beings and *items* imbued with either Good or Evil. Critical success gives details: divine or demonic origins, possession, etc. *Sense Evil* and *Sense Good* are separate spells.

Base Cost: 1 (minimum 2).

Prerequisite: Any of Demonic Attunement or Power Investiture (any) at 1+, or Bardic Talent, Deathliness, Elemental Influence, or Magery at 2+.

Spell-Archery

Special

This spell imbues an arrow or a sling stone with any spell that could be cast by touch. Get your missile weapon ready to shoot, and then choose a spell and energize your projectile with it. This takes the spell's standard casting time. It requires energy equal to the spell's usual cost, reduced for skill with that spell, plus 3 FP, reduced for skill at *this* one. Don't roll yet – that comes later! You may hold the charged projectile ready while you take other actions, but *unloading* the missile weapon wastes the spell.

When you're ready to shoot, make a normal ranged attack. Roll for the spell when the projectile hits something, using the *lower* of your level with that spell and Spell-Archery. All standard casting modifiers apply *except* those for distance – the target is affected just as if you had cast the spell by touch! The missile does its usual damage.

Duration: Until shot.

Cost: 3 + underlying spell cost.

Time to Cast: Per underlying spell.

Prerequisites: Any of Bardic Talent, Deathliness, Demonic Attunement, Elemental Influence, Magery, or Power Investiture (any) at 3+, and Bow or Sling at 16+.

Do Power-Ups "Stack"?

Yes, they do – just make sure they all apply. Suppose you're a barbarian with ST 25, Arm ST 2, Great Rage 2 (+10 ST when invoked), and Master at Disarms (+2 ST when breaking weapons), and your friend the bard uses Alarum (+2 ST). You could claim ST 41 *if* you paid 10 FP for Great Rage, wielded a hand weapon to exploit Arm ST, specifically targeted a weapon, and stood within the bard's area of effect. And if you had Focused Fury and Mortal Foe, you could further tack on a pair of damage bonuses by paying another 1 FP while making an All-Out Attack on the right kind of enemy. Munchkins (and their GMs) should take note of such synergies!

UTILITY POWER-UPS

A few power-ups aren't specific to fighting *or* to magic – they're useful to heroes of all sorts, sometimes even outside the dungeon.

Adventurers' Bond

5 points for level 1, plus 1 point for each additional level

This power-up must be taken by at least *two* PCs, who must have survived at least two adventures together. Those who have it *instantly* recognize their stalwart allies, even behind disguises or illusions, and can sense when those associates are hurt or need help – without fail, and at any distance. This is valuable when Sid the Thief is attacked while scouting ahead, or when a shapeshifting Thing replaces Marge the Barbarian. It doesn't work as a means of communication.

Adventurers' Bond (AB) costs 5 points for one pal, 6 for two, 7 for three, and so on. At least two delvers must share each bond, but individual lists can differ. For example, Lord Doom could have AB (Marge) [5], Marge could have AB (Lord Doom, Sid, and Siren) [7], Sid could have AB (Marge and Siren) [6], and Siren could have AB (Marge and Sid) [6].

Advantages: Special Rapport [5]. Higher levels add more instances of Special Rapport as alternative abilities, at 1/5 cost.

Claim to Hospitality

5 points

Although *Adventurers* doesn't recommend this trait, some delvers may win the right to purchase it; see *Clerics*, p. 11, *Treasure Tables*, p. 4, and *Summoners*, p. 18. Those supplements don't propose a point cost, though – that's 5 points. This is a good power-up for heroes whose adventures earn them membership in a guild, holy order, etc.

The primary benefit is that the adventurer may roll 14 or less to locate members of his group whenever he's in town. Success lets him stay with his colleague for up to a week, saving the \$150 cost of living. He must roll again each week. Critical failure means the *hero* is the one hit up for aid; he must cover a professional colleague's cost of living for the week as well as his own. The delver may also ask for small favors – being hidden while hunted, a short-term loan of up to \$100, etc. – but this calls for a reaction roll at +3, scoring at least a Good reaction.

Hero

5 points/level

You're a storied delver – your fame precedes you wherever you go. Townsfolk love you, monsters fear you, and you never party alone. Whenever the GM makes a reaction roll for you, personally, he'll add your level (maximum four levels). This affects *Negotiation* (*Dungeons*, p. 10) and selling loot (*Dungeons*, p. 15), and all of the many reaction rolls noted in *Taverns*, as well as that for Claim to Hospitality (above). This is just about the only way a monstrous adventurer can buy off the bad effects under *Almost Monster* (*The Next Level*, p. 11). Hero doesn't aid the reaction rolls noted for conjured or summoned creatures in *Allies* and *Summoners*, though; you're a celebrity on *this* dimension!

Even if the GM generally lets players select power-ups freely, Hero requires actual heroic deeds! It makes a fine reward for an especially tough adventure.

Advantages: Reputation (Everyone) [5/level].

Team Player

5 points

Prerequisite: Sense of Duty (Adventuring Companions).

You're all about the party. No, not partying, you twit. This means those good buddies who go down into dungeons with you.

This power-up is worthless when you're alone and does nothing for rolls made for yourself. However, you get +1 on rolls made to directly assist long-time companions (for this purpose, anybody who has survived at least two adventures with you). You get this bonus when you make complementary skill rolls to aid your cronies or use your skill to cover for less-skilled friends (*Dungeons*, p. 11); in the specific situations of giving your chum a leg up (*Dungeons*, p. 7), treating his curse (*Dungeons*, p. 9), or counseling him in battle (*Dungeons*, p. 11); and whenever you roll to heal or provide medical attention, mundane or supernatural, to a party member. The GM may allow other, similar uses.

Advantages: Higher Purpose (Assist Allies) [5].

PROFESSIONAL POWER-UPS

Every *Dungeon Fantasy* template effectively has hidden features that grant access to capabilities that are off-limits to most people while excluding traits that are normally accessible to anyone. For instance, the wizard template doesn't list the Fit advantage; therefore, Fit isn't a standard wizard power-up, despite being quite mundane. However, wizards have Magery and access to all manner of power-ups related to magic. In effect, they have an understood zero-cost "Unusual Background" that trades many ordinary abilities for flashy "magic stuff." So it goes for *every* profession.

Thus, these power-ups are meant for delvers who *start* their career in a profession. The GM may elect to make a few available to adventurers who purchase lenses from *The Next Level*, or even to *anyone* . . . but that should involve a quest reward, if not a wish. Everything here is a trick of the trade; e.g., a secret that masters reserve for advanced students.

ARTIFICERS

Artificers appear on pp. 4-7 of *Sages*. Suitable power-ups have to do with making and modifying gear. In addition to buying the traits on their template, they may acquire these options as power-ups:

- Dungeon Artificer up to 6 [5/level], which is *by far* the cheapest way to improve all of Alchemy, Armoury, Engineer (Gadgets), Fast-Draw (Gadget), Scrounging, and Traps.
- Equipment Bond [1/item] with any article that has survived at least one full adventure with the artificer. For artificers with Spellsmith (p. 18), this can even be a magic item.
- Gizmos [5/level], with *no* upper limit. (Yes, the template implies as much, but this is confirmation – artificers customarily add Gizmos like casters learn new spells.)
- High Manual Dexterity up to 6 [5/level], which boosts all DX-based rolls against Jeweler, Knot-Tying, Leatherworking, Lockpicking, and Traps, and any roll to work on *small* items with Engineer (Gadgets).
- Ridiculous Luck [60].
- Serendipity [15/level], with *no* upper limit – handy for stumbling upon suitable raw materials!

The GM may also consider limiting some or all of the options under *Material Power-Ups* (p. 6) to artificers. The *brave* GM might even let artificers invent their own technologies and acquire them this way.

Artifact Lore

25 points

You have a deep knowledge of storied items – that is, *loot*. This covers *all* of the rolls under *Identifying the Good Stuff* (*Dungeons*, p. 14). The briefest glance lets you count coin, evaluate gems and luxury goods, appraise rare artifacts and superior combat gear, and even recognize blessed, magical, and legendary items for what they are. If you have an uninterrupted hour, you can analyze things, learning specific supernatural properties, knowing what spells are in a book, etc. To perform any of these feats, roll vs. the *higher* of IQ or the usual skill required. This isn't a supernatural power but the result of hours studying lore.

A side benefit of knowing so much about valuables is that you're not easy to dupe at the market. You get +1 to reaction rolls from merchants (*Dungeons*, p. 15) when selling any artifact that you've identified using this power-up.

Advantages: Detect (Loot; Analysis Only, -50%; Analyzing (Immediate Preparation Required, 1 hour, -75%), +25%) [23]; Reputation +1 (Potential Buyers) [2].

Artificer Perks

1 point/perk

These perks are only available to artificers.

Doodad‡

This perk comes in levels. Each level gives the effect of one additional Gizmo per game session, only for minor, common gadgets that anybody might have – that is, option 3 on p. 4 of *Sages*. This means ubiquitous items worth no more than \$10: lone arrow or match, candle, dead rat, handful of dirt, etc.

Potion Implant‡

Prerequisites: Gizmos 1+ and Quick Gadgeteer.

You've done a little work on *yourself*. Each level of this perk implants one metal injector in your flesh. You may load this with *one* dose of any drinkable potion, which you must obtain normally; you *can* roll vs. Alchemy and expend a Gizmo for this (*Sages*, p. 4). Filling it requires a minute. Thereafter, you can take the prepared potion as a free action in combat, eliminating all need for Ready maneuvers to grab, open, and drink it, as well as any risk of breakage. The injector is then empty until refilled.

Spot Weakness

Prerequisite: Quick Gadgeteer.

Extensive experience enables you to perceive the flaws in artifacts. This perk lets you learn Breaking Blow (IQ/Hard) without Chi Mastery, Trained by a Master, etc. The skill itself has its usual point cost, FP cost to use, etc., but its effects differ slightly: Success gives your attack – even an armed one – a divisor of (5) against the DR of a *mechanical* foe (metal golem, animated armor, etc.) or object (like a door), and that provided by artificial armor. It has no other effect, and never reduces natural DR, whether of rocks or of dragons, or magical DR (e.g., the Armor spell).

Improvisation

5 points/level

Prerequisites: Gizmos 1+ and Quick Gadgeteer.

You're *brilliant* at improvising items in the field. Whenever you roll vs. any skill to cobble together a single-use Gizmo, and whenever you use Engineer (Gadgets) to adapt one item into another, each level of this power-up (maximum five levels) lets you ignore -2 of the penalty for final item value. For instance, Improvisation 4 allows you to ignore up to -8, knocking \$2,000 off the value of a single-use Gizmo or adapted item for the purpose of skill penalties.

Advantages: Quick Gadgeteer [50] acquires an enhancement: Improvisation 1 adds Reliable 2, +10% for 5 points; Improvisation 2 adds Reliable 4, +20% for 10 points; Improvisation 3 adds Reliable 6, +30% for 15 points; Improvisation 4 adds Reliable 8, +40% 20 points; and Improvisation 5 adds Reliable 10, +50% for 25 points.*

* Extending Reliable to several different skill rolls instead of just attribute rolls, but limiting its bonus to offsetting cost penalties, is a special effect.

*Knowledge is a weapon.
I intend to be formidably armed.
– Terry Goodkind,
The Sword of Truth*

Spellsmith

25 points

Prerequisites: Quick Gadgeteer and Thaumatology.*

Your gadgeteering skills extend to magic items! You can adapt existing enchantments to serve as similar ones. The resulting enchantment must, *in the GM's opinion*, be related to the initial one in either magical college or direct effect on the world. For example, you could adapt a Fireball wand into a Shape Fire item, since both spells are Fire spells. You could even tweak it into a Lightning wand, as both are burning Missile spells. However, you couldn't arrive at Purify Water at all, because while that's a pathetically minor spell, Water and Fire don't get along!

The desired enchantment cannot require more magical energy than is contained in the one being changed. Use the *enchantment's* cost in \$ to approximate this. Thus, the price to have the final spell on an item cannot exceed that of the initial spell. For enchantment values, see **Treasure Tables**, pp. 44-49.

Reworking an enchantment takes 1d×20 minutes and requires a roll against the *lower* of Engineer (Gadgets) and Thaumatology, at -1 per \$1,000 of *initial* enchantment value, regardless of how lame the final item is. Any success permanently adapts the magic. An ordinary failure wastes time and means the artificer cannot try to alter *that* enchantment on *that* artifact again. Critical failure permanently dispels the enchantment.

Multiple enchantments can be altered, but each is its own task. If the underlying item is to be physically changed as well, that's a *separate* use of Quick Gadgeteer which obeys the usual rules for transforming things. This may be done before or after altering spells, but critical failure ruins the artifact and destroys *all* of its enchantments.

If the GM allows transmutation of curses and supernatural embellishments (**Treasure Tables**, pp. 51-52, 56-57), then the absolute value of the cost adjustment is what matters – not the cost of the entire item or enchantment. For rare artifacts imbued with unknown spells, use the full item price to

set limits and skill penalties. In all such cases, critical failure tends to curse or blow up the artificer!

Advantages: Quick Gadgeteer [50] acquires an enhancement: Cosmic, +50% for 25 points.†

* You may learn Thaumatology as a power-up of its own. In fact, you *must* in order to purchase this power-up!

† Here, Cosmic removes the usual restriction against working on magic items.

BARBARIANS

Barbarian power-ups focus primarily on strength and toughness. If the GM wants to invent his own, then that's where to start. As **The Next Level** explains, barbarians have access to everything on their template plus these options:

- Arm ST 1 or 2 (Size, -10%) [5 or 9].
- Damage Resistance 1 or 2 (Limited, Crushing, -40%; Tough Skin, -40%) [1 or 2].
- Damage Resistance 1 or 2 (Tough Skin, -40%) [3 or 6]. It's legitimate to take this power-up and the previous one to get as much as DR 4 vs. crushing attacks – but realize that it's *flesh*, and won't stop electric shocks, poisons, etc. that get past actual armor.
- Extra Attack 1 [25].
- HP up to 1.5 × ST, with the usual Size, -10% limitation.
- Resistant to Poison (+8) [7].
- ST up to 25 *before* racial modifiers, with the usual Size, -10% limitation.
- Unfazeable [15].

It's also fair to let experienced barbarians surpass some *further* limits as power-ups:

- Animal Friend up to 6 [5/level], the cheapest route to high levels with two or more Animal Handling specialties, if selected. Also gives great reactions from animals.
- Outdoorsman up to 6 [10/level], "leveling up" all of Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking at once.

Barbarian Perks

1 point/perk

Treat these as Combat Perks (p. 11) that only barbarians can buy.

Focused Fury

Unlike most warriors, you can combine Mighty Blows (p. B357) with All-Out Attack (Strong), gaining a total damage bonus equal to the *better* of +2 *per die* or a flat +3. This use of Mighty Blows still costs 1 FP per attack.

Huge Weapons

Prerequisite: SM +1.

You can wield weapons that would otherwise outstrip even *your* impressive ST. You get +1 to ST for the *sole* purpose of meeting weapons' ST requirements; there's no effect on damage or combat performance. For instance, ST 17 and Huge Weapons would allow you to fight without penalties using an oversized great axe, greatsword, or morningstar that normally calls for ST 18; see *Weapons for Giants* (**Adventurers**, p. 27).

Power Grappling

Prerequisite: Wrestling.

The ST bonus for your Wrestling skill (p. B228) doesn't stop at +2. You get the usual +1 for Wrestling at DX+1, and +2 at DX+2 . . . and +3 at DX+3, +4 at DX+4, and so on. In effect, you may substitute a ST-based Wrestling roll for raw ST whenever you break free, choke, pin, attempt a takedown, or try to wrestle a weapon away from someone.

Great Rage

20 points/level

Prerequisites: Berserk, Gigantism, and High Pain Threshold.

You're a true juggernaut when roused to a full battle rage. At any time, you may burn 10 FP to enter a state where you have +5 (at level 1) or +10 (at level 2, the maximum) to ST for *all* purposes – strikes, grapples, and HP. This lasts a minute, after which you may pay 5 FP/minute to remain enraged. Since the temporary 5 or 10 HP from Great Rage go away when the rage ends, you should compare all wounds to both regular and improved HP, and check again for crippling, unconsciousness, and death when Great Rage ends.

The Berserk disadvantage is required to buy this power-up. At the GM's discretion, barbarians working toward Great Rage may gain Berserk by swapping disadvantages of comparable value for it. A barbarian doesn't have to be berserk to *use* Great Rage.

Attributes: ST +5 or +10 (Costs Fatigue, 10 FP, -50%; Size, -10%) [20 or 40].

*Our supreme and holy Grace,
protecting us and ours, deliver
us, God, from the savage race
of Northmen which lays waste
our realms.*

*– from an ancient
antiphony*

Heroic Lifts

6 points/level

Prerequisites: Gigantism and High Pain Threshold.

You can *briefly* exert yourself to lift far more than your ST (and any ordinary Lifting ST) would suggest. This is more efficient than standard extra effort, and doesn't have the long preparation time or skill roll of Power Blow, but cannot be used in combat to throw people around, choke them, etc. It costs 1 FP per second and gives you +10 ST per level (maximum three levels) for forcing or lifting gates, shifting boulders, and so on.

Advantages: Lifting ST 10, 20, or 30 (Costs Fatigue, 1 FP/second, -10%; Noncombat Lift, -60%; Size, -10%) [6, 12, or 18].

Mr. Smash

5 points/level

This new Talent gives +1 per level (maximum four levels) to Polearm, Two-Handed Axe/Mace, Two-Handed Flail, and Two-Handed Sword – and to Forced Entry rolls made with swung two-handed weapons. There's no reaction bonus, but you get +1 per level to Intimidation rolls when somebody is at your mercy and it would be trivial to splatter him using a suitable weapon. This power-up mainly benefits barbarians who desire to master *all* forms of bashing, not just a single two-handed weapon skill.

Ragnar's Breath

5 points

You can overcome foes using just your bad breath! In battle, this counts as an attack, and is only possible after one of you has grappled the other from the front. Otherwise, ordinary conversation will do. Roll a Quick Contest of HT. Eating or drinking something foul enough to justify a reaction penalty grants you a bonus equal in size to that penalty. Resistant to Metabolic Hazards counts for your target, and he's *immune* if he has Doesn't Breathe, Immunity to Metabolic Hazards, or No Sense of Smell/Taste. If you win, your victim is stunned for seconds equal to your margin of victory.

There's one downside: Enemies get +1 to find you by scent or recognize you as *that* barbarian!

Perks: Unique Technique (Halitosis Attack) [1].

Quirks: Distinctive Features [-1].

Techniques: Halitosis Attack (A) HT [5].

Seafarer

10 points/level

This new Talent gives +1 per level (maximum four levels) to Boating, Fishing, Knot-Tying, Navigation, Seamanship, Survival (Island/Beach), Swimming, Thrown Weapon (Harpoon), and Weather Sense . . . and to Carousing and Streetwise rolls made in port towns. You also get +1 per level on reaction rolls made by sailors, pirates, and aquatic races sympathetic to sea travel (*not* from horrid Squid Men and their ilk). This nautical riff on Outdoorsman is a power-up aimed at barbarians modeled on Viking raiders.

BARDS

Bard power-ups emphasize lore, social gifts, and/or the magical power of song. Bards may purchase anything on their template or in the Bard-Song power, plus several options noted in *The Next Level*:

- Bardic Talent up to 6 [8/level] – or Bard-Song Talent up to 6 [5/level], for a bonus with Bard-Song abilities but *not* with spells. Total levels cannot exceed 6, but Bard-Song Talent can later be upgraded to Bardic Talent.

- Charisma [5/level], with *no* upper limit. If the GM finds this excessive, then setting a limit of Charisma 6-8 isn't particularly stingy.

- Discriminatory Hearing [15].

- Extraordinary or Ridiculous Luck [30 or 60].

- Mind Probe (Bard-Song, -30%) [14].

- Scanning Sense (Sonar; Bard-Song, -30%) [14].

- Unfazeable (Bard-Song, -30%) [11].
- Wild Talent [20/level], with *no* upper limit.

Experienced bards can acquire two further power-ups:

- Musical Ability up to 6 [5/level]. A mere point per level more costly than Musical Influence, which quickly costs 4 points/level, this Talent raises that skill *and* Musical Composition, Musical Instrument, and Singing – and gives a handy reaction bonus.

- Smooth Operator up to 6 [15/level], helping Acting, Carousing, Detect Lies, Diplomacy, Fast-Talk, Intimidation, Public Speaking, Savoir-Faire, Sex Appeal, and Streetwise . . . skills scattered across IQ, HT, Will, and Per. Also gives more reaction bonuses!

Allure

5 points/level

This new Talent gives +1 per level (maximum four levels) to Dancing, Sex Appeal, and Singing – and to Erotic Art and Makeup, in campaigns that use those skills. You also get +1 per level to noncombat reaction rolls made by anyone attracted to your particular combination of race and sex. This power-up is for *sexy* bards; it isn't an efficient investment if you just want a Singing bonus (compare *Bard-Lore*, below).

Artifact Lore

25 points

See the power-up of this name under *Artificers* (p. 17).

Bard-Lore

5 points/level

This Talent gives +1 per level (maximum four levels) to Heraldry, Musical Influence, Poetry, Public Speaking, and Singing – and to Literature, if the campaign uses that skill. You also get +1 per level on reaction rolls from fellow bards. This power-up represents the “classic” bard who has accumulated extensive lore and lyrics, but it's valuable to *any* bard who plans to rely on song, as it raises Musical Influence and Singing cheaply.

Craftiness

5 points/level

See the power-up of this name under *Thieves* (p. 35). This Talent is only cost-effective for deceptive bards who intend to improve Acting, Disguise, and Stealth – but for them, it's wonderful!

Songs

Variable

Songs are potent Bard-Song abilities that either aid allies or hinder foes. All require a minimum Bardic Talent level to learn (for GMs designing Songs, that's 1/8 of the cost of the Song's first level, rounded up). In rules terms, they're Afflictions (pp. B35-37) with one of these modifiers packages:

Baneful Song (+105%): Area Effect, 2 yards, +50%; Bard-Song, -30%; Based on Will, +20%; Emanation, -20%; Malediction 1, +100%; Reduced Duration, 1/60, -35%; Selective Area, +20%.

Beneficial Song (+105%): Area Effect, 2 yards, +50%; Bard-Song, -30%; Based on Per, +20%; Emanation, -20%; Malediction 1, +100%; Reduced Duration, 1/60, -35%; Selective Area, +20%.

Gamers not designing new Songs should ignore all that and just run with the effects. Songs potentially affect everyone the bard chooses to influence within two yards of him. All of the Bard-Song rules apply (see *Adventurers*, p. 21): The bard needs to play or sing for at least a second, there must be mana, and the target has to be able to hear the music.

For Baneful Songs, roll a Quick Contest of Will vs. Will. The bard adds his Bardic Talent while victims add Magic Resistance, if any. The bard has -5 in low mana. Foes with Immunity to All Mind Control (zombies, greater demons, etc.) are *never* affected.

For Beneficial Songs, allies simply roll vs. Per. They may add their bard's Talent but must subtract any Magic Resistance they have. Low mana gives -5.

Margin of victory or success, respectively, is the number of *seconds* the Song's effects last. The bard can play constantly, causing a roll every turn, or cease after a second and hope that the residual effects will suffice.

It's possible to improve Songs to affect greater areas. The first level of a Song reaches a two-yard radius. Level 2 has a four-yard radius, level 3 covers an eight-yard radius, and level 4 (the maximum) influences a 16-yard radius.

A bard can use only one Song at a time. He may stop playing and coast on the results he has achieved, but if he *switches* Songs, the effects of the previous one end instantly. To reflect this drawback, he pays full cost for his *most expensive* Song but merely 1/5 cost (rounded up) for each of the others. Should he later add or improve Songs, redo this calculation.

The GM is encouraged to add more Songs modeled on those below!

Alarum

31 points for level 1, plus 5 points for each additional level

Prerequisite: Bardic Talent 4+.

Allies affected by Alarum are inspired to strike down foes brutally and with relish. For the duration, they enjoy +2 to ST for the singular purpose of dealing blows. This normally gives +1 to damage with thrusting attacks and +2 to damage with swings.

Advantages: Affliction 1 (Per; Advantage, Striking ST 2, +100%; Beneficial Song, +105%) [31]. Higher levels add more Area Effect, at +50% and +5 points per level.

Dirge

25 points for level 1, plus 5 points for each additional level

Prerequisite: Bardic Talent 4+.

Dirge dooms the bard's enemies to failure and disaster, usually in combat. Those who fail to resist suffer -3 to ST and DX for the duration, penalizing attack and damage rolls.

Advantages: Affliction 1 (Will; Attribute Penalty, -3 ST, -3 DX, +45%; Baneful Song, +105%) [25]. Higher levels add more Area Effect, at +50% and +5 points per level.

Paean

26 points for level 1, plus 5 points
for each additional level

Prerequisite: Bardic Talent 4+.

Paean grants any allies it affects the benefits of Team Player (p. 16). In battle, the chief benefit is +1 on rolls to shout advice (*Dungeons*, p. 11) or heal friends, and to any combat roll which, *in the GM's view*, actively aids a party member: an attack on a foe grappling him, a sacrificial dodge (p. B375) to protect him, etc. Delvers who already have Team Player get +2!

Advantages: Affliction 1 (Per; Advantage, Team Player, +50%; Beneficial Song, +105%) [26]. Higher levels add more Area Effect, at +50% and +5 points per level.

Siren Song

26 points for level 1, plus 5 points
for each additional level

Prerequisite: Bardic Talent 4+.

Enemies who don't resist the Siren Song may do *nothing*, standing around and listening to the Song for the duration. If attacked or harmed in any way – including by spells – or simply shaken by an ally, they recover at once and are fine until they fail another resistance roll.

Advantages: Affliction 1 (Will; Baneful Song, +105%; Daze, +50%) [26]. Higher levels add more Area Effect, at +50% and +5 points per level.

Triumph

36 points for level 1, plus 5 points
for each additional level

Prerequisite: Bardic Talent 5+.

Triumph tells of the glorious deeds of the bard's brothers in arms . . . even before they happen! Affected allies gain Daredevil (p. B47): +1 on all rolls to take unnecessary risks, rerolling any critical failures while doing so. Thus, this Song is *risky*. Heroes who have Daredevil *do* get +2.

Advantages: Affliction 1 (Per; Advantage, Daredevil, +150%; Beneficial Song, +105%) [36]. Higher levels add more Area Effect, at +50% and +5 points per level.

Warning

24 points for level 1, plus 5 points
for each additional level

Prerequisite: Bardic Talent 3+.

Any foe who fails to resist the Warning experiences an overwhelming urge to leave its radius. Until the effects end, a victim within the area can do *nothing* each turn except move away from the bard. When he finally escapes, he cannot reenter the circle but may otherwise act normally.

Advantages: Affliction 1 (Will; Baneful Song, +105%; Disadvantage, Dread (Warning), +30%*) [24]. Higher levels add more Area Effect, at +50% and +5 points per level.

* Warning is treated as Very Common for this purpose – it's *always* present when the victim is given this Dread!

Street-Smart

5 points/level

See the power-up of this name under *Thieves* (p. 35). This Talent is intended for town-based bards who plan to use Merchant, Scrounging, and Streetwise often.

Ridiculous Reactions

Bards (any race) and nymphs (any profession) can stack power-ups to attain ludicrous reaction bonuses. The GM *could* forbid this, but it's more fun if abilities like Charisma 10 make the "impossible" possible. When parleying with monsters, reactions have the usual modifiers plus -5 for *each* of the following that applies:

- Delver entered monster's territory uninvited (*always* applies in dungeons, haunted woods, etc.).
- Monster is ghostly or from another dimension (angel, demon, Elder Thing, etc.).
- Monster is truly evil (good), and delver is good (evil).
- Monster is under a compulsion (magic, divine will, etc.) to guard area.
- Monster would normally eat flesh, blood, life force, soul, etc. of a member of delver's race (true of most things you'd call "monsters").

It's quite possible to get -25 for an evil, soul-devouring demon that's bound by a lich to guard a dungeon. Still, if the modified reaction roll is 10+, Mr. Charming can try *Negotiation* (*Dungeons*, p. 10), even with some horror that's "unwilling to negotiate." Of course, the only thing that such a fiend is likely to negotiate for is a soul, but there are ways to finesse that.

CLERICS

Clerics have access to everything on their template and in the Holy Might power – or the equivalent power of their patron deity, if using **Clerics** – plus these additional power-ups from **The Next Level**:

- Energy Reserve (Holy) 1-20 [3/level].
- Extraordinary or Ridiculous Luck [30 or 60].
- Power Investiture up to 6 [10/level] – or Holiness up to 6 [5/level], for a bonus with Holy Might abilities *only*, not spells. Total levels cannot exceed 6, but Holiness can later be upgraded to Power Investiture.
- Wild Talent (Focused, Clerical, -20%; Holy, -10%) [14/level], with *no* upper limit.

As well, clerics may push past ordinary limits in two other areas as power-ups:

- Healer up to 6 [10/level], inexpensively raising all of Diagnosis, Esoteric Medicine, First Aid, and Surgery, and securing a big reaction bonus from anyone healed, whether using skills or spells.
- Will up to 25 *before* racial modifiers [5/level], aiding Exorcism, Meditation, and use of True Faith – common among fiery clerics with extensive experience at turning undead and casting out spirits.

Cleric Perks

1 point/perk

These count as Magic Perks (p. 14), but only clerics may select them.

Flagellant's Blessing

Prerequisite: Power Investiture 1+.

Pain focuses your magic! *Halve* all pain penalties to spellcasting rolls, rounding in your favor, and apply a *bonus* of the same size to Will rolls to avoid distraction. Other bad effects affect you normally. The -1, -2, -3, or -4 for shock in combat becomes 0, -1, -1, or -2 to cast and 0, +1, +1, or +2 to Will – but your attack rolls still suffer the full -1 to -4. This perk is redundant if you have High Pain Threshold, which cancels *all* shock penalties and gives +3 to the relevant Will roll. If you combine this perk with Low Pain Threshold, then your shock penalties for casting aren't doubled; there's no other effect.

Focused Exorcist

Prerequisite: Exorcism.

You get +3 on the Exorcism skill roll under *Cleansing* (*Dungeons*, p. 9) – at the cost of -5 to rolls for everything else, notably Sense rolls to detect monsters or notice fellow delvers screaming and gesturing for help, and your first active defense if the demons get bored and jump out to attack you . . .



Close to Heaven

5 points/level

This new Talent gives +1 per level (maximum four levels) to Exorcism, Meditation, Religious Ritual, and Theology – and to Ritual Magic and Symbol Drawing, should the campaign use those skills. You also get +1 per level to reaction rolls made by any fellow “religious professional.” This power-up represents hard-won insight into the divine, *not* a holy blessing.

Combat Medic

5 points/level

Prerequisites: Power Investiture 1+, plus Esoteric Medicine or First Aid.

You have divine assistance at even ordinary bandaging, and don't suffer the full -10 noted under *Medic!* (*Dungeons*, p. 11) for trying this in battle. Combat Medic 1 makes the penalty -6; Combat Medic 2 (the maximum) makes it -1. With the +1 for a first aid or healer's kit, that's -5 (level 1) and no penalty (level 2). This also works after combat, permitting *Bandaging* (*Dungeons*, p. 13) in one second. This power-up is much like a free healing spell that works just once per patient per battle.

Perks: Efficient (Esoteric Medicine or First Aid) [1]; Unique Technique (Speed Bandaging) [1].

Techniques: Speed Bandaging (H) Skill-8 [3] at level 1 or Skill-3 [8] at level 2.

Dismissive Wave

10 points

Prerequisites: Power Investiture 4+ and Exorcism.

Your holy power is so great that you can dispel many curses simply by brandishing your holy symbol. Whenever you attempt any Exorcism-based task described in *Curses 101* (*Dungeons*, p. 9), you may dispense with the three-hour ritual. Just walk in and roll the Quick Contest at once! You're at -1 with an ordinary holy symbol, improving to no modifier with a blessed one or +1 with a high holy symbol.

Perks: Efficient (Exorcism) [1]; Unique Technique (Speed Exorcism) [1].

Techniques: Speed Exorcism (H) Exorcism-3 [8].

Great Prayer

30 points

Prerequisite: Power Investiture 6+.

You ask and often receive. Once per game session, you may pray for 10 minutes and then request an *immediate* coincidence that drops the solution to a problem in your lap: The ogres get bored and unlock the Gates of Insanity to go play football, letting you in . . . the skeleton next to the Chasm of Despair has a flight potion on it . . . whatever. This favor can be for you or your whole party. The limits:

1. You must pray where you need the miracle to happen. A vigil outside the Gates or next to the Chasm is fine. Spinning your prayer wheel in a safe room nearby isn't.

2. The solution must be *possible*, if unlikely, given the situation. In particular, it can't change moral alignments or motivations. Those ogres won't suddenly “turn good” and actively help you.

3. The benison solves the problem and ends immediately. That skeleton won't have a permanent *ring* of flight!

4. The blessing short-circuits a *challenge* (that's the point!), never the *adventure*. If getting the ogres to leave is the whole adventure, they won't be dumb enough to go play football – if they were, nobody would bother to task delvers with the quest! But a flight potion on the corpse of their last victim might at least get you over the Gates.

Advantages: Serendipity 1 (Cosmic, Possible rather than plausible, +50%; Holy, -10%; Immediate Preparation Required, 10 minutes, -45%; Wishing, +100%) [30].*

* Serendipity comes in levels, but you can take this power-up just once.

New Realm

Variable

Gamers using *Clerics* aren't stuck choosing from among the good cleric and neutral druid in *Adventurers*, and the evil cleric in *The Next Level*. They may pick from at least 15 “realms” for their priests. At the GM's option, if a delver serves a deity that belongs to a polytheistic pantheon, he may earn the patronage of allied gods. This opens the door to the unique abilities of new realms – a wonderful power-up that offers ongoing access to many future ones!

If the GM permits you to acquire new realms, the “startup cost” is 10 points no matter how many realms this makes available. After paying this, you may buy Power Investiture for the additional realms at just 2 points/level – and you *must* buy at least one level. You can improve this power-up after purchasing it, but your level in any supplementary realm cannot exceed your Power Investiture level for your primary god.

Buying a new realm gives access to the abilities of the corresponding sacred power, the relevant clerical (or druidic) spells, and divine servitors with the applicable elements (see *Allies*, pp. 12-19). Record the capabilities associated with each realm separately, though – only the corresponding Power Investiture level aids their acquisition and use. If a rule uses Power Investiture for a purpose other than spells and powers, like sensing a curse, only the *highest* level counts. Never add the levels for any reason!

Example: A cleric of the Artificer God has Power Investiture 3 [30] when he gains the favor of the Fire God. This power-up costs him 12 points: the 10-point startup cost plus 2 points for Power Investiture 1 (Fire God). It allows the cleric to purchase Fire God spells and abilities as if he had Power Investiture 1. He could later raise his Power Investiture (Fire God), spending 2 more points for level 2, or 4 more points for level 3. He couldn’t improve it further without *first* buying up his primary Power Investiture, for the standard 10 points/level.

Advantages: Power Investiture [10/level] as an alternative ability, for 2 points/level; Unusual Background (Servant of multiple gods) [10].

Retribution

40 points

Prerequisite: Holiness or Power Investiture at 6+.

You can ask your deity to *smite* a foe within 10 yards, who must be an enemy of the faith, not some random goblin. Opponents battled on holy quests or sacred ground count, as do demons, undead, etc. under most circumstances. The GM is the final judge.

You must designate the victim aloud, if only by pointing a weapon and yelling, “May Zeus smite thee!” This is considered an Attack maneuver. The target is instantly blasted by a meteor, lightning bolt, searing ray, or something similar – no roll required. The subject *may* try to dodge, but as the attack strikes from overhead, he cannot retreat or dive for cover, and defends at -2 unless specifically watching out above (probably because he fears this attack). Looking upward erases the -2 but gives -2 to defend vs. attacks from ahead, the sides, etc.

In all cases, roll 6d-1, subtract DR, and apply the difference to HP. This affects *any* target – even an offending inanimate one, if your god so decrees. The visuals are mostly a special effect, but should it matter, Retribution is considered crushing for blunt trauma (p. B379) yet doesn’t cause knockback.

There’s no FP cost or casting time for Retribution. Once you invoke it, though, you cannot do so again until after you’ve prayed for an hour specifically to prepare it.

Advantages: Crushing Attack 6d-1 (Accessibility, Requires clearly designated target, who must be an enemy of the faith -30%; Affects Insubstantial, +20%; Cosmic, No die roll required, +100%; Holy, -10%; Increased 1/2D, 10x, +15%; No Knockback, -10%; Overhead, +30%; Preparation Required, 1 hour, -50%; Reduced Range, 1/10, -30%) [40].

Alternate Forms

Demonologists, druids, elementalists, evil clerics, necromancers, shamans, and unholy warriors can purchase Alternate Forms as power-ups. To price this, select a suitable animal or spirit from *Allies* or *Summoners* – fitting choices are noted in the power-up – and add 90% of its racial cost, rounded up, to the basic Alternate Forms cost of 14 points (really 15 points, but all the relevant character types have powers that give 10% off). A shapeshifter with multiple forms only pays full price for the *costliest* one; remaining forms are a flat 14 points apiece.

A form given as a ready-to-use creature rather than as a racial template must be converted into a racial template (p. B260). Subtract 10 from each attribute to turn it into an attribute modifier; this might be positive or negative. If a secondary characteristic has been raised or lowered from its base value, subtract the base value from the listed score to get a secondary characteristic modifier, which may also have either sign. The shifter normally acquires all of the advantages and disadvantages of any form he assumes – but should these conflict with his own, it’s the GM who decides which are kept. Finally, adjust any skills the form has to account for the shapechanger’s attributes in that form. If *both* shifter and form have points in a skill, sum them.

Beasts, minor spirits, and lesser undead commonly have problems like low IQ, Automaton, and Mute. A shifter who wants a more able form may leave off such downsides, or the GM may require this; either raises the form’s cost. For instance, if a necromancer wants to become a sentient skeleton that can cast spells, he might start with the servitor skeleton (*Summoners*, p. 26), but strike IQ-2 [-40], Automaton [-85], Mute [-25], and Reprogrammable [-10]. The GM may require him to get rid of Cannot Learn [-30] and Dead Broke [-25], too, if this form can use the deathly one’s latest spells and gear. This raises racial cost from 25 to 240 points, and Alternate Form cost from 37 points to 230 points – only fitting for someone who can switch freely between man and lich!

Shield of Faith

30 points

Prerequisite: Holiness or Power Investiture at 3+.

You have an invisible shield that helps ward off supernatural attacks. It does nothing against physical attacks from mortal beings, however sinister. Against any *supernatural* effect (including spells), though – and against *all* attacks by creatures classed as any of Construct, Demon, Elder Thing, Elemental, Faerie, Spirit, or Undead – it provides +1 to all active defenses (cumulative with DB from shields and Shield spells) and +2 DR. Like a physical shield, this works only if you could attempt an active defense; you must be sufficiently aware of the threat to concentrate your faith upon it.

Advantages: Damage Resistance 2 (Accessibility, Supernatural, -10%; Directional, Front, -20%; Holy, -10%) [6]; Enhanced Block 1 (Accessibility, Supernatural, -10%; Holy, -10%) [4]; Enhanced Dodge 1 (Accessibility, Supernatural, -10%; Holy, -10%) [12]; Enhanced Parry 1 (All; Accessibility, Supernatural, -10%; Holy, -10%) [8].

DEMONOLOGISTS

Demonologists are presented on pp. 5-8 of **Summoners**. On top of everything on their template and all Demonological abilities, they have these basic power-ups:

- Alternate Forms (Demon; Demonology, -10%) [Varies]. See **Summoners**, pp. 32-35 for demon templates, and *Alternate Forms* (p. 23) for important notes.
- Damage Resistance 1-5 (Accessibility, Only vs. demons, -30%; Demonology, -10%) [3/level].
- Demonic Attunement up to 6 [8/level].
- Energy Reserve (Demonological) 1-20 [3/level].
- Extraordinary or Ridiculous Luck [30 or 60].
- Higher Purpose (Protect the world from demons) up to 3 [5/level].
- Magic Resistance 1-5 (Improved, +150%) [5/level].
- Wild Talent (Demonology, -10%; Focused, Demonological, -20%) [14/level], with *no* upper limit. This allows one IQ + Demonic Attunement roll per session per level to cast an unknown demonologist spell – often Planar Summons, Planar Visit, Plane Shift, or Plane Shift Other for some obscure Hell.
- Will up to 25 *before* racial modifiers [5/level], aiding Exorcism, Intimidation, and Meditation – all very useful!

*Demon Queen, hear me. Swallow
my curse, from the dark heart of my
ancestors: Maledetta! Maledetta!*

– **The Brothers Grimm**

Close to Hell

5 points/level

This new Talent gives +1 per level (maximum four levels) to Exorcism, Hidden Lore (Demons), Occultism, Psychology (Demons), Religious Ritual, and Theology. You also get +1 per level on all reaction rolls made by demons! See *Close to Heaven* (p. 22) for the “good” version of this power-up.

Demonologist Perks

1 point/perk

These count as Magic Perks (p. 14), but only demonologists may select them.

Focused Exorcist

See the power-up of this name under *Cleric Perks* (p. 22).

Life-Force Burn†

Prerequisite: Deathliness, Demonic Attunement, or Power Investiture (Unholy) at 1+.

You’re adept at spending life force in lieu of magical energy to power spells. When using *Burning HP* (p. B237), each level of this perk lets you ignore -1 of the penalty for spending HP. For instance, Life-Force Burn 4 [4] would let you spend 1-4 HP as if they were FP (no penalty), give only -1 if you spent 5 HP, and so on.

Magical Lawyer

You always use airtight wording for the terms of demonic contracts, which has the side effect of helping you word wishes and so on. If the GM feels that you, the *player*, have used ambiguous wording where risky magic is concerned, he’ll err in your favor rather than cackling evilly and hosing you.

Hellfire

30 points

Prerequisite: Demonic Attunement 4+.

Hellfire is exactly what it sounds like – fire, straight out of Hell. It sears not merely the target’s body but his immortal soul. To project it, the demonologist requires a free hand. He can otherwise use it to attack whenever he could strike with a melee weapon. However, *each blast* costs him 1 HP in addition to the Demonology modifier’s normal drawbacks.

Hellfire emerges in a 10-yard jet that uses the Innate Attack (Beam) skill to attack; add Demonic Attunement as a bonus to hit. The only effective defense is to dodge. A hit means the target loses 1d+1 HP, regardless of DR. He also suffers incendiary effects as if scorched by a burning attack for *triple* this amount. This influences only whether he catches fire; e.g., a 3 on the die inflicts 4 HP of injury but sets fires like 12 points of burning damage. This is ordinary fire, extinguished normally.

Nothing is immune to Hellfire. It incinerates mortals, undead, constructs, immaterial spirits, and wholly inanimate targets equally. What keeps demonologists from destroying the world is the bit where they run out of HP – the Demonology modifier ensures that if the user ever drops to -HP or worse thanks to using Hellfire, he’s at -1 on the HT roll to avoid death, with failure meaning he goes to Hell and can’t be resurrected.

Advantages: Burning Attack 1d+1 (Affects Insubstantial, +20%; Cosmic, Irresistible attack, +300%; Costs Hit Points, 1 HP, -10%; Demonology, -10%; Incendiary, +10%; Increased 1/2D, 2x, +5%; Jet, +0%) [30].

DRUIDS

Druids may purchase anything on their template or in the Druidic Arts power (or its replacement, if using **Clerics**) as a power-up. **The Next Level** adds further options:

- Alternate Forms (Animal; Druidic, -10%) [Varies]. See **Allies**, pp. 6-11 for templates and rules, and *Alternate Forms* (p. 23) for important notes.
- Damage Resistance 3 or 4 (Druidic, -10%; Limited, Elemental, -20%) [11 or 14].
- Energy Reserve (Druidic) 1-20 [3/level].
- Extraordinary Luck [30].
- Power Investiture (Druidic) up to 6 [10/level] – or Druidic Talent up to 6 [5/level], for a bonus with Druidic Arts abilities *only*, not spells. Total levels cannot exceed 6, but Druidic Talent can later be upgraded to Power Investiture (Druidic).

Experienced druids can have these *additional* power-ups:

- Animal Friend up to 6 [5/level], a quick way to improve Veterinary and all forms of Animal Handling, with the added kick of a reaction bonus from all animals.
- Green Thumb up to 6 [5/level] – cheaper than raising both Herb Lore and Naturalist, and *also* improves reactions from sentient plants.

Druids have relatively few *other* power-ups – beyond more spells, the greatest druids tend to have lots of Allies (a standard Druidic ability; see *Adventurers*, p. 22 and *Allies*) and a physically imposing Alternate Form (above).

Close to the Earth

5 points/level

This new Talent gives +1 per level (maximum four levels) to Naturalist, Religious Ritual (Druidic), Theology (Druidic), Weather Sense, and “druidic” specialties of Hidden Lore: Elementals, Faeries, and Nature Spirits. You also get +1 per level on reaction rolls made by anybody who greatly respects or worships Nature, including druids, faerie, and most elves.

Druid Perks

1 point/perk

These count as Magic Perks (p. 14), but only druids may select them.

Eye of the Storm

Whenever you’re subject to bad weather, it affects you as if it were a step less severe on the table on p. 194 of *Magic*. Where discrete steps make little sense, you instead get +1 to rolls to resist the weather’s effects. This *does* include ST rolls to keep your feet in Windstorm spells, HT rolls to avoid stun from Lightning, etc. The general attenuation of weather influences your entire hex on a battle map; resistance bonuses benefit you alone.

Friendly Undergrowth

You get +1 in Quick Contests when someone is seeking your trail or hiding place in an overgrown area; e.g., when you’re using Camouflage or a rival is using Tracking.

New Realm

Variable

See the power-up of this name under *Clerics* (pp. 22-23).

Reincarnation

20 points/level

Prerequisite: Power Investiture (Druidic) level equal to Reincarnation level.

If you die, you return in a new form. This happens at the first sunrise after your death, in the “natural” area nearest your living associates’ current locale. Work with the GM on a suitable entrance. If the party is camped in the woods, you could fall out of a tree in the morning – but if they’re in Hell, you might spawn near some interdimensional portal and have to decide whether to step through or return to town.

Death erases a level of this power-up; you come back with 20 fewer points. Your new form *isn’t* your old one, though. All that’s certain is that it will be appropriate to the site of your rebirth and have the same number of points as your last one, minus 20 points for using up this ability, plus any unspent points you had at death. The GM creates your new self, keeping as many of your abilities as suit that identity – but your replacement body might belong to another humanoid race, be an intelligent version of a beast from *Allies*, or even be a sapient plant!

The Druidic power modifier affects this ability in a special way: You lose *additional* points equal to the penalty to use spells or abilities at the site of your death. This reflects interference with the supernatural energies transporting your spirit to its new form.

Example: Seamus, a 300-point human druid, is processed by mining machinery in the Dwarf Mines. His Reincarnation kicks in, meaning that he’ll come back with 280 points, but his 15 unspent points lead him to expect to be worth 295 points. At dawn, the GM rules that he springs from uncut stone as a *dwarf* with his old abilities. Seamus thus gains a 20-point racial template – but with only 15 points, he’ll lose 5 points somewhere! The Mines are polluted, with tailings everywhere; Druidic abilities are at -5 there, so Seamus loses *another* 5 points. The GM realizes that at 23 years of age, Seamus would be a very young dwarf, and interprets the 10-point shortfall as Seamus being a dwarf child: -1 ST [-10]. Seamus’ new point value is thus 300 + 20 (dwarf) - 10 (ST) - 20 (Reincarnation) = 290 points, not 295 points.

Advantages: Extra Life (Druidic, -10%; Reincarnation, -10%*) [20].

* This isn’t -20%, like the Reincarnation limitation for Unkillable (p. B95), because you’re *guaranteed* a form well-suited to the adventure that killed you!

Do Unto Others

Many offensive power-ups are nasty for those on the receiving end. This cuts both ways! *You* can smite baddies without fail using Retribution, trap them within a Storm, outflank them with an Uninterruptible Flurry, and pierce their armor with the Coupe de Jarnac or Hellfire. However, *your opponents* might return the favor. As the delvers grow more powerful, the GM is within his rights to equip their enemies – particularly intelligent ones, such as evil clerics and unholy warriors – to give as good as they get.

ELEMENTALISTS

The elementalists described on pp. 9-12 of *Summoners* may buy further traits from his template and all suitable Elemental abilities, plus these basic power-ups:

- Alternate Forms (Elementals; Elemental, -10%) [Varies]. See *Summoners*, pp. 26-32 for elemental templates, and *Alternate Forms* (p. 23) for important notes. Attuned elementalists can only acquire forms associated with their specialty.

- Elemental Influence (One Element) up to 6 [8/level] or Elemental Influence (All Elements) up to 6 [10/level] – the former convertible to the latter.

- Energy Reserve (Elemental) 1-20 [3/level].
- Flight (Elemental, -10%) [36], *if* generalist or air-attuned.
- Injury Tolerance (Damage Reduction 2; Elemental, -10%; Limited, Fire and Heat, -40%) [25], *if* generalist or fire-attuned; this *halves* penetrating injury from fiery attacks.
 - IQ up to 25 *before* racial modifiers.
 - Magic Resistance (Improved, +150%) [5/level], with *no* upper limit.
 - Permeation (Earth; Elemental, -10%; Extended, Stone, +20%) [44], *if* generalist or earth-attuned. While “ghosting” through earth and stone is a potent dungeon-crawling ability, you go *naked* and only for as long as you can hold your breath – and you need mana.
 - Permeation (Ice/Snow; Elemental, -10%) [9], *if* generalist or water-attuned. Again, note the drawbacks!
 - Resistant to Metabolic Hazards (+3) or (+8) (Elemental, -10%) [9 or 14].
 - Vibration Sense (Air or Water; Elemental, -10%) [9], *if* generalist or air/water-attuned (as appropriate).
 - Wild Talent (Focused, Magical, -20%; Retention, +25%) [21/level], with *no* upper limit. This allows one IQ + Elemental Influence roll per session per level to cast an unknown elemental spell covered by your Elemental Influence.

It is the combination of the four elements in one person that makes the Avatar so powerful. But it can make you more powerful, too.

– *Avatar: The Last Airbender* #2.9

Elementalist Perks

1 point/perk

These count as Magic Perks (p. 14), but only elementalists may select them.

Filter

Prerequisite: Elemental Influence 1+ (Air or All Elements).

You get +1 to HT rolls vs. respiratory agents (e.g., Stench spell), doubling to +2 if you need only avoid distraction (e.g., the smell of rotten eggs).

Kindle

Prerequisite: Elemental Influence 1+ (Fire or All Elements).

You can produce a tiny flame sufficient to light lanterns and tinder with a touch. This is equivalent to a 1-FP Ignite Fire spell with no range. If you know that spell, you save 1 FP when you cast it by touch.

Pebbles

Prerequisite: Elemental Influence 1+ (Earth or All Elements).

Whenever you need a small stone (e.g., for sling ammo or to plug a hole), you can reach into loose soil, sand, or rubble and

find one of the *exact* size and shape you need. These pebbles are otherwise worthless – you can’t conjure diamonds!

Rinse

Prerequisite: Elemental Influence 1+ (Water or All Elements).

You can moisten your body’s exterior at will, becoming damp enough to extinguish flame if you’re on fire, flush away acid or poison, etc. Each use costs 1 FP that you can only recover if you have access to water.

Inextinguishable Power

5 points

Prerequisite: Elemental Influence 1+.

This works much like the power-up of the same name under *Wizards* (p. 36), but protects Elemental Influence, not Magery.

Advantages: Protected Power (Elemental) [5].

Power Reincarnate

10 points

Prerequisites: Elemental Influence 3+ *and* Wild Talent 1+ with Retention.

This is similar to the power-up of the same name under *Wizards* (p. 37), but speeds learning of elemental spells cast via Wild Talent. You also have an IQ-4 default for Area Knowledge of elemental realms and an IQ-5 default for unknown Hidden Lore specialties related to those realms.

Advantages: Reawakened (Elemental, -10%) [9].

Perks: Background Knowledge (Elemental Realms) [1].

Storms

40 points/Storm

Storms are powerful Elemental abilities that blast many foes. They work even in good weather or indoors! All have these modifiers:

Elemental Storm (+180%): Accessibility, Requires gesture, -10%; Area Effect, 16 yards, +200%; Bombardment, Skill 14, -5%; Elemental, -10%; Emanation, -20%; Limited Use, 1/day, -40%; Nuisance Effect, Exploitable hole in center, -5%; Overhead, +30%; Persistent, +40%.

In practical terms, once a day, the elementalist may take an Attack maneuver to plant his staff in the ground – or make a similar bold gesture, like smashing his oil lamp – and initiate the Storm. On that turn and on each of his next nine turns (10 seconds total), the Storm blasts *everyone* (friend or foe) within 16 yards of the spot where he stood. Roll an attack from above at skill 14; victims may block or dodge, but must focus their attention either upward or at ground level, suffering -2 on defenses vs. attacks from the direction ignored. The elementalist is safe if he remains at the eye – as is any foe in close combat with him – but if he steps from where he started his Storm, he, too, risks harm. He *cannot* end the Storm early, dial back damage, etc.

Storms are subject to the standard drawbacks of the Elemental power modifier. Their advantage over combat spells is that they’re huge and deadly at no FP cost. Elementalists can even learn several different Storms and invoke them in rapid succession!

Storm of Air

Prerequisite: Elemental Influence 6+ (Air or All Elements).

Bolts of lightning fry the area from above. Anyone struck takes 2d+1 burning damage. A wounded victim must make a HT roll, at -1 per full 2 HP of injury, or be stunned. He may roll vs. HT each turn to recover, but later bolts can stun him anew.

Advantages: Burning Attack 2d+1 (Elemental Storm, +180%; Side Effect, Stunning, +50%) [40].

Storm of Earth

Prerequisite: Elemental Influence 6+ (Earth or All Elements).

Falling stones hammer the area. A roll of 14 means a target is hit by one rock – but a 13 means two and a 12 or less means three! An active defense avoids one stone if made exactly, two if made by 1, or three if made by 2+. *Each* boulder inflicts 2d+1 crushing damage. Apply DR separately to each hit.

Advantages: Crushing Attack 2d+1 (Elemental Storm, +180%; Rapid Fire 3, +50%) [40].

Storm of Fire

Prerequisite: Elemental Influence 6+ (Fire or All Elements).

Fireballs rain from above, burning those unfortunate enough to get in the way for 3d-1 burning damage per hit (and starting fires per p. B433).

Advantages: Burning Attack 3d-1 (Elemental Storm, +180%) [40].

Storm of Water

Prerequisite: Elemental Influence 6+ (Water or All Elements).

Icy rain douses the area, chilling those within. Roll 1d and subtract 1 per *full* DR 3 the target has insulating him. If he isn't immune to metabolic hazards, he loses that many FP. He cannot recover without rest and heat; thus, allies cannot "heal" these FP using Lend Energy or similar.

Advantages: Fatigue Attack 1d (Armor Divisor (3), +100%; Elemental Storm, +180%; Freezing, +20%) [40].

EVIL CLERICS

Evil clerics are described on p. 23 of *The Next Level*. They may spend earned points on anything on their template and in the Unholy Might power (if using **Clerics**, this may be modified), plus these options:

- Alternate Forms (Demon; Unholy, -10%) [Varies]. See **Summoners**, pp. 32-35 for demon templates, and *Alternate Forms* (p. 23) for important notes. *Note to GM:* Evil clerics get fewer other power-ups than good ones because of this potent ability. If you forbid this, add something to compensate.

- Energy Reserve (Unholy) 1-20 [3/level].
- Extraordinary or Ridiculous Luck [30 or 60].
- Power Investiture (Unholy) up to 6 [10/level] – or Unholiness up to 6 [5/level], for a bonus with Unholy Might abilities *only*, not spells. Total levels cannot exceed 6, but Unholiness can later be upgraded to Power Investiture (Unholy).

- Wild Talent (Focused, Evil Clerical, -20%; Unholy, -10%) [14/level], with *no* upper limit. This allows one IQ + Power Investiture (Unholy) roll per session per level to cast an unknown *evil* clerical spell.

Close to Hell

5 points/level

See the power-up of this name under *Demonologists* (p. 24).

Doom

40 points

Prerequisite: Power Investiture (Unholy) or Unholiness at 6+.

This power-up uses the rules for Retribution (p. 23), except that the power modifier is Unholy instead of Holy, the attack affects foes of the opposite moral persuasion, and the effect emerges from below – an explosion of brimstone, a horrid tentacle, an upthrust stalagmite, etc. Again, these specifics are a special effect. Treat attacks from below like attacks from above for defense purposes.

Evil Cleric Perks

1 point/perk

These count as Magic Perks (p. 14), but only evil clerics may select them.

Dark Karma

Whenever you roll a critical failure, you may spend 1 HP to downgrade it to a regular failure. This gives you a Dark Karma Point (DKP). For as long as you have even 1 DKP, you must choose between two evils every time you get a critical success at a task the GM deems necessary: Accept normal failure instead of critical success, dissipating 1 DKP, or spend HP equal to your current DKP tally to keep your critical, dissipating *no* DKP! You can keep mitigating critical failures and accumulating DKP until either it kills you or you accept a long run of bad luck. Your DKP tally isn't erased between game sessions.

Flagellant's Blessing, Focused Exorcist

See the power-ups of these names under *Cleric Perks* (p. 22).

Life-Force Burn‡

See the power-up of this name under *Demonologist Perks* (p. 24).

Tainted Touch

Whenever you so much as brush against someone who isn't Evil like you (and most monsters *are* Evil), he feels unclean. While mostly a source of cheap thrills, this counts as a distraction when a crony is attempting a task that would benefit from one: picking a pocket, sneaking past a guard, etc. Don't roll for your distraction; your pal automatically gets +1 per two *full* levels of Power Investiture (Unholy) or Unholiness you possess (and feels unclean himself, unless he's Evil).

New Realm

Variable

See the power-up of this name under *Clerics* (pp. 22-23).



HOLY WARRIORS

Holy warriors get a mix of combat-related and clerical power-ups. They have access to everything on their template and in the Holy Might power (or a similar power granted by their deity, if using *Clerics*), plus these choices described in *The Next Level*:

- Blessed 1-6 (Heroic Feats; Holy, -10%) [9/level], maximum +2d to *each* of ST, DX, and HT.
- Enhanced Block up to 2 [5/level].
- Enhanced Parry (One Melee Weapon skill) up to 2 [5/level].
- Extra Attack 1 [25].
- Extraordinary or Ridiculous Luck [30 or 60].
- Higher Purpose up to 3 [5/level].
- Holiness up to 6 [5/level].
- Wild Talent (Focused, Clerical, -20%; Holy, -10%) [14/level], with *no* upper limit.

Two additional basic power-ups not mentioned elsewhere also suit the profession:

- Allies (Animal companion of equal points; 12 or less; Holy, -10%; Summonable, +100%) [19] or (15 or less) [29]. This works like a divine servant, but is a mount or a hound; see *Allies*, p. 13.
- Will up to 25 *before* racial modifiers [5/level], improving Exorcism, Intimidation, and Meditation, and greatly assisting True Faith.

Close to Heaven

5 points/level

See the power-up of this name under *Clerics* (p. 22).

New Realm

Variable

This is essentially the same power-up noted under *Clerics* (pp. 22-23). The difference is that instead of adding Power Investiture levels that come with access to several spell lists and sacred powers, it adds Holiness levels and access only to additional powers. Thus, the “startup cost” is just 5 points and Holiness in each new realm costs 1 point/level. The holy warrior must buy at least Holiness 1 in a new realm, but can’t exceed his Holiness level with his primary one.

Advantages: Holiness [5/level] as an alternative ability, for 1 point/level; Unusual Background (Champion of multiple gods) [5].

Retribution

40 points

See the power-up of this name under *Clerics* (p. 23).

Shield of Faith

30 points

See the power-up of this name under *Clerics* (pp. 23-24).



INNKEEPERS

Innkeepers – from *Taverns*, p. 8 – are somewhat tongue-in-cheek, even for *Dungeon Fantasy*. If one is played as a serious PC, though, he can work toward everything on his template, plus these basic power-ups, which reflect a true generalist:

- Any *one* of ST, DX, IQ, or HT up to 25 *before* racial modifiers. Pick what you’re famous for: power, speed, wits, or an indestructible constitution.
- Charisma [5/level], with *no* upper limit.
- Resistant to Poison (+8) [7] or even Immunity to Poison [15]. (Okay, *this* power-up is about absorbing intoxicants, not being a generalist!)
- Smooth Operator up to 6 [15/level], which aids Carousing, Detect Lies, Diplomacy, Fast-Talk, Intimidation, Leadership, Sex Appeal, and Streetwise – all vital to the trade!
- Wealth up to Very Wealthy [30], making you *incredibly* good at fencing loot in town; see *Adventurers*, p. 23.
- Wild Talent [20/level], with *no* upper limit.

The GM with a good sense of humor might also allow Weapon Master (Improvised Weapons) [40]!

Artifact Lore

25 points

See the power-up of this name under *Artificers* (p. 17).

Jack of All Trades

10 points/level

This special “Talent” works differently from most. You have no bonus at all on skills you actually *know*, but when you roll at default for any skill that permits such a roll, add your Talent (maximum *three* levels – not four) to your effective level! This doesn’t make it any cheaper or faster to learn skills, or give any kind of reaction bonus.

Attributes: DX +1 to +3 (Only for defaults, -80%) [4/level]; IQ +1 to +3 (Only for defaults, -80%) [4/level]; HT +1 to +3 (Only for defaults, -80%) [2/level].

Piecemeal Knowledge

1 point/skill

Innkeepers are good listeners who often receive not just coin but information as tips. Each Piecemeal Knowledge perk you buy lets you pick a skill reserved for another profession from among Esoteric Medicine (any), Exorcism, Herb Lore, Hypnotism, chi skills without *other* such skills as prerequisites (e.g., Power Blow and Pressure Points are fine, but not Flying Leap or Pressure Secrets), and spells that lack prerequisites (which includes many useful tricks, like Climbing, Haste, and Sense Foes). Provided that you meet the skill’s *mundane* prerequisites – minimum IQ, weapon skill levels, etc. – then you may learn and use that skill normally as a power-up!

Street-Smart

5 points/level

See the power-up of this name under *Thieves* (p. 35).

KNIGHTS

Being utilitarian warriors, knights lack exotic power-ups. They should mainly invest in the traits on their template, the general options under *Combat Power-Ups* (pp. 10-13), and these addenda from **The Next Level**:

- Enhanced Block up to 3 [5/level].
- Enhanced Parry (One Melee Weapon skill) up to 3 [5/level].
- Extra Attack up to 2 [25/level].
- HP up to 1.5 × ST.
- Melee Weapon skill improvement whenever points are available – even in battle!

Knights also enjoy freer access to Combat Perks (pp. 11-12). Those who earn experience leading adventuring bands or ordering around spear-carriers can exceed a further limit as a power-up:

- Born War Leader up to 6 [5/level], cheaply raising all of Leadership, Strategy, and Tactics, *and* scoring a nice reaction bonus from other warriors.

Armor Mastery

5 points

Prerequisites: Combat Reflexes, plus Armoury (Body Armor) at 12+ *and* Melee Weapon skill at 17+.

You're adept at actively using armor. When you wear armor with DR 2+, raise its DR by 1. This effect is *mundane* – a learned skill (if not a **GURPS** skill), not an exotic talent. It comprises many minor tricks, one of which is turning the strongest armor toward each blow. Another aspect of this power-up is knowing how best to pad armor with clothing; in fact, you're so good at this that if you wear flexible padding that would give *anyone* DR 1-2 under rigid armor, you don't suffer the usual -1 to DX for layering armor.

Advantages: Damage Resistance 1 (Accessibility, Only in DR 2+ armor, -20%) [4].

Perks: Suit Familiarity (Layered Armor) [1].

Shield Mastery

15 points

Prerequisites: Combat Reflexes, plus Shield at 17+ *and* Tactics at 12+.

You're especially good at using your shield for cover. Add 1 to its DB anytime you *block* or *dodge* a ranged threat. In addition, against a cone, explosion, or similar large-area attack from in front, you can interpose your shield in such a way that – whether or not you dive for cover (p. B377) – it gives you an extra DR 2 vs. the effect.

Advantages: Damage Resistance 2 (Accessibility, Requires shield, -20%; Directional, Front, -20%; Limited, Large-Area Damage, -40%) [2]; Enhanced Block 1 (Limited, Ranged, -20%) [4]; Enhanced Dodge 1 (Accessibility, Requires shield, -20%; Limited, Ranged, -20%) [9].*

* While partly based on Enhanced Defenses, this power-up is separate from and cumulative with any other Enhanced Defenses you may have.

MARTIAL ARTISTS

Martial artists may purchase the options on their template and the abilities of the Chi Mastery power; and typically invest heavily in chi skills (*Adventurers*, p. 22). **The Next Level** permits additional power-ups:

- Chi Talent up to 6 [15/level] – costly, but the cheapest way for a hero with more than three chi skills to improve them all.
- Claws (Blunt; Chi, -10%) [3], representing “eagle claws” that give +1 *per die* to barehanded punching damage.
- Clinging (Chi, -10%) [18].
- Enhanced Dodge up to 3 [15/level].
- Enhanced Time Sense (Chi, -10%) [41].
- Extraordinary Luck [30].
- Wild Talent [20/level], with *no* upper limit.

Martial artists who mainly fight unarmed are welcome to a further power-up:

- Enhanced Parry (Unarmed) up to 3 [5/level].

Hand of Death

15 points

Prerequisites: Chi Talent 2+, Trained by a Master, *and* Pressure Secrets at 16+.



To deliver the Hand of Death, pay 2 FP to “charge up” your hand and then touch your target’s *body*. Fur, scales, and skin count; clothing and armor don’t. Contact requires a Karate roll in combat, at a bonus equal to your Chi Talent but often with a penalty for an unarmored location. Success means you can trigger the Hand at any future date, from any distance; critical failure means it affects *you* immediately!

When you trigger the Hand, the victim must roll HT-4 every 10 seconds for a minute. Each failure inflicts 1d injury, as if from poison; success, even critical success, prevents damage but *doesn’t* break the cycle. If total injury comes to 1/3 of the subject’s HP, he has -1 HT, worsening to -2 at 1/2 of his HP and -4 at 2/3 of his HP. Resistant to Poison or Metabolic Hazards gives a resistance bonus; Immunity to either blocks this power-up. Somebody who *knows* the Hand (including you!) gets an extra +3 to resist.

The Hand is completely undetectable, even by magic. If it’s suspected, the only way to remove it or break its cycle is for the healer to take 10 seconds and *win* a Quick Contest: Esoteric Medicine vs. your Pressure Secrets skill. The injury itself heals normally, and survivors regain lost HT as they recover past the above thresholds.

Advantages: Toxic Attack 1d (Chi, -10%; Contact Agent, -30%; Costs Fatigue, 2 FP, -10%; Cyclic, 10 sec., 6 cycles, +250%; Delay, Triggered, +50%; Melee Attack, Reach C, -30%; No Signature, +20%; Nuisance Effect, Severe critical failures, -5%; Resistible, HT-4, -10%; Symptoms, -2 HT at 2/3 HP, +10%; Symptoms, -1 HT at 1/2 HP, +10%; Symptoms, -1 HT at 1/3 HP, +15%; Terminal Condition, Use Esoteric Medicine, -10%) [14].

Perks: Chi Resistance (Hand of Death) [1].

Martial-Artist Perks

1 point/perk

These count as Combat Perks (p. 11), but only martial artists may select them.

Armor Familiarity†‡

You're accustomed to fighting in armor. You must specialize by skill. Each level (maximum four levels) lets you ignore -1 in encumbrance penalties to attack and parry with *one* of Judo, Karate, or Smallsword.

Drunken Fighting

Prerequisite: Trained by a Master.

You've mastered the art of fighting while soused! When tipsy or drunk (p. B428), treat the -1 or -2 to DX as a +1 or +2 *bonus* in a fight. Penalties to IQ and self-control rolls apply normally (remember this when you have to resist a spell . . .).

Iron Hands

Prerequisite: Trained by a Master.

Your hands have +1 DR. This is basic toughening, *not* Chi powers, and cumulative with armor, Chi abilities, etc. By itself, it's just tough skin, and no protection against contact poisons and the like.

Seven Secret Kicks

7 points

Prerequisites: Chi Talent 2+, Trained by a Master, *and* Karate.

You spend a lot of time kicking things. As a result, you don't have -2 to hit when you kick with Karate, and you may roll against Karate rather than DX to avoid falling should you miss. Even better, you get +1 *per die* to kicking damage!

Advantages: Striker (Crushing; Chi, -10%; Shin, -20%) [4], which isn't a whole new body part but super-tough shins . . .

Techniques: Kicking (H) Karate [3].

Uninterrupted Flurry

20 points

Prerequisites: Chi Talent 4+ *and* Trained by a Master.

For just a few seconds, you can explode into action, moving too fast to interrupt. You must take a Ready maneuver to activate this power-up. For the next 1d turns afterward, you may pick *two* maneuvers in succession each turn, with no delay between them! With All-Out Attack (Double) and then All-Out Defense (Increased Dodge), you could travel half your Move, strike one extra time, and then withdraw at half Move and +2 to Dodge; with two Move maneuvers, you could flank foes before they're able to respond. Once the burst of speed ends, you must wait five minutes before using it again, effectively limiting it to once per battle.

Advantages: Altered Time Rate 1 (Chi, -10%; Maximum Duration, 1d seconds, -75%) [20].

NECROMANCERS

Necromancers lurk on pp. 12-15 of *Summoners* (and in most graveyards). They have access to everything on their template, all Necromantic abilities, and these largely self-explanatory power-ups:

- Alternate Forms (Undead; Necromancy, -10%) [Varies]. See *Summoners*, pp. 22-23 for ghosts, *Summoners*, pp. 25-26 for material undead, and *Alternate Forms* (p. 23) for important notes.*

- Deathliness up to 6 [8/level].

- Doesn't Breathe (Necromancy, -10%) [18].*

- Doesn't Eat or Drink (Necromancy, -10%) [9].*

- Doesn't Sleep (Necromancy, -10%) [18].*

- Energy Reserve (Necromantic) 1-20 [3/level].

- Extra Life 1 (Necromancy, -10%) [23].*

- Higher Purpose (Maintain the natural order *or* Bring the worlds of life and death together) up to 3 [5/level].

- Metabolism Control 4-6 (Necromancy, -10%) [18, 23, or 27].*

- Reduced Consumption 3-4 (Cast-Iron Stomach, -50%; Necromancy, -10%) [3 or 4].*

- Resistant to Death Effects (+3) or (+8) (Necromancy, -10%) [5 or 7], which helps to resist *any* supernatural effect – short of a deity's will – meant to cause death: Burning and Rotting Death spells, death potions, Hand of Death (p. 29), etc.*

- Wild Talent (Focused, Deathly, -20%; Necromancy, -10%) [14/level], with *no* upper limit. This allows one IQ + Deathliness roll per session per level to cast an unknown deathly spell.*

- Will up to 25 *before* racial modifiers [5/level], aiding Exorcism, Intimidation, and Meditation.

* These gifts fail in places dedicated to life, making them unreliable on adventures in druid groves, healing temples, etc. Even a Pentagram spell or being shackled by someone with True Faith can rob you of power! See *Summoners*, p. 15.

Close to Hell

5 points/level

See the power-up of this name under *Demonologists* (p. 24).

Foul Limb

Variable

You have a horrid undead arm. Perhaps you hacked off your arm and sewed on that of a zombie, or withered your own limb and reanimated it. Details are up to the GM, who's welcome to declare this a "guild secret" that *always* costs money as well as points. See *Pyramid* #3/1: *Tools of the Trade* – Wizards for far too much on the subject.

In places where Necromantic abilities don't work, a Foul Limb is useless – you have a limp, dead arm. Moreover, a Foul Limb gives -2 to all mundane or magical attempts to conceal it or your profession. However, your Deathliness level aids all rolls to avoid crippling, withering, paralysis, etc. of your nasty appendage.



There are several sorts of Foul Limbs. Pick *one*. Depending on your choice, it may come with special perks:

Dead Arm: The arm is no less pain-resistant, but it (and only it) has Injury Tolerance (No Blood) – it won't bleed or carry blood-borne diseases or poisons into your body. It might have maggots, but it's unappealing to blood-sucking bugs.

Pestilent Arm: The arm is filthy, with gore-caked claws, pus-oozing sores, etc. Should you injure a living person with it through an unarmed attack, he must check for infection (p. B444) at -3, just as if he had been wounded in a locale with a special infection.

Ghoul Arm

10 points

This arm is modestly stronger (+2 ST) and tougher (+2 DR) than a natural one, with nasty claws that convert your punching damage to *cutting*. It's also obvious and putrid.

Advantages: Arm ST 2 (Single Arm; Necromancy, -10%) [6]; Damage Resistance 2 (Necromancy, -10%; Partial, Arm, -40%) [5]; Sharp Claws (Necromancy, -10%) [5].

Perks: Dead Arm [1]; Pestilent Arm [1].

Disadvantages: One Arm (Mitigator; Necromancy, -70%) [-6]; Unnatural Features 2 [-2].

Wraith Arm

55 points

This arm is *scary*, with +5 ST and +4 DR. Instead of punching with it, you may deliver a chilling touch that inflicts 1d FP on a living victim, regardless of his DR. You *cannot* hide its icy aura of doom.

Advantages: Arm ST 5 (Single Arm; Necromancy, -10%) [14]; Damage Resistance 4 (Necromancy, -10%; Partial, Arm, -40%) [10]; Fatigue Attack 1d (Cosmic, Irresistible attack, +300%; Freezing, +20%; Melee Attack, Reach C, -30%; Necromancy, -10%) [38].

Perks: Dead Arm [1].

Disadvantages: One Arm (Mitigator; Necromancy, -70%) [-6]; Unnatural Features 2 [-2].

Zombie Arm

15 points

This squidgy, disease-ridden arm has a mere +1 ST – but you can remove it! You're one-armed for the duration, but gain a useful "friend." It possesses your ST for striking or strangling, halved for grappling or dragging; your DX and HT; your HP/2; Move of your ST/4; Dodge of your DX/2 + 3; and your SM-2. Round fractions *up*. To reattach it, hold it in place for a minute.

Advantages: Arm ST 1 (Single Arm; Necromancy, -10%) [3]; Injury Tolerance (Independent Body Parts; Necromancy, -10%; Partial, Arm, -40%) [18].

Perks: Dead Arm [1]; Pestilent Arm [1].

Disadvantages: One Arm (Mitigator; Necromancy, -70%) [-6]; Unnatural Features 2 [-2].

Necromancer Perks

1 point/perk

These count as Magic Perks (p. 14), but only necromancers may select them.

Corpse Smart

You recognize the undead on sight, barring *magical* deceptions or illusions. You never mistake undead for corpses or living beings, and can distinguish them from similar entities such as constructs sewn together from body parts.

Lesser Lichdom

You have enough necromantic energy flowing through you to keep your body going for a short time after death. If a roll of the dice indicates that you'll die for certain from anything but instant death (disintegration, incineration, etc.), roll 1d+1 for the number of seconds you get to keep walking around anyway. During this period, you'll suffer all the effects of injury *except* collapse due to death or unconsciousness. Then you *really* die.

Life-Force Burn‡

See the power-up of this name under *Demonologist Perks* (p. 24).

Vampirize

25 points

Prerequisite: Deathliness 6+.

While not a vampire, you're headed that way. You can drain life from *living* beings to heal yourself. This requires forcible, ongoing contact – a grapple in combat or a firm handshake otherwise – and not a mere touch. There's no way to hide what you're doing!

Roll a Quick Contest of Will with your victim each second; you may add Deathliness, while he benefits from Magic Resistance. Victory means he suffers 1 HP of injury while you heal 1 HP. Once you have full HP, stolen HP replenish your Energy Reserve on a 1:1 basis. When both are full, your victim *still* loses HP but you gain nothing. If the subject successfully resists, you cannot try to affect him again for 24 hours.

This power-up's most common use is to heal after battle by draining HP from those who have fallen but not yet died.

Advantages: Leech 1 (Accelerated Healing, +25%; Heals FP after HP, +30%; Increased Immunity 3, -30%; Necromancy, -10%; Requires Will vs. Will Roll, -15%) [25].

SCHOLARS

Scholars (**Sages**, pp. 8-11) may spend earned points on anything from their template. Their additional options focus on brains (*using*, not eating) and the knowledge that their unique abilities lets them "borrow":

- Book-Learned Wisdom [5/slot + 2/point in slot], with *no* upper limit.

- Energy Reserve (Scholarly) [3/level], with *no* upper limit. This can be used for *any* skill or spell "borrowed" via Book-Learned Wisdom or Wild Talent, regardless of type; e.g., it could fuel a druidic spell, then a deathly (necromancer) spell, and finally Power Blow. However, it *can't* be used for permanently learned abilities!

- Higher Purpose (Seek Knowledge) up to 3 [5/level], giving up to +3 to *any* roll made to bargain for books, decipher runes, communicate with sphinxes, etc. (but *not* rolls for Book-Learned Wisdom and Wild Talent – that's memorizing and using, not seeking).

● IQ, with *no* upper limit! A scholar who keeps adventuring and plowing the points he earns into IQ could acquire a godlike intellect.

● Wild Talent (No Advantage Requirements, +50%) [30/level], with *no* upper limit.

Unlike other adventurers who aren't dedicated spellcasters, the scholar can also select Familiar (p. 14) as a power-up.

Applied Wisdom

5 points/level

Prerequisite: IQ 21+.

You're adept at using your brains *practically*. Maximum level of this power-up is (IQ - 20). Add your level to the cap of IQ 20 for skill defaults; see *The Rule of 20* (p. B173). For instance, IQ 24 enables Applied Wisdom 1-4, letting you base defaults on IQ 21-24 instead of merely IQ 20.

Attributes: IQ past 20 acquires an enhancement: Super Attribute, +25% for 5 points per modified level.

Artifact Lore

25 points

See the power-up of this name under *Artificers* (p. 17).

Jack of All Trades

10 points/level

See the power-up of this name under *Innkeepers* (p. 28). In the scholar's case, the "special effect" is that this is a result of being remarkably well-read.

Oracle (Scholarly)

15 points

This variant of Oracle (p. B72) is a way to garner "free" clues from the GM. It's like the cleric, necromancer, or shaman ability, minus the mumbo-jumbo. Instead of prayer or meditation, you need a library . . . any library. You walk in, poke around for an hour, and come out with insights. Balancing this drawback is a potent benefit: You may replace the Sense roll for discovery with a roll against the *better* of Research or Speed-Reading, and may use whatever skill applies to the adventure – e.g., Hidden Lore (Undead) on a ghost hunt – instead of IQ for interpretation.

SCOUTS

As *The Next Level* explains, scouts have access to everything on their template, plus these options:

- Basic Move up to +6 [5/level].
- Enhanced Tracking (Multiple Lock-Ons, +20%) [6/level], with *no* upper limit.
- Extra Attack 1 [25].
- Extraordinary Luck [30].
- Silence 1 or 2 [5 or 10].
- Telescopic Vision 1 or 2 [5 or 10].

Most scouts who don't start with Weapon Master (Bow) [20] prioritize that for the damage bonus. It's also fair to let experienced scouts ignore these restrictions as power-ups:

● Outdoorsman up to 6 [10/level], improving all of Camouflage, Mimicry, Navigation, Survival, and Tracking – a bargain, if raising more than two of these.

● Per up to 25 *before* racial modifiers [5/level], improving Observation, Search, Survival, and Tracking.

● Zen Archery *without* needing Chi Mastery or Meditation.

Oh, you mean spy out the land. Well, why alone? Why not take a few of us scouting?

– Jason and the Argonauts

Bow Fencer

10 points

Prerequisites: Heroic Archer and Bow at 20+.

You can wield a bow as a melee weapon without ruining it. Roll against Bow skill to strike with your bow as a baton at Reach 1, for swing or thrust crushing damage. If you have an arrow ready, you may opt to poke for thrust-1 impaling. You may also *parry* at Bow/2 + 3. While parrying, your bow has *effective* DR 6, like a sword, rather than the usual DR 2 – it may well break because it's much lighter than what you're parrying, but not merely because it's a bow! None of these moves will unready your bow.

Advantages: Damage Resistance 4 (Accessibility, Only on parries, -20%; Partial, Bow, -40%) [8].

Perks: Technique Adaptation (Bow & Arrow Parries) [1]; Technique Adaptation (Bow & Arrow Strikes) [1].

Craftiness

5 points/level

See the power-up of this name under *Thieves* (p. 35). This is an especially efficient way for a scout to become good at Camouflage, Shadowing, and Stealth.

Double-Shot

7 or 6 points

Prerequisite: Heroic Archer.

You can draw two arrows with a single Fast-Draw roll, and then ready your bow and shoot them both at once – at either the same or different targets. They get full range and damage, but you can only claim Acc bonuses on *one* target unless you possess Enhanced Tracking. Alongside *just* Heroic Archer, Double-Shot costs 7 points. If you also have Weapon Master (Bow), it costs 6 points.

Perks: Unique Technique (Double-Draw) [1].

Techniques: Double-Draw (H) Fast-Draw+0 [3] without Weapon Master, *or* [2] with; Dual-Weapon Attack (Bow) (H) Bow+0 [3].

Quick-Shot

5 or 3 points

Prerequisite: Heroic Archer.

You're an ace at the main trick of the Heroic Archer advantage (*Adventurers*, p. 14), which is shooting a bow *quickly*. This power-up lets you ignore the penalty for doing so. If you have *just* Heroic Archer, it costs 5 points. If you've also acquired Weapon Master (Bow), it costs 3 points – which is still cheaper than raising Bow by a level.

Perks: Unique Technique (Quick-Shooting) [1].

Techniques: Quick-Shooting (H) Bow+0 [4] without Weapon Master, or [2] with.

Seafarer

10 points/level

See the power-up of this name under *Barbarians* (p. 19).

Strongbow

1 point

Prerequisite: Heroic Archer.

This is a Combat Perk (p. 11) that only a scout may have. You've learned how best to draw a heavy bow. With Bow at DX+1, you can use a bow of your ST+1, while Bow at DX+2 or better raises this to ST+2. You need a strong bow to realize range and damage improvements; there's no benefit when shooting a bow of your ST or less. This perk is cumulative with the effects of an elven bow; e.g., a ST 13 scout with Bow at DX+2 or above could shoot a ST 17 elven bow!

*They say foul beings of Old Times still
lurk
In dark forgotten corners of the world,
And Gates still gape to loose, on
certain nights,
Shapes pent in Hell.*

– Robert E. Howard,
The Black Stone

SHAMANS

Shaman power-ups reflect spiritual ties, a social role, and general wisdom. A shaman may add anything on pp. 16-19 of *Summoners* – template traits, Shamanic abilities, and additional spirit Allies and Patrons – plus the following:

- Alternate Forms (Spirit; Shamanic Gift, -10%) [Varies], animal spirits and ghosts being most appropriate. See *Summoners*, pp. 21-23 for suitable templates, and *Alternate Forms* (p. 23) for important notes.
- Animal Friend up to 6 [5/level] – worthwhile if using most of Animal Handling, Falconry, Riding, Teamster, and Veterinary.
- Charisma [5/level], with *no* upper limit.

- Energy Reserve (Shamanic) 1-20 [3/level].
- Higher Purpose (Serve your people; Protect the spirit realm; etc.) up to 3 [5/level].
- Power Investiture (Shamanic) up to 6 [10/level] – or Shamanic Talent up to 6 [5/level], for a bonus with Shamanic abilities *only*, not spells. Total levels cannot exceed 6, but Shamanic Talent can later be upgraded to Power Investiture.
- Ridiculous Luck (Shamanic Gift, -10%) [54] or (Active, -40%; Shamanic Gift, -10%) [30].
- Wild Talent (Focused, Shamanic, -20%; Shamanic Gift, -10%) [14/level], with *no* upper limit. This allows one IQ + Power Investiture (Shamanic) roll per session per level to cast an unknown shamanic spell.

As *Summoners* explains, the GM *might* permit Jumper (Spirit; Shamanic Gift, -10%) [90] – but this may need further modifiers to suit the campaign. Thus, while it's a fitting power-up for experienced shamans, it requires GM input. Most powerful shamans invest their points in numerous shamanic Allies and Patrons.

Elder's Blessing

10 points

Prerequisite: Power Investiture (Shamanic) 6+.

You can “bless” one specific task carried out by somebody in your presence, but *never* yourself. Perform a one-minute ritual over him – this can't be rushed – and then make an IQ + Power Investiture roll. If you succeed, he gets a bonus on the *first* roll he makes for that task.

For a task so trivial that even critical failure means no harm or loss, the bonus is your margin of success. For most adventuring actions, halve this. For a *combat* roll, like “The first strike on the dragon in the next room,” divide margin by *three*. Drop all fractions – but there's a minimum, guaranteed +1 if you succeeded at all.

The blessing ends when its bonus is claimed, it's dispelled, or you bless another task. You can have at most one blessing active at a time. Similarly, no task can benefit from the blessing of more than one shaman.

Advantages: Visualization (Blessing, Others Only, +0%; Shamanic Gift, -10%) [9].

Perks: Rules Exemption (Visualization bonus always at least +1) [1].

New Realm

Variable

If shamans are essentially specialist clerics or druids in the campaign, then they can select this power-up – described under *Clerics* (pp. 22-23) – to add the powers and spells of other varieties of priests to their bag of tricks. Similarly, those other holy folk can buy New Realm in order to obtain Shamanic Power and shamanic spells.

Shaman Perks

These count as Magic Perks (p. 14), but only shamans may select them.

Focused Exorcist

See the power-up of this name under *Cleric Perks* (p. 22).

Karma Bank

Whenever you attempt a success roll that the GM deems necessary – not a trivial one that *you* opted to try – and get a critical failure, you receive a Karma Point (KP). You can spend 1 KP later, before rolling, for +1 to any skill or damage roll. Every critical success you roll removes one unspent KP (no effect if you have 0 KP). Your KP tally is reset to 0 at the end of each game session.

Spirit Item

This works like Spirit Weapon (*Summoners*, p. 5), except that it affects one specific piece of gear other than a weapon. The only limit is that it can weigh no more than your BL.

Spirit-Talker

5 points/level

This new Talent gives +1 per level (maximum *six* levels, not just four) to Exorcism, Fortune-Telling (Augury or Dream Interpretation), Hidden Lore (Spirits), Meditation, Occultism, and Theology. You also get +1 per level to reaction rolls made by spirits.

*Inigo Montoya: You seem
a decent fellow. I hate to kill
you.*

*Man in Black: You seem a
decent fellow. I hate to die.
– The Princess Bride*

SWASHBUCKLERS

Most swashbucklers simply raise their physical attributes, template traits, and combat skills, and take general combat power-ups (pp. 10-13). *The Next Level* offers a few other thoughts:

- Basic Speed up to +4 [25/level].
- Blind Fighting, Flying Leap, Kiai, and Power Blow skills *without* needing Chi Mastery.
- Enhanced Block up to 3 [5/level].
- Enhanced Time Sense [45] can replace Combat Reflexes [15], for 30 points.
- Extra Attack up to 2 [25/level].

Botte Segrete

20 points

Prerequisites: Luck, Weapon Master, and Melee Weapon skill at 20+.

This legendary strike allows no defense. Maybe a *worthy* foe could defend . . . but still. It forces you to move so fast that even trying it costs you 1 FP – and *any* critical failure means a dropped weapon in addition to the other results. Your victim

has -5 on all active defense rolls against it, and likely ends up paying in HP. For 2 FP, the -5 affects Blocking spells, too!

You must purchase this power-up for one specific combat skill. Rapier is traditional. Roll against *full* skill to hit. You may combine this awesomeness with any other special ability or option, including Deceptive Attack. You can use it with multiple attacks, but the FP cost is also multiplied.

Perks: Unique Technique (Botte Segrete) [1].

Techniques: Botte Segrete (H) Skill+0 [19].

Chandelier Leap

10 points

Prerequisites: Weapon Master and Jumping at 18+.

This power-up lets you pay 1 FP to *double* your horizontal leaping distance. First, work out your standard broad jump under the circumstances. You may do the math on p. B352 or simply approximate: the better of Basic Move/4 or Jumping/8 yards, doubled out of combat *or* with a running start, or quadrupled for both. Activating Chandelier Leap doubles this result – and if your leap constitutes the movement portion of a maneuver that allows a feint or an attack, you get +3 with that feint or attack!

Advantages: Super Jump 1 (Costs Fatigue, 1 FP, -5%; Horizontal Only, -25%) [7].

Perks: Ha-ha! 3 [3].*

* Similar to Dirty Fighting (p. 11), but works after Super-Jump – not when combat starts – and can be used repeatedly. (Be a sport and shout “Ha-ha!” each time.)

Coup de Jarnac

15 points

Prerequisites: Luck, Weapon Master, and Melee Weapon skill at 20+.

This epic cut has the precision to cleave through any armor the target is *wearing* (not natural protection, magic spells, etc.). You must purchase the power-up for a particular combat skill used with a *cutting* weapon. Roll against full skill to hit. Halve the DR of your foe's armor against the blow.

The Coup is a feat of pure skill (well, that and luck), equivalent to striking at chinks in armor; you can't do both at once. However, if you manage to learn Breaking Blow, get hold of a sword with Penetrating Weapon, etc., you *can* combine them. Multiply together all applicable armor divisors.

Perks: Unique Technique (Coup de Jarnac) [1].

Techniques: Coup de Jarnac (H) Skill+0 [14].

Swashbuckler Perks

1 point/perk

These count as Combat Perks (p. 11), but only swashbucklers may select them.

Armor Familiarity†‡

You're accustomed to fighting in armor. You must specialize by skill. Each level (maximum four levels) lets you ignore -1 in encumbrance penalties to attack and parry with *one* of Main-Gauche, Rapier, Saber, or Smallsword.

Combat Haberdashery

You ignore penalties the GM assigns for floppy hats, billowing capes, etc. You may *willingly* wear garb so outlandish that you suffer -1 to hit; if so, foes have -1 to hit *you* through all that!

Sheer Speed†

You must specialize in Flying Leap or Power Blow; each requires its own perk. When you learn that skill as a power-up, base it on *DX*, not *IQ* or *Will* as usual.

THIEVES

Thieves have access to everything on their template, plus these options recommended in *The Next Level*:

- *DX* up to 25 *before* racial modifiers.
- Enhanced Dodge up to 3 [15/level].
- Ridiculous Luck [60].
- Sensitive Touch [10], the best benefit of which is +4 to Search and Traps rolls to feel out *tiny* items.
- Silence 1 or 2 [5 or 10].
- Striking ST 1-10 (Only on surprise attack, -60%) [2/level]. If the victim of the blow would receive an active defense, even at -4 for being stunned, this doesn't count!
- Vibration Sense (Air) [10].
- Weapon Master (Knife/Main-Gauche) [20].

Thieves who gain much experience with fine work can surpass one further limit as a power-up:

- High Manual Dexterity up to 6 [5/level], which not only aids Pickpocket and Sleight of Hand, but also *DX*-based Lockpicking and Traps rolls, which are very common.

Backstabber

10 points for level 1, plus 5 points for each additional level

Prerequisites: Stealth at 18+ and Melee Weapon skill at 16+.

You're adept at disappearing when a fight starts, only to return to shank someone in the back. Backstabber 1 means the basic -5 to Stealth noted in *Backstabbing* (*Dungeons*, p. 11) doesn't affect you, and you get +1 to hit and to ST when you finally strike. You may have up to two additional levels, each erasing a *further* -2 to Stealth due to ambush, encumbrance, lack of cover, etc. (although this can never give a net bonus) and granting *another* +1 to hit and to ST when you attack.

Advantages: Striking ST 1 (Only on surprise attack, -60%) [2/level].

Perks: First Strike* [1/level]; Unique Technique (Disappear) [1].

Techniques: Disappear (H) Stealth-5 [6] at level 1, Stealth-3 [8] at level 2, or Stealth-1 [10] at level 3.

* Like Dirty Fighting (p. 11), but works on your first *backstab* each battle.

Craftiness

5 points/level

This new Talent gives +1 per level (maximum four levels) to Acting, Camouflage, Disguise, Holdout, Shadowing, and Stealth. It grants you no reaction bonus, however – the entire

point is *not* letting people you meet know you're a skeevey weasel. This power-up is a bargain at the price for *any* thief!

Nondetection

5 points/level

Prerequisite: Stealth at 20+.

Your stealth abilities go beyond hugging shadows and avoiding creaky floorboards. You know the blind spots of supernatural viewing, and take every measure to foil spells, magical alarms, and so on. Attempts to discern you, your actions, or your motives with Information-class or Knowledge-college spells, or similar innate superhuman senses, are at -1 per level of this power-up. This doesn't interfere with *your* abilities or items – and this effect isn't supernatural, so there's no active ability for others to sense. The penalty extends to being targeted; monsters that rely on life detection or its ilk to “see” have -1 per level to hit you in combat.

Nondetection is acquired gradually through careful practice – you pick up your fingernail clippings, eat herbs reputed to have shielding effects, walk in no-mana zones at every opportunity, etc. You “fade” after a week of this. The onset time applies when you first buy this power-up, too! There's no easy way to switch your advantage off when you're lost and *want* to be found; that takes a week as well, peeing in corners and yelling out the names of demon lords.

Advantages: Obscure (Divination; Defensive, +50%; Extended, Clairsentience, Detect, +40%; Onset, 1 week, -40%*; Stealthy, +100%) [5/level].

* Technically, Onset is for attacks. But at -40% for a week to switch the ability off or on, it's balanced with respect to Always On at -50%.

Street-Smart

5 points/level

This new Talent gives +1 per level (maximum four levels) to Merchant, Panhandling, Scrounging, Shadowing, Streetwise, and Urban Survival. You also get +1 per level to reaction rolls made by shady characters in town. This power-up is *incredibly* nice for a thief who operates frequently in town.

Sure Grasp

5 points/level

Prerequisite: Climbing at 18+.

You have near-supernatural climbing abilities. Sure Grasp 1 lets you ignore the -3 to Climbing skill for scaling walls, described under *Climbing* (*Dungeons*, p. 7), plus up to -2 in *extra* penalties for especially slippery surfaces. Sure Grasp 2 (the maximum) is of value even if you slip – it improves your grip to the point where you get +4 to ST-based Climbing rolls for pull-ups (*Dungeons*, p. 8).

Advantages: Lifting ST 4 (Only for climbing, -60%) [5] at level 2.

Perks: Sure-Handed (Slippery) [1].*

Techniques: Scaling (H) Climbing [4].

* This variant on the Sure-Footed perk benefits out-of-combat climbing, not fighting.

Trap Sense

5 points/level

Prerequisite: Traps at 16+.

You have an eye for traps. Each level of Trap Sense (maximum four levels) gives +3 on all rolls to spot hidden hazards visually. This aids more than Per-based Traps rolls; it also helps Vision rolls to notice traps in battle (*Dungeons*, p. 12). Trap Sense *can* cancel the -5 to spot traps when fleeing or rushed (*Dungeons*, p. 8), or even give a net bonus there.

Advantages: Acute Vision 3, 6, 9, or 12 (Only for hazards, -20%) [5, 10, 15, or 20].

UNHOLY WARRIORS

Unholy warriors, introduced on p. 27 of *The Next Level*, have access to everything on their template and in the Unholy Might power – or its replacement, when using *Clerics* – plus these options:

- Allies (Animal companion of equal points; 12 or less; Unholy, -10%; Summonable, +100%) [19] or (15 or less) [29]. This is a big, mean horse or dog *instead* of the classic demon; see *Allies*, p. 13.

- Alternate Forms (Demon; Unholy, -10%) [Varies]. See *Summoners*, pp. 32-35 for demon templates, and *Alternate Forms* (p. 23) for important notes.

- Blessed 1-6 (Dastardly Deeds; Unholy, -10%) [9/level], maximum +2d to *each* of ST, DX, and HT. This works just like Blessed (Heroic Feats), but has a cooler name.

- Extraordinary or Ridiculous Luck [30 or 60].

- Higher Purpose (Slay Servitors of Good) up to 3 [5/level].

- Striking ST 1-10 (Only on surprise attack, -60%) [2/level].

See *Thieves* (p. 35) for how the limitation works.

- Unholiness up to 6 [5/level].

- Wild Talent (Focused, Evil Clerical, -20%; Unholy, -10%) [14/level], with *no* upper limit. This allows one IQ + Unholiness roll per session per level to cast an *evil* clerical spell.

Close to Hell

5 points/level

See the power-up of this name under *Demonologists* (p. 24).

Doom

40 points

See the power-up of this name under *Evil Clerics* (p. 27).

New Realm

Variable

See the power-up of this name under *Holy Warriors* (p. 28).

Unholy Warrior Perks

1 point/perk

These count as Combat Perks (p. 11), but only unholy warriors may select them.

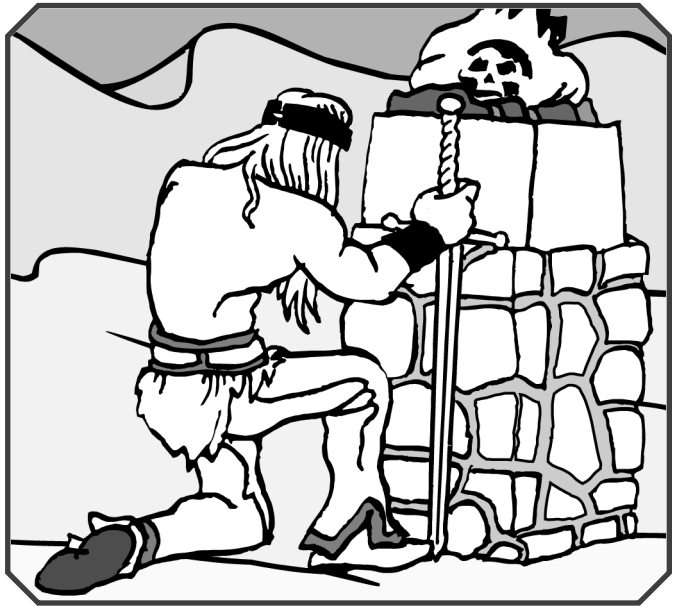
Blood Harming

You may voluntarily spend 1 HP for +2 to basic damage with a single melee attack. You can't spend more HP for a

larger bonus, but this perk *is* cumulative with all other means of raising damage: All-Out Attack, fine weapons, magic, Mighty Blows, etc.

Blood Healing

You recover 1 HP or 1 FP (your choice) when you first touch the corpse of a (formerly) *living, bleeding* creature with IQ 6+ that you, personally, have killed. You could slaughter 20 elves and move from one to the next, healing 20 HP. You'd get just 1 HP from even the biggest dragon, though – and nothing from angels, golems, zombies, etc.



Venomous Tongue

You can lick your blade(s) before combat, leaving a foul residue that acts as a dose of Monster Drool (*Adventurers*, p. 29). This takes a minute – you can't inject or spit venom effectively in combat. The venom loses its unholy power if put on anybody else's blade.

WIZARDS

While wizards tend to spend most of their earned points on spells, they may buy anything on their template, plus these options noted in *The Next Level*:

- Energy Reserve (Magical) 1-20 [3/level].

- IQ up to 25 *before* racial modifiers.

- Magic Resistance (Improved, +150%) [5/level], with *no* upper limit.

- Mana Enhancer 1 [50].

- Wild Talent (Focused, Magical, -20%; Retention, +25%) [21/level], with *no* upper limit.

Inextinguishable Power

5 points

Prerequisite: Magery 1+.

Holy casters are relatively safe from power loss – unless they offend their boss – but wizards lack this guarantee. Some dungeons are full of effects intended to disempower mages.

You aren't so easily foiled! You enjoy +5 to resist unwanted Magic Resistance spells, Suspend Magery, and Drain Magery. You may even contest Great Wish spells aimed at ruining your Magery, albeit with straight Will. You also get a Will roll to shrug off anti-Magery traps and potions (like Magebane) that normally allow no resistance.

Advantages: Protected Power (Magic) [5].

Magical Bolt

Variable

Prerequisite: Varies.

Missile spells are great, but there are times when you *can't* cast one because you're out of energy – or because casting, building, aiming, and hurling it would take too long. The fabled Magical Bolt offers a solution to these problems. This bolt of pure mana isn't grievously damaging, and works only if mana is present – but it's fast and free, and the only defense is dodging or being *immune* to magic!

A Magical Bolt is conjured and hurled with an Attack, All-Out Attack, or Move and Attack maneuver. It streaks out to 200 yards, maximum. Determine your odds of a hit using Innate Attack (Projectile) skill. If your effective skill is 3+, you *hit* – don't roll! Otherwise, you miss. An alerted target may dodge, but no other defense is possible.

Any hit means the target loses HP regardless of DR. This *will* harm golems, spirits, undead, etc. Only completely inanimate targets (doors, walls, etc.) are unaffected.

Cost and prerequisites depend on *maximum* damage dice, although you may always choose to use a lower level:

Damage	Cost	Prerequisite
1d-3	5	Magery 1
1d-2	10	Magery 2
1d-1	20	Magery 3
1d	25	Magery 4
1d+1	35	Magery 5
2d-1	45	Magery 6

Advantages: Crushing Attack (Accessibility, Not on inanimate objects, -10%; Affects Insubstantial, +20%; Cosmic, Irresistible attack, +300%; Cosmic, No die roll required, +100%; Increased 1/2D, 10x, +15%; Increased Range, 2x, +10%; Mana Sensitive, -10%; No Blunt Trauma, -20%; No Knockback, -10%; Variable, +5%) [Varies].

Power Reincarnate

10 points

Prerequisites: Magery 3+ and Wild Talent 1+ with Retention.

When a wizard invokes Wild Talent with Retention to cast a spell he doesn't know, he normally gets *one* use at IQ + Magery level. If he opts to spend a point on the spell afterward, then for a month, he casts it at -2 and can't improve his skill with it. That's because he's improvising. *You* aren't – you're remembering spells known in past lives! After casting a spell this way and putting a point into it, you suffer *no* penalty and can improve it immediately, provided that you know its prerequisites.

A side benefit is that you sporadically recollect snippets of *other* wizardly lore from former lives. Roll IQ-4 to recall hazy Area Knowledge about legendary magical libraries, wizard's

towers, etc. (e.g., if the party is lost, a successful roll by the GM might tell you, "Head left."), or IQ-5 for Hidden Lore specialties you've never learned.

Advantages: Reawakened (Mana Sensitive, -10%) [9].

Perks: Background Knowledge (Ancient Magic) [1].

Secret Teleportation Spell

100 points

Prerequisite: Magery 6+.

As p. 20 of **Adventurers** notes, spells that permit teleportation exist only in the hands of evil archmages. By undertaking the right adventure (and spending enough points), the GM may allow *you* to learn their secret! Some restrictions apply. Void where prohibited.

This is simply the Warp advantage (pp. B97-98), but review its limits. Warp can only teleport you and up to your Basic Lift in gear; if you don't specify what comes along, then the GM will, starting with your skivvies and working outward. The IQ roll for activation has penalties for distance *and* undue haste – and you can't even *try* to teleport to a place you can't see and haven't visited, suffer -2 for a place you've visited but can't see, and take -2 if using magical viewing to perceive your destination. To negate penalties, pay 1 FP per -1 removed (you can also pay out of a power item or an Energy Reserve).

Any failure gives you -5 to try again for 10 minutes; critical failure is a disaster that includes 1d *hours* of burnout. Your power-up *cannot* move you into or out of any area without mana. Even if all goes well, you must roll vs. Body Sense (p. B181) on arrival.

Advantages: Unusual Background (Ha-ha! I Can Teleport!) [10]; Warp (Mana Sensitive, -10%) [90].

New Faces, New Power-Ups

While **Power-Ups** covers every profession and race in **Dungeon Fantasy 1-10**, the series continues to grow. Templates in future works will offer options for character improvement. However, the GM may develop custom templates – and players might create delvers freeform, *without* templates. In those situations, the GM has three options:

1. Invent power-ups according to *Designing New Power-Ups* (p. 9).
2. Create custom power-ups lists by picking from among the most appropriate options described here.
3. Let each player choose *one* existing list that best fits his hero's role.

Example: The GM introduces an "illusionist" template for trickster-mages. He could design all-new power-ups that combine stealth and spells; mix and match thief and wizard power-ups to his taste; or let the player decide to pursue *either* thief *or* wizard power-ups.

RACIAL POWER-UPS

These options are specific to members of particular races. Belonging to a race acts as an Unusual Background granting access to its power-ups. The GM may make exceptions, but these should be rare – however much you *want* a fire-infused power-up, it's likely impossible if neither of your parents was a fire elemental!

Players *do* have to pay attention to the specific stats here. These often alter the fine details of racial templates.

That's one reason why most humans hardly ever see them. The other is that humans are very good at not seeing things they know aren't there.

– Terry Pratchett, *Wings*

AIR-INFUSED

Air-infused built using the optional rules on p. 6 of **Clerics** may purchase a new perk – Elemental Gifts – either at character creation or as a power-up. After that, they can buy air-themed abilities from sacred powers as power-ups. Those who aren't holy folk *can't* acquire Druidic Talent, Holiness, or Unholiness, though, or claim a discount for a power modifier. This option more-or-less requires **Clerics**; the abilities on p. 22 of **Adventurers** aren't especially “airy.”

Call of the Wind

Air-infused can, with practice, awaken their inner elemental. This power-up has three levels, which must be taken in order. Each *includes* the previous level.

Call of the Wind 1

5 points

The initial consequence of exercising your elemental heritage is simply being less prone to the mundane health problems of mortals (extra +5 to resist disease and poison).

Advantages: Resistant to Metabolic Hazards (+8) [15] replaces Resistant (+3) [10], for 5 points.

Call of the Wind 2

15 points

As you grow closer to your elemental side, you're *also* less bothered by howling winds, lightning, and similar things that worry mortals (total DR 9 vs. such threats).

Advantages: Call of the Wind 1 [5]; Damage Resistance 9 (Limited, Air and Weather, -40%; Mana Sensitive, -10%) [23] replaces DR 5 [13], for 10 points.

Call of the Wind 3

25 points

The forces of Air are your constant allies, enabling you to truly fly (Air Move is twice Basic Speed).

Advantages: Call of the Wind 2 [15]; Flight (Mana Sensitive, -10%) [36] replaces Catfall [9] *and* Walk on Air [18], for 9 points; Reputation +4 (Air Elementals) [6] replaces Reputation +3 [5], for 1 point.

CAT-FOLK

Cat-folk may buy these remarkable “cat-like” traits as power-ups *regardless* of profession:

- Discriminatory Hearing [15].
- Perfect Balance [15].
- Silence 1 or 2 [5 or 10].
- Speak with Animals (Specialized, Felines, -60%) [10].
- Temperature Tolerance 1-3 [1/level]. This means thicker and/or longer fur. The GM may require the cat-person to survive some sort of arctic adventure before allowing it.

CELESTIALS

As guaranteed by a racial perk, celestials can add their “divine gifts” at any time as power-ups, and the GM should normally allow this. These traits are:

- Doesn't Breathe [20].
- Doesn't Eat or Drink [10].
- Doesn't Sleep [20].
- Extra Life [25/level].
- Flight (Winged, -25%) [30].
- Immunity to Metabolic Hazards [30].
- Temperature Tolerance [1/level].
- Walk on Air [20].
- Walk on Liquid [15].

Celestials built using the optional rules on p. 6 of **Clerics** – that is, those taking Holy Might or Unholy Might abilities as their divine gifts – may acquire further such abilities as power-ups *instead* of the above advantages. Gamers without **Clerics** can still use this option; just replace the divine gifts list with the Holy abilities on p. 22 of **Adventurers**. Either way, these traits lack power modifiers when bought by celestials who aren't also clerics or holy warriors.

Celestials can also purchase Holiness 1-3 [5/level], even if they aren't clerics or holy warriors. This *doesn't* give access to Holy Might abilities unless the celestial took those instead of regular divine gifts, or is actually a cleric or a holy warrior. By itself, Holiness lets you detect curses (**Dungeons**, p. 9), sense blessed/cursed items (**Dungeons**, p. 14), and succeed marginally more often at desperate prayer (**Dungeons**, p. 15).

Faith Is My Shield

20 points

You're not harmed by cursed areas, temples of Evil, being in Hell, etc. Usually, this is because you're either *really freakin' holy*, and have enough angelic essence to dilute vast amounts of Evil, or not all that holy, and contain little essence for Evil to react with. This also cancels the related racial feature of taking extra harm from unholy items – but you still detect as Good, whether that would help or hinder.

Advantages: No Weakness [20].

Peace Treaty

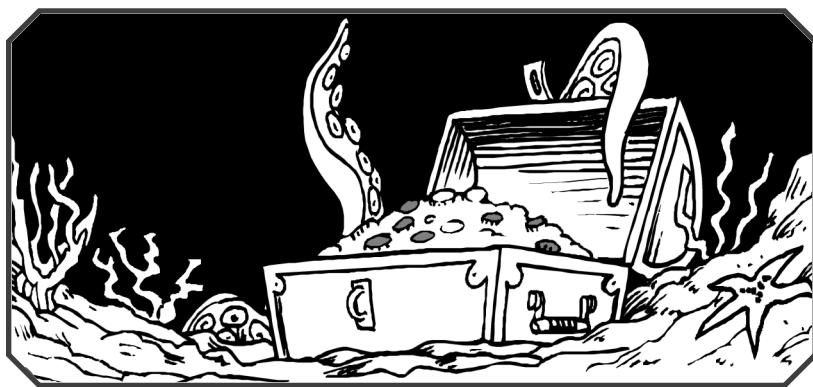
5 points

You've somehow reached an accord with demons, who no longer single you out. The GM may opt to permit this power-up only after *gaming out* these events.

Advantages: No Divine Curse [5].

COLEOPTERANS

Coleopterans may improve their racial Damage Resistance 5 (Can't Wear Armor, -40%) [15] to DR 6 (Can't Wear Armor, -40%) [18], for 3 points, as a power-up. No further thickening of the carapace is possible.



CORPSE-EATERS

These creatures have one somewhat disturbing racial power-up.

One of Us

25 points

"You are what you eat" is sometimes the literal truth! By watching his diet, a corpse-eater can come to resemble an elf, human, or other socially acceptable humanoid, losing his race's social drawbacks but not its gifts. Once achieved, this transition is permanent. A corpse-eater caught feasting might be branded a cannibal, but so would anyone. Even magic won't reveal the frightening reality.

Advantages: No Appearance (Ugly) [8]; No Social Stigma (Monster) [15].

Perks: Immunity to Magical Race Determination [1]; Passing Appearance (Resembles another race – pick one) [1].

DARK ONES

Dark ones can raise their racial Talent as a power-up, buying Elder Gift 3-4 [5/level]. They can also buy Flexibility [5] or Double-Jointed [15], regardless of profession.

Embrace Inner Squid

Some dark ones start to resemble their distant ancestors as their power grows. The upside is even greater flexibility. The downside is, well, that they resemble their distant ancestors. This power-up comes in three levels, each of which *replaces* those before it.

Embrace Inner Squid 1

20 points

At this level, you're simply bendier, and mostly nobody notices. Mostly.

Advantages: Extra-Flexible (Both Arms)* [10]; Flexibility [5]; High Manual Dexterity 3 [5].

* See p. B53.

Embrace Inner Squid 2

35 points

Okay, now you're freaky, although technically not a horrific monster yet.

Advantages: Double-Jointed [15]; Extra-Flexible (Both Arms) [10]; High Manual Dexterity 4 [10]; No Unnatural Features [2]; Slippery 4 [8]; Stretching 1 [6].

Disadvantages: Appearance (Hideous) [-16].

Embrace Inner Squid 3

50 points

Congratulations – you're a junior Elder Thing! You'll be drummed out of town, and even your allies must make Fright Checks once a day in your presence. Fright Checks are at +5 for foes met in battle, and many monsters are Unfazeable and immune to your Terror. Needless to say, you should clear this with the GM.

Advantages: Embrace Inner Squid 2 [35]; Stretching 2 [6]; Terror (Always On, -20%) [24].

Disadvantages: Social Stigma (Monster) [-15].

DRAGON-BLOODED

Dragon-blooded may add Striking ST 1 or 2 (Only with bite, -60%) [2 or 4] as a power-up.

Becoming the Dragon

Some dragon-blooded feel their ancient origins stirring as they gain power. While they don't grow huge and sprout wings, they do get tougher. This power-up is available whenever the reptilian could improve ST or HP. It adjusts the racial template in steps, each replacing the one before it. The constituent advantages aren't available separately.

Note that unmodified DR (the hardest scales) goes *outside* of DR with the Tough Skin limitation.

Becoming the Dragon 1

20 points

You're stronger, tougher, and have nastier teeth (*impaling*, not cutting). Factoring in your racial template, you have a net ST+2, HP+2 on top of that, and DR 2 (DR 1 of which is "tough skin").

Attributes: ST+1 [10].

Secondary Characteristics: HP+2 [4].

Advantages: Damage Resistance 1 [5]; Teeth (Fangs) [2] replace Teeth (Sharp) [1], for 1 point.

Becoming the Dragon 2

40 points

You're a lean, mean killing machine, sporting claws that can *gut*, not just shred. With racial adjustments, you have a net ST+3, HP+4 on top of that, and DR 3 (DR 2 of which is "tough skin").

Attributes: ST+1 [10].

Secondary Characteristics: HP+2 [4].

Advantages: Becoming the Dragon 1 [20]; Claws (Talons) [8] replaces Claws (Sharp) [5], for 3 points; Damage Resistance 2 (Tough Skin, -40%) [6] replaces DR 1 (Tough Skin, -40%) [3], for 3 points.

Becoming the Dragon 3

60 points

You're even stronger and tougher, with breath to match! With racial modifiers, you have a net ST+4, HP+5 on top of that, and DR 4 (DR 3 of which is "tough skin").

Attributes: ST+1 [10].

Secondary Characteristics: HP+1 [2].

Advantages: Becoming the Dragon 2 [40]; Burning Attack 2d (Jet, +0%) [10] replaces Burning Attack 1d [5], for 5 points; Damage Resistance 3 (Tough Skin, -40%) [9] replaces DR 2 (Tough Skin, -40%) [6], for 3 points.

*The problem with elves is they
ain't got no meat on their bones.
You gotta get yourself a nice
250-pound dwarf, with hair on
her chin you can hang on to!*

– *Dungeons & Dragons*

DWARVES

Dwarves can improve several racial advantages as power-ups:

- Damage Resistance 2 (Tough Skin, -40%) [6] can replace DR 1 (Tough Skin, -40%) [3], for 3 points.
- Pickaxe Pendant up to 4 [5/level].
- Resistant to Poison (+8) [7] can replace Resistant to Poison (+3) [5], for 2 points.

They can also buy as much Magic Resistance [2/level] as they wish.

EARTH-INFUSED

The note on sacred powers under *Air-Infused* (p. 38) applies equally here, but the abilities chosen from **Clerics** must be earth-themed.

Call of the Soil

Earth-infused can increase their rapport with the magical element of Earth. This power-up has three levels, which must be taken in order.

Call of the Soil 1

5 points

At first, you're simply less affected by mortal foibles (extra +5 to resist disease and poison).

Advantages: Resistant to Metabolic Hazards (+8) [15] replaces Resistant (+3) [10], for 5 points.

Call of the Soil 2

15 points

With time, you become less affected by crushing avalanches and mudslides, and other stony threats that concern mortals (DR 9 vs. such dangers).

Advantages: Call of the Soil 1 [5]; Damage Resistance 9 (Limited, Earth and Stone, -40%; Mana Sensitive, -10%) [23] replaces DR 5 [13], for 10 points.

Call of the Soil 3

25 points

You're well on your way to being *made* of stone (DR 10 vs. earth and stone, DR 4 vs. most other things). This is rather obvious: +2 to pose as something made of stone, but -2 to pass as anything else.

Advantages: Call of the Soil 1 [5]; Damage Resistance 6 (Limited, Earth and Stone, -40%; Mana Sensitive, -10%) [15] replaces DR 5 [13], for 2 points; Damage Resistance 4 (Mana Sensitive, -10%) [18]; Reputation +4 (Earth Elementals) [6] replaces Reputation +3 [5], for 1 point.

Perks: Stony (see *The Next Level*, p. 9) [1].

Disadvantages: Unnatural Features 2 [-2].

ELDER-SPAWN

Elder-spawn can improve two of their racial advantages as power-ups:

- Elder Gift up to 4 [5/level].
- Resistant to Metabolic Hazards (+8) [15] can replace Resistant to Metabolic Hazards (+3) [10], for 5 points. This *doesn't* help resist supernatural hazards, just mundane sickness, venom, and so on.

Elder-spawn built using the optional rules on p. 6 of **Clerics** may also take a new perk – Gifts of Chaos – either at character creation or as a power-up, and thereafter buy chaos-themed Holy Might or Unholy Might abilities as power-ups. Unless the delver is a cleric or a holy/unholy warrior, though, he *can't* add Holiness or Unholiness, and his advantages won't have a power modifier. This power-up requires **Clerics**; the basic Holy abilities on p. 22 of **Adventurers** aren't very appropriate.

The Look

15 points

As your power grows, so does the degree to which you're "not quite right." At some stage, anybody who sees you will know what you are . . . after which you cannot pass as human. See *Embrace Inner Squid 3* (p. 39) for the social fallout of full-time Terror; but note that this power-up isn't identical – it's an aura, not a mutation.

Advantages: No Supernatural Features* [5]; Terror (Always On, -20%) [24].

Perks: Psychic Terror [1].†

Disadvantages: Social Stigma (Monster) [-15].

* Besides full-time Terror; but that's *already* 6 points cheaper.

† Anybody using magic, psionics, etc. to read your mind has to make a Fright Check, too.

ELVES

Elves of *any* variety, including half-elves, can improve two of their racial advantages as power-ups:

- Forest Guardian up to 4 [5/level].

- Magery up to 3 [10/level]. Even *non*-wizard elves can do this, and can then go on to learn spells from grimoires, magic instructors, and so on. However, only elves who are professional wizards have access to wizard power-ups (like the coveted Energy Reserve).

They can also learn the Light Walk skill *without* needing Chi Mastery, provided that they have both Acrobatics and Stealth at 14+.

FAERIE FOLK

Faeries who lack Magery can buy Magery 0 [5] as a power-up. Those who've done so – or who belong to faerie races that start with Magery 0 – may purchase Magery 1-3 [10/level]. As noted for elves, while this lets them learn spells, they can only purchase wizard power-ups if they're actually wizards.

Inner Light

5 points/level

You carry around your own mana – insufficient for spellcasting, but enough to live on for a while, perhaps even indefinitely. Inner Light comes in levels, which replace the racial Dependency (Mana; Very Common; Constantly) [-25] with a less-frequent Dependency as shown on the *Inner Light Table* (below).

Inner Light Table

Level	Cost	Dependency	Grace Period*	Damage Interval†
1	5	Dependency (Mana; Very Common; Hourly) [-20]	1 hour	10 minutes
2	10	Dependency (Mana; Very Common; Daily) [-15]	1 day	1 hour
3	15	Dependency (Mana; Very Common; Weekly) [-10]	1 week	6 hours
4	20	Dependency (Mana; Very Common; Monthly) [-5]	1 month	1 day
5	25	None	Indefinite	Never

* How long you can go without mana before damage starts.

† How often you lose 1 HP after the grace period ends.

FIRE-INFUSED

The note on sacred powers under *Air-Infused* (p. 38) applies equally here, but the abilities chosen from **Clerics** must be fire-themed.

Call of the Flame

Like other infused, fire-infused can learn to love their elemental side. This power-up has three levels, which must be taken in order. Each *includes* the previous level.

Call of the Flame 1

5 points

The first step is being able to burn out any disease that afflicts you (+8 to resist).

Advantages: Resistant to Disease (+8) [5].

Call of the Flame 2

15 points

The next step adds more tolerance to fire damage. Your DR vs. fire is still 6, but you divide penetrating injury by *three* (e.g., 21 points of dragon's fire would inflict 5 points of injury). However, your touch is a little *too* warming – and whenever *burning* would be a solution to a problem, you must roll 15 or less to resist setting fires.

Advantages: Call of the Flame 1 [5]; Injury Tolerance (Damage Reduction 3; Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [38] replaces IT (Damage Reduction 2) [25], for 13 points.

Disadvantages: Pyromania (15) [-2].

Quirks: Roll vs. Will on touching paper (scrolls, books, etc.), or it ignites! [-1]

Call of the Flame 3

25 points

This final level further boosts your heat and fire tolerance (DR 8 vs. these things) – a 21-point blast of dragon's fire would inflict just 4 points of injury, and you find even 240°F comfortable (water boils at 212°F).

Advantages: Call of the Flame 2 [15]; Damage Resistance 8 (Limited, Fire and Heat, -40%; Mana Sensitive, -10%) [20] replaces DR 6 [15], for 5 points; Reputation +4 (Fire Elementals) [6] replaces Reputation +3 [5], for 1 point; Temperature Tolerance 15 (Mana Sensitive, -10%) [14] replaces TT 11 [10], for 4 points.



GARGOYLES

Gargoyles can improve two racial advantages as power-ups:

- Damage Resistance 3 [15] can replace DR 2 [10], for 5 points.
- Striker (Tail; Impaling; Clumsy, -2 to hit, -40%) [5] can be improved to (Clumsy, -1 to hit, -20%) [7] for 2 points, and then lose Clumsy altogether [8] for an *additional* 1 point. To improve further, raise Brawling skill – which is *always* available, regardless of your profession.

GNOMES

Gnomes can improve two racial traits as power-ups:

- Resistant to Poison (+8) [7] can replace Resistant to Poison (+3) [5], for 2 points.
- Widget-Worker up to 4 [5/level].

They can also learn their racial perk, Giant Weapons [1], and buy as much Magic Resistance [2/level] as they wish.

GOBLIN-KIN

All goblin-kin – including half-orcs – can improve two traits on their racial template as power-ups:

- Resistant to Metabolic Hazards (+8) [15] can replace Resistant to Metabolic Hazards (+3) [10], for 5 points. Be warned that while this gives another +5 against mundane disease and poison, it *doesn't* help you resist the supernatural.
- Very Rapid Healing [15] can replace Rapid Healing [5], for 10 points – a good idea if you buy Magic Resistance and can't be healed with spells!

Regardless of profession, they can also purchase Recovery [10] and as much Magic Resistance [2/level] as they wish.

HALFLINGS

Halflings can raise two racial advantages as power-ups:

- Halfling Marksmanship up to 4 [5/level].
- Silence up to 4 [5/level].

They can also learn their racial perk, Giant Weapons 1 or 2 [1 or 2], and buy Resistant to Poison (+3) [5].

INFERNALS

As promised by a racial perk, infernals can add their “infernal gifts” as power-ups at any time, and the GM should normally allow this. These traits are:

- Doesn't Breathe [20].
- Doesn't Eat or Drink [10].
- Doesn't Sleep [20].
- Extra Life [25/level].
- Flight (Winged, -25%) [30].
- Immunity to Metabolic Hazards [30].
- Striker (Horns; Crushing or Impaling) [5 or 8].
- Striker (Tail; Piercing, Large Piercing, or Impaling) [5, 6, or 8].
- Teeth (Sharp or Fangs) [1 or 2].
- Temperature Tolerance [1/level].

Infernals built with the optional rules on p. 6 of *Clerics* – replacing infernal gifts with Holy Might or Unholy Might abilities – may acquire further such abilities as power-ups *instead* of the above advantages. If you lack *Clerics*, it will do to swap the infernal gifts list for the Unholy abilities on p. 41 of *The Next Level*. Remember not to apply power modifiers to these advantages unless creating an actual cleric or unholy warrior.

Infernals can also purchase Unholiness 1-3 [5/level], even if they aren't evil clerics or unholy warriors. This *doesn't* let them buy Unholy Might abilities unless they took those in lieu of infernal gifts, or are actually evil clerics or unholy warriors. It does allow them to detect blessed areas just as holy folk can sense cursed ones (*Dungeons*, p. 9), know blessed/cursed items (*Dungeons*, p. 14), and boost the odds that The Devil will answer their prayers in desperate times (*Dungeons*, p. 15).

Forgiven

15 points

You've squared things with the forces of Good. Helpful cleric spells work normally on you, and you don't radiate such obvious evil that your life is living Hell (pardon the pun).

Advantages: No Social Stigma [15].

Unholy as Hell

20 points

Just what it sounds like, really: You're super-unholy, and can cackle evilly and ignore the harmful effects that blessed and sanctified areas usually have on your kind. This also erases the related racial feature of taking extra harm from holy items – but you still detect as Evil, whether that would help or hinder. And yes, you *can* be a complete jerk, reach an accord with Good, get Forgiven (above), and still be Unholy as Hell.

Advantages: No Weakness [20].

LIZARD MEN

Lizard men can improve a pair of racial advantages as power-ups:

- Damage Resistance 3 (Tough Skin, -40%) [9] can replace DR 2 (Tough Skin, -40%) [6], for 3 points.
- Teeth (Fangs) [2] can replace Teeth (Sharp) [1], for 1 point.

Lizard men may also add Striking ST 1-8 (Only with bite, -60%) [2/level] as a power-up. At its maximum (+8 to ST), this adds 1d to biting damage!

MINOTAURS

Minotaurs can buy up two racial advantages as power-ups:

- Damage Resistance 4 (Partial, Skull Only, -70%) [6] can replace DR 2 (Partial, Skull Only, -70%) [3], for 3 points.
- Damage Resistance 3 (Tough Skin, -40%) [9] can replace DR 2 (Tough Skin, -40%) [6], for 3 points.

Regardless of profession, they can also purchase Fit [5] or Very Fit [15]; Recovery [10]; and as much Hard to Kill [2/level] or Hard to Subdue [2/level] as they wish.

Longhorn

30 points

The horns don't *always* stop growing! Yours are *huge* – Reach C-2 and +3 to SM for Intimidation, instead of Reach C, 1 and +1 – and wide enough to spear foes to the sides. You have neck muscles to match: +8 ST when goring, giving +1d+1 damage, including the Striker bonus. Of course, such headgear is both unwieldy (-3 to hit) and obvious (+1 to be seen, recognized as *that* minotaur, etc.).

Advantages: Striker (Impaling; Clumsy, -3 to hit, -60%; Long, +3 SM, +300%) [28] replaces usual Striker [13], for 15 points; Striking ST 8 (Only with horns, -60%) [16].

Disadvantages: Distinctive Features [-1].

OGRES

Ogres and half-ogres can improve several traits on their racial template as power-ups:

- Damage Resistance 2 or 3 (Tough Skin, -40%) [6 or 9] can replace DR 1 or 2 (Tough Skin, -40%) [3 or 6], for 3 points.
- Fearlessness up to 7 [2/level], or *replace* all Fearlessness with Unfazeable [15].
- Magic Resistance [2/level], with *no* upper limit.

Regardless of profession, *full* ogres can also buy Resistant to Disease (+3) [3] or (+8) [5]; Resistant to Poison (+3) [5] or (+8) [7]; or even Resistant to Metabolic Hazards (+3) [10] or (+8) [15]. Half-ogres are limited to the +3 level in each case.

TROLLS

Two racial power-ups come in handy for troll delvers.

Day Sight

5 points

Some trolls learn to operate normally in daylight *without* losing their superior vision in the dark. They still reduce darkness penalties by -5, but don't have a penalty in light.

Advantages: Night Vision 5 [5].

Features: No Night-Adapted Vision.

Trial by Fire

35 points

Trolls who nearly burn to death sometimes spontaneously regenerate; thereafter, they lack their race's difficulties with fire. The GM may limit this power-up to trolls who not only have the points but who've made at least one HT roll to avoid death from burning damage – or who've died in a fire and been resurrected!

Advantages: No Vulnerability (Fire x2) [30]; Regeneration (Regular) [25] replaces Regeneration (Regular; Not vs. Fire or Acid, -20%) [20], for 5 points.

WATER-INFUSED

The note on sacred powers under *Air-Infused* (p. 38) applies equally here, but the abilities chosen from **Clerics** must be water-themed.

Call of the Deep

Water-infused can awaken their inner elemental, much like other infused. This power-up has three levels, which must be taken in order, each *replacing* the one before it.

Call of the Deep 1

5 points

You can instantly dilute any mundane poison that affects you (+3 to resist).

Advantages: Resistant to Poison (+3) [5].

Call of the Deep 2

15 points

As you grow more watery, you can dilute almost anything (+8 to resist disease *and* poison).

Advantages: Resistant to Metabolic Hazards (+8) [15].

Call of the Deep 3

25 points

As above, but you're rarely bothered by giant icicles, dehydration curses, etc., either (DR 9 vs. these things). And, uh, you drip.

Advantages: Damage Resistance 9 (Limited, Dehydration and Water, -40%; Mana Sensitive, -10%) [23] replaces DR 5 [13], for 10 points; Reputation +4 (Water Elementals) [6] replaces Reputation +3 [5] for 1 point; Resistant to Metabolic Hazards (+8) [15].

Quirks: Roll vs. Will to avoid soaking anything you touch. [-1]

*We rode on the winds of
the rising storm,
We ran to the sounds of
the thunder.
We danced among the
lightning bolts,
and tore the world asunder.*

– Robert Jordan,
The Dragon Reborn

WILDMEN

Wildmen can improve their racial template in several ways as power-ups:

- Arm ST 2 [10] can replace Arm ST 1 [5], for 5 points.
- Low TL 3 [-15] can be downgraded to Low TL 2 [-10], Low TL 1 [-5], or *no* Low TL, for 5, 10, or 15 points, respectively. This knocks -1, -2, or -3 off the TL penalties for weapons and armor.
- Temperature Tolerance up to 5 [1/level]. This means thicker and/or longer fur. The GM may require the wildman to survive some sort of arctic adventure before allowing it.

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